Subject: Special features for mods...
Posted by Renardin6 on Mon, 08 Dec 2008 11:34:30 GMT
View Forum Message <> Reply to Message

As you are coding for the patches and more, I am curious about some features:

- Amphibious vehicles
- flying infantry (we use the flying infantry script, but would it be possible to press a key to turn the infantry into a VTOL, so we can add animation to it, a sound, smoke and make the right arm moving as it was the canon, add flying speed, etc...)

Well if someone has the solution, I would like to know it.

Thank you.

Subject: Re: Special features for mods...
Posted by mrÃ£Ã§Ä·z on Mon, 08 Dec 2008 15:29:42 GMT
View Forum Message <> Reply to Message

Theres already a way to make a VTOL "engine" for a charackter

Subject: Re: Special features for mods...
Posted by ErroR on Mon, 08 Dec 2008 16:00:50 GMT
View Forum Message <> Reply to Message

what do you mean amphibious vehicles ? there isn't even water ingame (or u mean flying ?)

Subject: Re: Special features for mods...
Posted by Reaver11 on Mon, 08 Dec 2008 18:55:09 GMT
View Forum Message <> Reply to Message

ErroR wrote on Mon, 08 December 2008 10:00what do you mean amphibious vehicles ? there isn't even water ingame (or u mean flying ?)

He wants to have the amphibious apc from tibsun. (For land to water vehicle[flotation])

Although I find it a good idea but I don't think TT should focus on amphibious vehicles. (Althoug it would be a nice feature)

Subject: Re: Special features for mods...
Posted by MGamer on Mon, 08 Dec 2008 19:15:02 GMT
View Forum Message <> Reply to Message

madrackz wrote on Mon, 08 December 2008 09:29Theres already a way to make a VTOL "engine" for a charackter
you mean changing the model of a vtol to a character?

Subject: Re: Special features for mods...
Posted by mrÃ£Ã§Ä·z on Mon, 08 Dec 2008 20:02:01 GMT
View Forum Message <> Reply to Message

no you still need to get in then if its just a edited orca, C++ is your friend

---

Subject: Re: Special features for mods...
Posted by GEORGE ZIMMER on Mon, 08 Dec 2008 21:27:59 GMT
View Forum Message <> Reply to Message

I'm pretty sure amphibious vehicles would have to be specially scripted either way, not really related to TT.

I say it be done in a way that makes it become a VTOL when it hits the water, but there's a small little roof of sorts above the water and below it.

Subject: Re: Special features for mods...
Posted by DarkAngel on Mon, 08 Dec 2008 21:43:44 GMT
View Forum Message <> Reply to Message

Renardin, please speak with me before making such requests. These things are already being worked on.

Subject: Re: Special features for mods...
Posted by Jerad2142 on Tue, 09 Dec 2008 16:24:58 GMT
View Forum Message <> Reply to Message

Cabal8616 wrote on Mon, 08 December 2008 14:27I'm pretty sure amphibious vehicles would have to be specially scripted either way, not really related to TT.

I say it be done in a way that makes it become a VTOL when it hits the water, but there's a small little roof of sorts above the water and below it.
Easiest way to do the amphibious vehicles (I have already tried creating an object under the vehicle with scripts to make it drive on, and although it worked great, it shits itself on client side, as for whatever reason the doesn't keep the attached object in line well enough to keep it from looking like the client is falling on their end) is flop a script zone in the water. When the vehicle hits the water zone replace it with an air craft preset that has the same model and no ability to move up or down. Then attach it to the origin of the other object before destroying the original object so

---

they have the same rotation x, y, and z. At the same time, make sure to get all the players in the vehicle so you can force them back into the new vehicle. Once the vehicle hits the shore on the other side it will be forced upward by the terrain, make the script zone send a custom once you leave it, this custom could then be used to change the vehicle back into its normal form. Also make sure to transfer, health and armor, and if the vehicle has it, the current ammo amount on its weapon. The only problem with this is that the vehicle will lose its speed when it enters the water.

As for the infantry, just make it so when you press a key it creates an object at your position that takes your model, sets its health and armor to match yours, take your weapon as well, and then forces you to enter it. Then all you have to do is animate the model, and make sure that when the character gets out, or it is destroyed that it kills you, or transfers its health and replaces yours, then destroying itself. There are really no disadvantages to this method; actually, there are only advantages, as you would then be able to animate it without making the character fall to the ground.

