Subject: Dome Shield
Posted by Gen_Blacky on Sat, 24 Jan 2009 00:12:22 GMT
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I had a idea to make a vehicle with a dome shield and after its damaged 50 % the dome shield would deactivate.

Im not sure how to this if it can be done in just leveledit/renx. I was thinking maybe adding it to the damage animations and after it get's damaged 50 % it would just disappear , I dint know if there was a better way like doing it in scripts.

Subject: Re: Dome Shield
Posted by ErroR on Sat, 24 Jan 2009 12:07:43 GMT
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would be interesting to add only projectile collisions to it

Subject: Re: Dome Shield
Posted by Gen_Blacky on Sat, 24 Jan 2009 16:47:46 GMT
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ErroR wrote on Sat, 24 January 2009 06:07would be interesting to add only projectile collisions to it

that's exactly what i was going to do so infantry can get inside the shield and so it doesn't get in the way.

Subject: Re: Dome Shield
Posted by GEORGE ZIMMER on Sat, 24 Jan 2009 16:54:15 GMT
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Make another vehicle that's stationary and has only projectile collision enabled on it. It's clearly very possible to attach objects to other objects, even with something as simple as c130 drop editing.

Attach the "dome" vehicle to another vehicle (I recommend playing with the sizes and positions of where it spawns on the vehicle, although it should spawn at 0,0,0 by default, which should be the direct center), and voila. Set the health to 50% of the vehicle or figure out some kind of plan to make it work.

Subject: Re: Dome Shield
Posted by ErroR on Sat, 24 Jan 2009 17:05:47 GMT
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something like a stealth generator

Subject: Re: Dome Shield
Posted by Gen_Blacky on Sat, 24 Jan 2009 17:08:47 GMT
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Cabal8616 wrote on Sat, 24 January 2009 10:54Make another vehicle that's stationary and has only projectile collision enabled on it. It's clearly very possible to attach objects to other objects, even with something as simple as c130 drop editing.

Attach the "dome" vehicle to another vehicle (I recommend playing with the sizes and positions of where it spawns on the vehicle, although it should spawn at 0,0,0 by default, which should be the direct center), and voila. Set the health to 50% of the vehicle or figure out some kind of plan to make it work.

That would work never thought about that