
Subject: how do i, teleports

Posted by [Distrbd21](#) on Mon, 23 Feb 2009 05:41:38 GMT

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how do i make it so.

say on canyon the tunnels how do i make it so you can only go into the tunnel with a sniper and if you don't have one you tele back to the spwaners?

Also is there away where i can make it so lets say nod can't shoot at gdi players while they are inside there base?

and also can anyone make me some Renegade commands like !refill to where the highest ranking play on gdi or nod can only use it, and so it only refills ammo?

Subject: Re: how do i, teleports

Posted by [_SSnipe_](#) on Mon, 23 Feb 2009 05:48:47 GMT

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Vendetta wrote on Sun, 22 February 2009 21:41how do i make it so.

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Well teleports are easy..I guess you can find someone to edit it so only xxx preset can get it to work

and build lot of walls in front of base? only way i can think off

Subject: Re: how do i, teleports

Posted by [reborn](#) on Mon, 23 Feb 2009 05:53:56 GMT

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I don't know if the script already exists, but it could be done with a script zone, and attach a script that on the ::Entered event checks the preset name of the object entering it. If it isn't a preset name that you want to be using the tunnels, then teleport it to defined locations.

Maybe something like this:

```
void Vendetta_sniper_tele_zone::Entered(GameObject *obj,GameObject *enter){
```

```
if(((strcmp(Commands->Get_Preset_Name(enter),"sniper_preset_name1")== 0) ||
((strcmp(Commands->Get_Preset_Name(enter),"sniper_preset_name2")== 0)){
//do nothing because they are a allowed sniper preset
}
else{
//they are not allowed to be there, so teleport them
Vector3 NewPosition;
//Have the new location as a user input param
NewPosition = Get_Vector3_Parameter("Location");
Commands->Set_Position(enter,NewPosition);
}
}
```

Subject: Re: how do i, teleports
Posted by [Distrbd21](#) on Mon, 23 Feb 2009 06:11:29 GMT
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reborn wrote on Sun, 22 February 2009 23:53I don't know if the script already exists, but it could be done with a script zone, and attach a script that on the ::Entered event checks the preset name of the object entering it. If it isn't a preset name that you want to be using the tunnels, then teleport it to defined locations.
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how do i make scripts? i'm only good at modding..

Subject: Re: how do i, teleports
Posted by [_SSnipe_](#) on Mon, 23 Feb 2009 06:37:59 GMT
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Vendetta wrote on Sun, 22 February 2009 22:11
reborn wrote on Sun, 22 February 2009 23:53
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Commands->Set_Position(enter,NewPosition);
}
}
```

how do i make scripts? i'm only good at modding..
Scripts are all C++ unless you know c++ dont even try, if you do then
<http://www.renegadeforums.com/index.php?t=msg&th=26642&start=0&rid=2> 2699

Subject: Re: how do i, teleports
Posted by [Distrbd21](#) on Mon, 23 Feb 2009 06:59:51 GMT
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i no good with programing

Subject: Re: how do i, teleports
Posted by [reborn](#) on Mon, 23 Feb 2009 07:32:13 GMT
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Sorry, I thought from this topic that you could program.
I'm not sure how you would do it in level edit alone.

Subject: Re: how do i, teleports
Posted by [ErroR](#) on Mon, 23 Feb 2009 08:19:37 GMT
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there is a test_cinematic script in level edit that reads a .txt script, try playing around with that one

Subject: Re: how do i, teleports
Posted by [Distrbd21](#) on Mon, 23 Feb 2009 14:38:26 GMT
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reborn wrote on Mon, 23 February 2009 01:32: Sorry, I thought from this topic that you could program.

I'm not sure how you would do it in level edit alone.
i don't know c++ i know a little VB

and what does that txt file have to say?

and hope you guy's can help me with this.

How would i go about making a tech weapon like in a ctf server how the techs have 1 shot kill.

Also how do i make it so when you load a map you spawn as lets say a eng?

I tried temp the gdi and nod spawn's and putting that in but when i joined in game i was a minigunner if i can't do that than i will just edit the minigunner.

Subject: Re: how do i, teleports
Posted by [ErroR](#) on Mon, 23 Feb 2009 14:40:53 GMT
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the txt must contain the script, altho i think only cinematic scripts will work. Try looking on renhelp

Subject: Re: how do i, teleports
Posted by [Distrbd21](#) on Mon, 23 Feb 2009 15:07:09 GMT
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ErroR wrote on Mon, 23 February 2009 08:40: the txt must contain the script, altho i think only cinematic scripts will work. Try looking on renhelp
i have been looking at renhelp.net i go there befor i go here lol.

Subject: Re: how do i, teleports
Posted by [futura83](#) on Mon, 23 Feb 2009 15:50:01 GMT
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Instead of teleporting them if they don't have a sniper, do it so that they are automatically transformed into a sniper when they walk into the tunnels.

I think there is already scripts that can do this.

Subject: Re: how do i, teleports
Posted by [Distrbd21](#) on Mon, 23 Feb 2009 16:10:53 GMT
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insert_name_here wrote on Mon, 23 February 2009 09:50 Instead of teleporting them if they don't have a sniper, do it so that they are automatically transformed into a sniper when they walk into the tunnels.

I think there is already scripts that can do this.

edut: ok i have that part done, when you enter the tunnel you buy a logan for free.

LOL i made the same scripted tmep the eng i wanted, covered the spawners with it now when u spawn your a eng lol that is cool and if you go in tunnels your a logan..

Thank you everyone i might have some more things to ask as i go
