Subject: Jump platforms?
Posted by N1warhead on Mon, 21 Sep 2009 00:18:57 GMT
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Is it possible to create jump platforms, like off Unreal Tournament and Quake games?

Subject: Re: Jump platforms?
Posted by GEORGE ZIMMER on Wed, 23 Sep 2009 07:55:53 GMT
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Since I've not played either of those games, what exactly are you asking for? A platform that if stood on will force you to jump, or a platform that you can jump to (Like in many oldschool platform games where there'd be a platform hovering in the air)?

If the former, somewhat possible- just make a bunch of teleporter scripts that teleport you a little bit upwards at a time, each linking up with eachother. It'd look a little laggy, but hey, better than nothing.

Subject: Re: Jump platforms?
Posted by Goztow on Wed, 23 Sep 2009 12:20:49 GMT
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Do you mean low gravity, like done on the map Mars?

Subject: Re: Jump platforms?
Posted by ErroR on Wed, 23 Sep 2009 12:21:49 GMT
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actually, it's a platform that if you stand on, it instantly pushes you up.
http://www.youtube.com/watch?v=vaVhcnBiob0 (00:07-00:09)

Subject: Re: Jump platforms?
Posted by nopol10 on Wed, 23 Sep 2009 13:24:04 GMT
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There's an existing script that teleports you upwards or in a certain direction when you enter the zone. Its not a smooth transition though. A more advanced script can probably be coded to make you actually fly upwards smoothly when you enter the zone.

Subject: Re: Jump platforms?

Posted by Reaver11 on Wed, 23 Sep 2009 13:26:56 GMT
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Isnt it possible to make a fast moving invisible elevator box?
Though it will probably have a hard time going diagonaly. (tried to make one an ren hates it)

Subject: Re: Jump platforms?
Posted by GEORGE ZIMMER on Wed, 23 Sep 2009 13:27:08 GMT
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nopol10 wrote on Wed, 23 September 2009 08:24There's an existing script that teleports you upwards or in a certain direction when you enter the zone. Its not a smooth transition though. A more advanced script can probably be coded to make you actually fly upwards smoothly when you enter the zone.
Doubtful, as far as I know the only way to do this would be to temporarily modify gravity. This makes it not so smooth client-side... although it should look fine server side.

Although, if a script like that exists, that'd be amazing.

Subject: Re: Jump platforms?
Posted by N1warhead on Wed, 23 Sep 2009 17:42:04 GMT
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ErroR wrote on Wed, 23 September 2009 07:21actually, it's a platform that if you stand on, it instantly pushes you up.
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Yes like he said.

That is what I'd like. Don't really wanna use teleporters =(.

I'm sure it's possible if scripted. Wish I knew how to script.

Subject: Re: Jump platforms?
Posted by nopol10 on Wed, 23 Sep 2009 23:15:38 GMT
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GEORGE ZIMMER wrote on Wed, 23 September 2009 21:27nopol10 wrote on Wed, 23 September 2009 08:24There's an existing script that teleports you upwards or in a certain direction when you enter the zone. Its not a smooth transition though. A more advanced script can probably be coded to make you actually fly upwards smoothly when you enter the zone.
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My idea is to make a waypath in LevelEdit that determines which way the jump platform will take you. Upon entering the zone, the script creates an invisible VTOL with collision and attaches you to it. The VTOL will then be forced to move through the waypath and upon reaching the end, it will be destroyed and you will regain control.

Subject: Re: Jump platforms?
Posted by nopol10 on Wed, 23 Sep 2009 23:16:51 GMT
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Subject: Re: Jump platforms?
Posted by BlueThen on Thu, 24 Sep 2009 00:13:50 GMT
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nopol10 wrote on Wed, 23 September 2009 18:16GEORGE ZIMMER wrote on Wed, 23 September 2009 21:27nopol10 wrote on Wed, 23 September 2009 08:24There's an existing script that teleports you upwards or in a certain direction when you enter the zone. Its not a smooth transition though. A more advanced script can probably be coded to make you actually fly upwards smoothly when you enter the zone.
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This wouldn't allow you to control your direction of flight however.

Subject: Re: Jump platforms?
Posted by N1warhead on Thu, 24 Sep 2009 00:38:03 GMT
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BlueThen wrote on Wed, 23 September 2009 19:13nopol10 wrote on Wed, 23 September 2009 18:16GEORGE ZIMMER wrote on Wed, 23 September 2009 21:27nopol10 wrote on Wed, 23 September 2009 08:24There's an existing script that teleports you upwards or in a certain direction when you enter the zone. Its not a smooth transition though. A more advanced script can probably be coded to make you actually fly upwards smoothly when you enter the zone. Doubtful, as far as I know the only way to do this would be to temporarily modify gravity. This makes it not so smooth client-side... although it should look fine server side.

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Would be nice if you could, but not needed.
As long as you can fly up to the part you wanna get to, that's all you need lol.

Subject: Re: Jump platforms?
Posted by GEORGE ZIMMER on Thu, 24 Sep 2009 13:21:37 GMT
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nopol10 wrote on Wed, 23 September 2009 18:16GEORGE ZIMMER wrote on Wed, 23 September 2009 21:27nopol10 wrote on Wed, 23 September 2009 08:24There's an existing script that teleports you upwards or in a certain direction when you enter the zone. Its not a smooth transition though. A more advanced script can probably be coded to make you actually fly upwards smoothly when you enter the zone.
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Oh, that could work. Problem is though, it still wouldn't look too pretty client-side... unless TT fixes this, which I hope it does.

Subject: Re: Jump platforms?

Posted by N1warhead on Thu, 24 Sep 2009 22:13:52 GMT
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GEORGE ZIMMER wrote on Thu, 24 September 2009 08:21nopol10 wrote on Wed, 23 September 2009 18:16GEORGE ZIMMER wrote on Wed, 23 September 2009 21:27nopol10 wrote on Wed, 23 September 2009 08:24There's an existing script that teleports you upwards or in a certain direction when you enter the zone. Its not a smooth transition though. A more advanced script can probably be coded to make you actually fly upwards smoothly when you enter the zone.
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Who's, or what's TT?
Refresh my memory please.

Subject: Re: Jump platforms?
Posted by LeeumDee on Thu, 24 Sep 2009 22:15:51 GMT
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http://www.renegadeforums.com/index.php?t=thread&frm_id=52&rid=23561