Subject: Blocking projectiles server side
Posted by Nightma12 on Sat, 20 Jun 2009 20:19:18 GMT
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Heya,

Im trying to edit a map server side and entirely block off the bases.

Ive tried useing both laser fenceing and the preset "large_blocker" (or something like that) which spawns a block shaped metal crate that ive been stacking to stop people from getting into the bases. This is visible client-side and stops pople from walking though, but they can still fire though.

I get this problem with the laser fencing too =/ You can fire though it.

Any idea how to stop this?

Subject: Re: Blocking projectiles server side
Posted by Reaver11 on Sat, 20 Jun 2009 20:44:38 GMT
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You can only fire through the laserfence from one side. Try rotating it 180 degrees.

Subject: Re: Blocking projectiles server side
Posted by Nightma12 on Sat, 20 Jun 2009 20:50:37 GMT
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ah! thank you!

its a bitch to stack! but hey ^_^

Subject: Re: Blocking projectiles server side
Posted by Nightma12 on Sat, 20 Jun 2009 22:37:17 GMT
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there has GOT to be a better way than stacking 8 rows of laser fenceing up on top of each other in front of the bases on hourglass...

is there no way to make the large_blocker block projectiles? =/ takes like 10 seconds to pile up 8 rows of them

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Subject: Re: Blocking projectiles server side

Posted by Brandon on Sat, 20 Jun 2009 22:48:21 GMT
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Set the model to invisible and that will work.

Subject: Re: Blocking projectiles server side
Posted by Nightma12 on Sun, 21 Jun 2009 00:51:00 GMT
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is that a joke? =/

How would setting it to invisiable work....

and where is that option?

Subject: Re: Blocking projectiles server side
Posted by jnz on Sun, 21 Jun 2009 04:16:16 GMT
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Why not just give the buildings blamo skin?

Subject: Re: Blocking projectiles server side
Posted by Omar007 on Sun, 21 Jun 2009 09:29:49 GMT
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jnz wrote on Sun, 21 June 2009 06:16Why not just give the buildings blamo skin?
That would solve the shooting but if he really doesnt want players to even enter a base that
wouldnt be enough

Subject: Re: Blocking projectiles server side
Posted by jnz on Sun, 21 Jun 2009 10:39:01 GMT
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Omar007 wrote on Sun, 21 June 2009 10:29jnz wrote on Sun, 21 June 2009 06:16Why not just
give the buildings blamo skin?
That would solve the shooting but if he really doesnt want players to even enter a base that
wouldnt be enough

So give them blamo skin and put a lazer fence. Then you don't have to stack them.

Subject: Re: Blocking projectiles server side
Posted by Nightma12 on Sun, 21 Jun 2009 12:29:42 GMT
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jnz wrote on Sun, 21 June 2009 05:39Omar007 wrote on Sun, 21 June 2009 10:29jnz wrote on Sun, 21 June 2009 06:16Why not just give the buildings blamo skin?
That would solve the shooting but if he really doesnt want players to even enter a base that wouldnt be enough

So give them blamo skin and put a lazer fence. Then you don't have to stack them.

Problem with blame skin is it stops the FDS console 'win' command from working as it cant blow up the blamo building =/

Subject: Re: Blocking projectiles server side
Posted by reborn on Sun, 21 Jun 2009 14:19:00 GMT
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In level edit you can group objects together holding control, then copy and paste them. Would make it easier to stack stuff.
A teleport zone might not be such a bad idea either...

Subject: Re: Blocking projectiles server side
Posted by HTT-Bird on Sun, 21 Jun 2009 19:25:12 GMT
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Nightma12 wrote on Sun, 21 June 2009 07:29jnz wrote on Sun, 21 June 2009 05:39Omar007 wrote on Sun, 21 June 2009 10:29jnz wrote on Sun, 21 June 2009 06:16Why not just give the buildings blamo skin?
That would solve the shooting but if he really doesnt want players to even enter a base that wouldnt be enough

So give them blamo skin and put a lazer fence. Then you don't have to stack them.

Problem with blame skin is it stops the FDS console 'win' command from working as it cant blow up the blamo building =/

Uh, is there a reason 'win' can't use a BlamoKiller?

Subject: Re: Blocking projectiles server side
Posted by Nightma12 on Sun, 21 Jun 2009 19:59:54 GMT

ask jonwil?

Subject: Re: Blocking projectiles server side
Posted by jnz on Sun, 21 Jun 2009 20:26:18 GMT

Do "time 1"