Subject: Misc mod related changes in 4.x people may want to know about
Posted by jonwil on Sun, 09 Feb 2014 10:22:59 GMT

View Forum Message <> Reply to Message

Here are some things in LE you can fiddle with that you might be interested in:
1.RequiresSilo flag on Beacon objects. If this box is ticked, the beacon can't be deployed unless the team has a building (that isn't dead) with its building type set to Shrine in leveledit. Useful if you wanted to have a requirement for the player to have a working Advanced Com Center or Temple of Nod in order for beacons to be deployable. You can still buy them if the building id dead, you just cant deploy them.
2.GDI Spawn Character and Nod Spawn Character settings on objects of type Global Settings-General in leveledit. These can be used to change the spawn characters if you want different spawn characters on your map than the default. Just create a temp preset of the item under Global Settings-General and change as appropriate.
3.IsUnsquishable flag on infantry. Set this to make infantry uncrushable by vehicles.
4.ScopeTexture, MaxZoom and MinZoom settings on weapon definitions. These let you set up custom scope textures for new weapons. The attached scope_gdi_bino.dds file is an example of how the textures for this feature need to look.
5.HideVehicles flag on airstrip objects. Untick this box to disable the logic that makes vehicles being carried by the cargo plane invisible until they are dropped off. Useful if you have changed things and e.g. are having the vehicle delivered in a way where having it visible for the whole drop-off makes sense.
6.ProjectileExtent setting on ammo definitions. This can be used to give ammo a "size", meaning that it will use that size when testing to see if the ammo hit anything. Obviously you need to make sure the model used for the ammo and the extent match up otherwise it would be unfair.
and 7.Team Visibility Mode settings on objects. This can be used to have objects that are only visible to players who's team is the same as that object or objects that are only visible to players who's team is not the same as that object. Not 100% sure what one might use it for in a renegade map but I am sure someone will think of something to do with it

File Attachments
1) scope_gdi_bino.zip, downloaded 144 times

Subject: Re: Misc mod related changes in 4.x people may want to know about
Posted by jonwil on Sun, 09 Feb 2014 10:26:14 GMT

View Forum Message <> Reply to Message

Oops, this should have gone in the Mod Forum

Subject: Re: Misc mod related changes in 4.x people may want to know about
Posted by Mauler on Sun, 09 Feb 2014 10:34:02 GMT

View Forum Message <> Reply to Message

Thanks again!!!

Subject: Re: Misc mod related changes in 4.x people may want to know about
Posted by jonwil on Sun, 09 Feb 2014 10:37:31 GMT
View Forum Message <> Reply to Message

A few more things modders might be interested in:
1.per-map surfaceeffects.ini support. Basically you take surfaceeffects.ini, make a copy and name it e.g. C&C_MyMap_Surface.ini (if your map is named C&C_MyMap). Then you edit it and make whatever additions/changes you like.
2.New command line options for level edit to allow it to be used in a "batch" mode. Pass -mod <name> to load a specific mod automatically. Pass -map <name> to load a specific map automatically. Pass -save to force an auto-save. Pass -light to force it to do "compute vertex solve" before saving.
This (combined with makemix.exe) is intended so you can build a map automatically (or even an entire mod/TC)
3.You can now have up to 6 engine/rotor bones for vehicles with VTOL physics.
4.per-map string tables. Just make a copy of strings.tdb, name it strings_map.tdb and put it in your map mix file. Edit it as normal (I recommend tdbedit for editing it, its better than the built-in LE editor)

Subject: Re: Misc mod related changes in 4.x people may want to know about
Posted by Jerad2142 on Tue, 11 Feb 2014 19:58:50 GMT
View Forum Message <> Reply to Message

I see you added more rotor bones, would it be possible to add a MuzzleA2 and MuzzleB2 bones so vehicles with three barrels could shoot from 3 spots?

Also I thought I read at one point that projectiles can now go over 399.99m/s, does that mean they can travel at any speed besides 400?

