Subject: Create New Beacon Preset Question...
Posted by rrutk on Wed, 18 Feb 2009 14:21:58 GMT
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http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=108

I have created a new beacon preset for my airstrike beacons, including it's new ammo, weapon, powerup and beacon object (like mentioned in the tutorial above).

the beacon works, but still renegade belive, thats a nuke or ion beacon, starting the weather change and nuke/ion placed announcements...

whats wrong?

PS: yes, i know reborns tutorial too. he replaces the real beacon with another object. but this limits your possibilities.

Subject: Re: Create New Beacon Preset Question...
Posted by Canadacdn on Wed, 18 Feb 2009 21:34:03 GMT
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I think you need to change the annnounce time as well as the post and pre nuke/ion effects timers to -1. Only use ion cannon type beacons, if you have 'isnuke' selected, the sky will still turn red for a few moments. I'd like to be more specific, but I don't have leveledit on my computer right now.

Subject: Re: Create New Beacon Preset Question...
Posted by rrutk on Wed, 18 Feb 2009 22:09:00 GMT
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done. doesnt work. seems to be not enough.

Subject: Re: Create New Beacon Preset Question...
Posted by reborn on Wed, 18 Feb 2009 22:25:17 GMT
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With a little code you could use the principle of what I did in that old tutorial (destroying the beacon and replacing it with a flare or an invisible object) but have it perform many different functions. By setting booleans on the player it could make the invisible object call different

functions...

bool has_airstrikebeacon false;
bool has_reinforcementbeacon false;
etc
etc

Then when the beacon is placed, get the player object of the placer, and if they pass the condition of if (has_airstriokebeacon), make it do the airstrike.
With a little bit of code you really are not limiting yourself, you could use the one beacon for many different uses.

Subject: Re: Create New Beacon Preset Question...
Posted by bisen11 on Sat, 21 Feb 2009 18:35:19 GMT
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It's been awhile since I did this but I think this might be it. Go to the Object>Beacon>IonCannon>CnC_Beacon_Ioncanon (or whichever one you want) and hit mod ore temp (again whichever it is you want). Go to the settings tab and scroll down to the last 3 options pre-detonate cinematic obj, post, etc. Click on the thing to the right and switch it to none. I think that's how it's done but I haven't tested it.

Subject: Re: Create New Beacon Preset Question...
Posted by rrutk on Sat, 21 Feb 2009 21:34:34 GMT
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no. the announcements and weather change will still be there.