
Subject: Script Request

Posted by [Gen_Blacky](#) on Thu, 02 Oct 2008 02:50:16 GMT

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I am not sure if this is possible, i want to change a characters gravity by entering a script zone I want it so when someone enters a building the gravity is normal but when there outside there gravity is low. Can anyone whip up a simple script up for me ?

Subject: Re: Script Request

Posted by [Veyrdite](#) on Thu, 02 Oct 2008 03:34:50 GMT

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Either change the characters preset via script zone (make sure all of the weapons are set up like the beacons so they aren't lost) or you can possibly use JFW_Flying_Infanty.

Subject: Re: Script Request

Posted by [GEORGE ZIMMER](#) on Thu, 02 Oct 2008 08:38:21 GMT

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I think it's possible, but the problem is with changing things like that, for the client, you warp all over the place.

Same goes for editing speed serverside.

Subject: Re: Script Request

Posted by [reborn](#) on Thu, 02 Oct 2008 14:00:47 GMT

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What you're talking about isn't entirely possible as far as I know. But you could come up with a pretty similar effect...

Maybe if you make a script that you attach the object when it enters the zone, the script would need to make him able to fly, then increamentaly adjust his position on the z axis, but make the increments very small, so it looks pretty fluid, and also make it happen every 0.01 of a second or something on a timer loop.

Perhaps it might look OK. You could even at the start of the script make the player play an animation, like his arms and legs flapping all over the place.

Pretty interesting actually, I wonder if it wouldd look totally shit or not so bad.

Saturday is planned as my coding day for reborn and APB, remind me Saturday morning about this and i'll write it, shouldn't really take too long at all to be honest, just I am really pumping in some hours at work this week and hav little time right now.

[Ninja edit]

Perhaps have it decremental too, but randomly, so you're kinda bobbing up and down, play some animations here and there. Really try and go for a random low gravity effect. I think this could work. Maybe.

Subject: Re: Script Request

Posted by [Jerad2142](#) on Thu, 02 Oct 2008 20:41:06 GMT

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[Ninja edit]

Perhaps have it decremental too, but randomly, so you're kinda bobbing up and down, play some animations here and there. Really try and go for a random low gravity effect.

I think this could work. Maybe.

If you think changing the character's gravity setting looks bad this looks equally bad on client side, especially sense if here is enough lag and you have fly turned on you will be able to move a little bit before being snapped back into place by the server update. You would have to also make a system to make the character go back down as well, and at the same time look for the ground so you don't go down through it, and if there is a roof above you, set pos well take you right though that as well.... thats a lot of fun to play with.

Subject: Re: Script Request

Posted by [Gen_Blacky](#) on Fri, 03 Oct 2008 00:58:04 GMT

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it will be part of the client

Subject: Re: Script Request

Posted by [reborn](#) on Fri, 03 Oct 2008 10:36:50 GMT

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Jerad Gray wrote on Thu, 02 October 2008 16:41

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Why would I have to make a system to set them back on the ground again? When they leave the zone gravity should return to normal... They would just fall. You could perhaps attach a no fall damage script to them which removes itself when they stop falling. Which is easy enough to do, just start a very quick timer loop, which compares there current z axis position to there previous z axis position, and if it is lower then they are still falling, but if it is not lower then the last time it looped, they have stopped falling, so remove the script.

As for the roof, he obviously knows where he is going to be placing the zones, you could also write the script to have a max increamental limit as a client input parameter, like the script is not allowed to raise his z axis position more then 5.00f then his current position. so do a simple boolean check every time you want to raise the height, if the new height is greater or equal to 5 more then his original z axis position then start the bobbing effect, or lower him, whatever...

It's never going to look awesome trying to do it server side, but this would deffinatly be the way I chose to tackle the problem in the first instance.

Gen_Blacky wrote on Thu, 02 October 2008 20:58it will be part of the client

If you're distributing it to the client, then you could always clone every character preset in level edit, but make the clone have a low weight and gravity setting. Then when they enter the zone attach a script to them which turns them into there cloned preset, and sets there health, armor, weapon ammo etc etc the same as the original characters was at the time of enterng the zone. Then it would look like a pretty fluid tansition.

You could always have it a gradual effect too, but that would require multiple zone scripts and multiple clones of each preset.

Subject: Re: Script Request

Posted by [Gen_Blacky](#) on Fri, 03 Oct 2008 14:42:16 GMT

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reborn wrote on Fri, 03 October 2008 05:36 Jerad Gray wrote on Thu, 02 October 2008 16:41
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Is there a script that checks the character preset so it changes to the right character , so like if both a havoc or a hot wire walk into the script zone they would change into there moded presets.

Subject: Re: Script Request
Posted by [reborn](#) on Fri, 03 Oct 2008 17:50:55 GMT
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No, I would have to write it all for you.

Subject: Re: Script Request

Posted by [alesian](#) on Sat, 04 Oct 2008 10:47:41 GMT

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If you change the characters with script, it may change the entire game functionality, you better to read the help description of this game and go for further changes..

Mens Carhartt Winter Coats

dubai real estate

Subject: Re: Script Request

Posted by [nopol10](#) on Sun, 05 Oct 2008 00:40:39 GMT

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Are you sure you know what you're talking about? A mod for a game means changing the entire game's functionality in terms of gameplay...