Subject: Re: Misc mod related changes in 4.x people may want to know about
Posted by jonwil on Tue, 11 Feb 2014 21:05:16 GMT
View Forum Message <> Reply to Message

Extra muzzle bones isn't going to happen.
As for the projectile speed thing, that was something done for APB and isn't in 4.1.

Subject: Re: Misc mod related changes in 4.x people may want to know about
Posted by Jerad2142 on Tue, 11 Feb 2014 21:34:43 GMT

jonwil wrote on Tue, 11 February 2014 14:05Extra muzzle bones isn't going to happen.
As for the projectile speed thing, that was something done for APB and isn't in 4.1.

Ah that's a shame, if it wasn't for barrel recoil I'd just animate it so it looked like all 3 were firing, but it gets to be painful with them recoiling and trying to animate the muzzle bone into its new spot.

As for the projectile speed, would it be able to be a Renegade thing, ECW has over 100 weapons in at this point, and it'd be nice to have some more speed variance with the projectiles, make some of the Rifles feel more useful (projectile speed is too slow for the range they have so as it is it usually makes more sense to use a shotgun or SMG as the bullets are too easy to dodge at range.).

ProjectileExtent - I was under the impression that it used the 3d model of the projectile, this makes it sound more like it just draws a ray of where it can hit.

Also, I'd like to mention that we got around needing squishable flag by making a new warhead for Steel, and renaming the old steel Crush (since running people over uses the original steel WH).

jonwil wrote on Sun, 09 February 2014 03:22
7.Team Visibility Mode settings on objects. This can be used to have objects that are only visible to players who's team is the same as that object or objects that are only visible to players who's team is not the same as that object. Not 100% sure what one might use it for in a renegade map but I am sure someone will think of something to do with it

Useful for all sorts of things, you could make your friendly AI avoid the player's vehicle for starters.

Subject: Re: Misc mod related changes in 4.x people may want to know about
Posted by jonwil on Tue, 11 Feb 2014 22:30:02 GMT

The team visibility thing is only for whether an object is rendered for that player. It has nothing to do with AI.
Projectile extent is a Saberhawk thing, you would hae to ask him about how it works.

Projectile speed wont be hitting renegade at all. Not going to explain why, just that it wont.

Subject: Re: Misc mod related changes in 4.x people may want to know about
Posted by Mauler on Sun, 16 Feb 2014 22:41:08 GMT

jonwil wrote on Sun, 09 February 2014 03:22

2.GDI Spawn Character and Nod Spawn Character settings on objects of type Global Settings-General in leveledit. These can be used to change the spawn characters if you want different spawn characters on your map than the default. Just create a temp preset of the item under Global Settings-General and change as appropriate.

This feature does not work... We tried to and it did not make and effect..

Subject: Re: Misc mod related changes in 4.x people may want to know about
Posted by danpaul88 on Mon, 17 Feb 2014 00:39:07 GMT
View Forum Message <> Reply to Message

We're using it successfully in TS: Reborn, not sure why it won't work for you... since it's a global setting maybe it won't work on a per-map basis?

Subject: Re: Misc mod related changes in 4.x people may want to know about
Posted by jonwil on Mon, 17 Feb 2014 00:47:09 GMT
View Forum Message <> Reply to Message

It should work on a per-map basis, I believe RA:APB is using it per-map for some of their maps.
If you can get me an LE package or other changed files with changed spawn characters where it should be working but isn't, I will investigate and find out why its not working for you.
Note that I need to know exactly what testing you are doing when you see it not working (e.g. "put this objects.ddb file in the data folder, rename it to xyz, put this map here, edit tt.cfg as follows etc")

Subject: Re: Misc mod related changes in 4.x people may want to know about
Posted by jonwil on Wed, 19 Feb 2014 19:57:32 GMT
View Forum Message <> Reply to Message

FYI, the reason that particular setting wasn't working was due to an issue where if you had SSGM running, it would override the setting set in LE with the default. Its now been fixed to always use the setting set in LE unless you set GDISpawnChar and NodSpawnChar in ssgm.ini to override it.