Subject: Re: Special features for mods...
Posted by saberhawk on Tue, 09 Dec 2008 17:43:22 GMT
View Forum Message <> Reply to Message

Jerad Gray wrote on Tue, 09 December 2008 10:24Cabal8616 wrote on Mon, 08 December 2008 14:27I'm pretty sure amphibious vehicles would have to be specially scripted either way, not really related to TT.

I say it be done in a way that makes it become a VTOL when it hits the water, but there's a small little roof of sorts above the water and below it.
Easiest way to do the amphibious vehicles (I have already tried creating an object under the vehicle with scripts to make it drive on, and although it worked great, it shits itself on client side, as for whatever reason the doesn't keep the attached object in line well enough to keep it from looking like the client is falling on their end) is flop a script zone in the water. When the vehicle hits the water zone replace it with an air craft preset that has the same model and no ability to move up or down. Then attach it to the origin of the other object before destroying the original object so they have the same rotation x, y, and z. At the same time, make sure to get all the players in the vehicle so you can force them back into the new vehicle. Once the vehicle hits the shore on the other side it will be forced upward by the terrain, make the script zone send a custom once you leave it, this custom could then be used to change the vehicle back into its normal form. Also make sure to transfer, health and armor, and if the vehicle has it, the current ammo amount on its weapon. The only problem with this is that the vehicle will lose its speed when it enters the water.

Or you could swap the physics type out. Or any number of other methods actually, but Reborn requires amphibious vehicles that aren't exactly all hover vehicles

---

Subject: Re: Special features for mods...
Posted by Jerad2142 on Fri, 12 Dec 2008 02:52:11 GMT

Saberhawk wrote on Tue, 09 December 2008 10:43Jerad Gray wrote on Tue, 09 December 2008 10:24Cabal8616 wrote on Mon, 08 December 2008 14:27I'm pretty sure amphibious vehicles would have to be specially scripted either way, not really related to TT.

I say it be done in a way that makes it become a VTOL when it hits the water, but there's a small little roof of sorts above the water and below it.
Easiest way to do the amphibious vehicles (I have already tried creating an object under the vehicle with scripts to make it drive on, and although it worked great, it shits itself on client side, as for whatever reason the doesn't keep the attached object in line well enough to keep it from looking like the client is falling on their end) is flop a script zone in the water. When the vehicle hits the water zone replace it with an air craft preset that has the same model and no ability to move up or down. Then attach it to the origin of the other object before destroying the original object so they have the same rotation x, y, and z. At the same time, make sure to get all the players in the vehicle so you can force them back into the new vehicle. Once the vehicle hits the shore on the other side it will be forced upward by the terrain, make the script zone send a custom once you leave it, this custom could then be used to change the vehicle back into its normal form. Also make sure to transfer, health and armor, and if the vehicle has it, the current ammo amount on its weapon. The only problem with this is that the vehicle will lose its speed when it enters the water.

Or you could swap the physics type out. Or any number of other methods actually, but Reborn requires amphibious vehicles that aren't exactly all hover vehicles
You can't just swap the physics types out under the CURRENT scripts.dll to my knowledge Saberhawk... Or is there something that I have overlooked in my many browsing of scripts.dll?

Also when it gets down too it, you just make two script zones, one lower then the other, so one vehicle would be hovering in the air while one would be sitting a little ways in the water, also making it look like it was hovering.

Subject: Re: Special features for mods...
Posted by saberhawk on Fri, 12 Dec 2008 05:46:32 GMT

Jerad Gray wrote on Thu, 11 December 2008 20:52Saberhawk wrote on Tue, 09 December 2008 10:43Jerad Gray wrote on Tue, 09 December 2008 10:24Cabal8616 wrote on Mon, 08 December 2008 14:27I'm pretty sure amphibious vehicles would have to be specially scripted either way, not really related to TT.

