
Subject: Anyone who knows scripting..

Posted by [ThunderChicken](#) on Fri, 11 Apr 2003 03:21:13 GMT

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I am hosting a server on WOL, and I moderate it in a Stealth Orca I drop by my leisure, but it gets shot at and destroyed by griefers, and I spend most of my time banning them. I need to get the script to make the Orca Invulnerable. I know it exists. In the third mission, You Fight Mendoza or Raveshaw on the Airstrip at the end of the level. I think it is along the lines of "M02_No_Damage" Or something like that. PM me if you want the knowledge to stay out of public or tell me how to find out myself.

Thanks.

Subject: Anyone who knows scripting..

Posted by [Doitle](#) on Fri, 11 Apr 2003 12:35:47 GMT

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I am not positive but you might try

M00_Disable_Physical_Collision_JDG

I think it would even allow you to fly around the map under ground to avoid Base Defences and no projectiles would hit you so you would be invulnerable.

I dunno, maybe Dante or General Havoc can confirm this. I don't have time to test it right now. When I get home I'll try it.

Subject: Anyone who knows scripting..

Posted by [General Havoc](#) on Fri, 11 Apr 2003 14:39:29 GMT

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Yeah that will allow you to drive through walls and stuff but the base defences will still shoot you and kill your vehicle. You need to mod the orca to be "not targetable" and also set it's health to -1 i think. The script that Doitle suggested may be useful though because you can drive through walls and buildings and see whats going on. If you need anymore help just ask.

_General Havoc

Subject: Anyone who knows scripting..

Posted by [\[REHT\]Spirit](#) on Fri, 11 Apr 2003 15:52:09 GMT

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Ah! Words can not describe how happy I am to see more and more people learning cinematic text scripts. Their power is great.

The script is M00_Damage_Modifier_DME and the params are 0.05,1,1,1,1

(should work)

Subject: Anyone who knows scripting..

Posted by [ThunderChicken](#) on Fri, 11 Apr 2003 21:26:44 GMT

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General HavocYeah that will allow you to drive through walls and stuff but the base defences will still shoot you and kill your vehicle. You need to mod the orca to be "not targetable" and also set it's health to -1 i think. The script that Doitle suggested may be useful though because you can drive through walls and buildings and see whats going on. If you need anymore help just ask.

_General Havoc

How do I make it non targetable and set the health to -1?

Thanks for all the help so far guys.

Subject: Anyone who knows scripting..

Posted by [ThunderChicken](#) on Fri, 11 Apr 2003 21:32:59 GMT

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Doitle,

I did the Disable Physical Collision, works well. The orca hovers above the AirStrip until I get in. But whenever I hop out of the orca, it falls through the ground lol. I'll use it if I can't find any alternatives

Thanks.

Subject: Anyone who knows scripting..

Posted by [\[REHT\]Spirit](#) on Fri, 11 Apr 2003 22:53:21 GMT

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ThunderChickenDoitle,

I did the Disable Physical Collision, works well. The orca hovers above the AirStrip until I get in. But whenever I hop out of the orca, it falls through the ground lol. I'll use it if I can't find any alternatives

Thanks.

Yes but that wont disable projectile (although then again, who cares? We can shoot through ground! eeeeeevvvviiiiiiiii). To set health and all to -1 you have to dl the mod tools and use Level Edit however the server will become a client side thing (ie, people need to dl the mod) or there is a way you can make it server-side but everyone will get the zero bug so kinda pointless.

Also, this is a very clever way to moderate a server. Might want to talk to Dante about adding such a thing in BR (ie, being able to switch to a custom c130 drop script at an Admin's will, allowing better moderation).

Subject: Anyone who knows scripting..

Posted by [ThunderChicken](#) on Fri, 11 Apr 2003 23:05:13 GMT

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I've added him to my MSN contact list, just waiting for him to be at his computer or something.

That custom c130 drop isn't a bad Idea though

And, I tested the stealth for the orca. I had someone join my game, and hop in. I couldn't see him until I got closer to him so it works.

Subject: Anyone who knows scripting..

Posted by [\[REHT\]Spirit](#) on Fri, 11 Apr 2003 23:07:01 GMT

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ThunderChicken I've added him to my MSN contact list, just waiting for him to be at his computer or something.

That custom c130 drop isn't a bad Idea though

And, I tested the stealth for the orca. I had someone join my game, and hop in. I couldn't see him until I got closer to him so it works.

That is excellent! How'd the script I gave you go? Is it making it invincible?

Subject: Anyone who knows scripting..

Posted by [ThunderChicken](#) on Fri, 11 Apr 2003 23:15:05 GMT

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I haven't tried it yet.

Subject: Anyone who knows scripting..

Posted by [\[REHT\]Spirit](#) on Fri, 11 Apr 2003 23:17:05 GMT

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ThunderChickenI haven't tried it yet.

Hurry up! jk

Well I hope it works for you, more fun so you can eliminate cheaters and watch them freak out at the same time.

Subject: Anyone who knows scripting..

Posted by [ThunderChicken](#) on Sat, 12 Apr 2003 00:29:47 GMT

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[REHTSpirit]ThunderChickenI haven't tried it yet.

Hurry up! jk

Well I hope it works for you, more fun so you can eliminate cheaters and watch them freak out at the same time.

Sent you a PM.