I say it be done in a way that makes it become a VTOL when it hits the water, but there's a small little roof of sorts above the water and below it.
Easiest way to do the amphibious vehicles (I have already tried creating an object under the vehicle with scripts to make it drive on, and although it worked great, it shits itself on client side, as for whatever reason the doesn't keep the attached object in line well enough to keep it from looking like the client is falling on their end) is flop a script zone in the water. When the vehicle hits the water zone replace it with an air craft preset that has the same model and no ability to move

up or down. Then attach it to the origin of the other object before destroying the original object so they have the same rotation x, y, and z. At the same time, make sure to get all the players in the vehicle so you can force them back into the new vehicle. Once the vehicle hits the shore on the other side it will be forced upward by the terrain, make the script zone send a custom once you leave it, this custom could then be used to change the vehicle back into its normal form. Also make sure to transfer, health and armor, and if the vehicle has it, the current ammo amount on its weapon. The only problem with this is that the vehicle will lose its speed when it enters the water.

Or you could swap the physics type out. Or any number of other methods actually, but Reborn requires amphibious vehicles that aren't exactly all hover vehicles
You can't just swap the physics types out under the CURRENT scripts.dll to my knowledge Saberhawk... Or is there something that I have overlooked in my many browsing of scripts.dll?

Also when it gets down too it, you just make two script zones, one lower then the other, so one vehicle would be hovering in the air while one would be sitting a little ways in the water, also making it look like it was hovering.

Definitely something you overlooked.

As for script zones, they weren't rigid bodies last I checked

---

Subject: Re: Special features for mods...
Posted by Jerad2142 on Fri, 12 Dec 2008 19:38:37 GMT
View Forum Message <> Reply to Message

Saberhawk wrote on Thu, 11 December 2008 22:46Jerad Gray wrote on Thu, 11 December 2008 20:52Saberhawk wrote on Tue, 09 December 2008 10:43Jerad Gray wrote on Tue, 09 December 2008 10:24Cabal8616 wrote on Mon, 08 December 2008 14:27I'm pretty sure amphibious vehicles would have to be specially scripted either way, not really related to TT.

I say it be done in a way that makes it become a VTOL when it hits the water, but there's a small little roof of sorts above the water and below it.
Easiest way to do the amphibious vehicles (I have already tried creating an object under the vehicle with scripts to make it drive on, and although it worked great, it shits itself on client side, as for whatever reason the doesn't keep the attached object in line well enough to keep it from looking like the client is falling on their end) is flop a script zone in the water. When the vehicle hits the water zone replace it with an air craft preset that has the same model and no ability to move up or down. Then attach it to the origin of the other object before destroying the original object so they have the same rotation x, y, and z. At the same time, make sure to get all the players in the vehicle so you can force them back into the new vehicle. Once the vehicle hits the shore on the other side it will be forced upward by the terrain, make the script zone send a custom once you leave it, this custom could then be used to change the vehicle back into its normal form. Also make sure to transfer, health and armor, and if the vehicle has it, the current ammo amount on its weapon. The only problem with this is that the vehicle will lose its speed when it enters the water.

Or you could swap the physics type out. Or any number of other methods actually, but Reborn requires amphibious vehicles that aren't exactly all hover vehicles
You can't just swap the physics types out under the CURRENT scripts.dll to my knowledge Saberhawk... Or is there something that I have overlooked in my many browsing of scripts.dll?

Also when it gets down too it, you just make two script zones, one lower then the other, so one vehicle would be hovering in the air while one would be sitting a little ways in the water, also making it look like it was hovering.

Definitely something you overlooked.

As for script zones, they weren't rigid bodies last I checked
Script zones can be set to send customs to the enterer silly, those customs are then used to create objects below the vehicle.

Is_VTOLVehicle - just returns 1 if the object is a VTOL.
Get_Physics - Just a return for the physics type.
But, as far as I can see there is no way to just set an objects physics type... So if you did know of how to do it I would highly appreciate it if you would help us not to waist OUR time looking for it and just tell us what it is called.
Please.

Subject: Re: Special features for mods...
Posted by jonwil on Fri, 12 Dec 2008 21:53:33 GMT
View Forum Message <> Reply to Message

Its not there because it doesn't exist yet

Subject: Re: Special features for mods...
Posted by Jerad2142 on Sat, 13 Dec 2008 02:45:12 GMT
View Forum Message <> Reply to Message

Saberhawk wrote on Thu, 11 December 2008 22:46Definitely something you overlooked.

jonwil wrote on Fri, 12 December 2008 14:53Its not there because it doesn't exist yet

Good good, I was afraid I was losing it.

Also, I like the word "yet"

Subject: Re: Special features for mods...
Posted by GEORGE ZIMMER on Sat, 13 Dec 2008 04:21:14 GMT

YETI