Here is the helipad tutorial for the guys working on the RenAlert mod that need this script working. The rest of you may want to give it a go but I'm working on a more detailed tutorial that i will release when i have it finished. Tutorial is as followsL

I am assuming that you have the version 1.1.1 scripts installed into your mod foler and know how to add them to objects and set their parameters up. Also I will refer to all presets as being temps for compatablility issue.

1) Load up your terrain in Leveledit and make the building controller for your helipad. Once you have your building controller, add TDA_Helipad_Controller script to it. For now leave it's parameters blank.

2) Find a location where you wish the VTOL vehicle to be created on the map. Dante suggests to place it behind a mountain. If you want it off the map behind the vehicle boundry then you can place it there and in theory we can get it to fly through the boundry, i'll explain later.

3) At this location you want the vehicle to be created place a "Dave's Arrow" there and attack the script TDA_VTOL_Controller. Se the parameter to "VTOL_ORCA". This is not the name of a text cinematic so don't change it unless you need to. Add as many of these as you need such as "VTOL_Chinook" for all the vehicles of that team. As far as I know using the same "Dave's Arrow" with multiple scripts works okay.

4) Next make a "Flying Vehicle Only" waypath from the "Dave's Arrow" to the helipad. The waypath should start as close to the "Dave's Arrow" as possible. When the vehicle lands it may be best to make the waypath slope down to preven't the vehicles stacking. The waypath should have "Initiate Pathfind" and "Air Vehicles" selected.

5a) Now we have to write the text cinematics. Basically the format is as follows:

```
; ************** CnC GDI Orca **************
-0 Play_Audio,   "00-N180E",,
-1 Create_Real_Object, 1, "CnC_GDI_Orca"
-5   Attach_Script,      1, "PDS_Test_Follow_Waypath", "WaypathID,First
WaypointID,LastWaypointID"
```

You can see that "CnC_GDI_Orca" is the preset that we will be creating on the map, change it accordingly to whatever you want to be made. Every name before this part has no influence on what is made on the map. Fill in the parameters for PDS_Test_Follow_Waypath accordingly. The "Play_Audio" can also be changed to another sound if desired. Please note this script will not allow the vehicle to fly through a flight barrier, i'll show you that one next. Make copies of these cinematics for any other vehicles and save them as something unique. For example the orca file could be saved as "RJH_GDI_Orca.txt" and the chinook as "RJH_GDI_Chinook.txt" Place these in your mod folders "scripts" directory alond with the dll's that should already be there.. I have named

them like that so I don't get confused between my scripts as "RJH" are my initials. I also named them unique to prevent the map pulling the scripts from other maps named the same into my map.

5b) This is an alternative script that I have not tested but in theory is should work. Use this script if your "VTOL_Controller" is behinf a flight barrier. Here it is:

-0 Play_Audio,   "00-N180E",,
-1 Create_Real_Object, 1, "CnC_Nod_Apache"
-2 Attach_Script, 1, "M00_Disable_Physical_Collision_JDG"
-5   Attach_Script,   1, "PDS_Test_Follow_Waypath", "WaypathID,First WaypointID,LastWaypointID"
185 Attach Script, 1, "M00_Enable_Physical_Collision_JDG"

I am not experienced with text cinematic so i am not sure if the "185" is ehough to get it through the flight barrier and will actually work. If you know more about text cinematics then let me know it this script will work. Make any adjustments as in step 5a.

6) Next browse to Object > Simple > Dave's Arrow on the preset tree. Add a temp of "Dave's Arrow" and name it "VTOL_Orca". Add more of these depening on how may units you add to the VTOL Controller. For example "VTOL_Chinook" and so on. Then under the scripts tab of this new preset add the script Test_Cinematic. Set it's parameter to the cinematic you created in the spep before. For example RJH_GDI_Orca.txt.

7) Next browse to Object > Vehicle > GDI Vehicles > GDI_Orca > CnC_Gdi_Orca and make a temp of it. Call the preset "PT_Orca" Under the "Physical Model" tab where it says ModelName type in "null". Then go to the "Scripts" tab and add TDA_VTOL_Object. Set the parameter to the ID of "Dave's Arrow" you made earlier. Repeat this with any other vehicles you have made such as "PT_Chinook".

 Next browse to Global Setting > Purchase Settings > Vehicles (GDI) and add a temp of thi preset. Name it the same as the original preset. Find the object that you wish to replace or make a new icon. For the Object to make use the "PT_Orca" we made earlier. You will need to bowse the tree that pops up when you change the object. Do the same for any others such as "PT_Chinook"

9) Now your finished you can test it in game. As i said script 2 is untested so i can't help you there. If you are not clear on a part of this tutorial and your working on the Ren Alert mod i can provide help. I can also provide help to other people but if you are really stuck it may be best for you to wait for the detailed tutorial.

_General Havoc

Subject: Helipad Tutorial
Posted by [REHT]Spirit on Sun, 04 May 2003 14:07:00 GMT

If it doesn't fly through the roof and all, you can use the scripts
M00_Disable_Physical_Collision_JDG and M00_Enable_Physical_Collision_JDG

Example:


```
; ************** CnC GDI Orca **************
-0 Play_Audio,     "00-N180E",,
-1 Create_Real_Object,   1, "CnC_GDI_Orca"
-1 Attach_Script, 1, "M00_Disable_Physical_Collision_JDG"
-500 Attach_Script, 1, "M00_Enable_Physical_Collision_JDG"
-5 Attach_Script,        1, "PDS_Test_Follow_Waypath", "WaypathID,First
WaypointID,LastWaypointID"
```

The -500 would be the frame that the collision is enabled, you might need to change this to like
-55 or -1000 based on the length of your path and all.

Subject: Helipad Tutorial
Posted by General Havoc on Sun, 04 May 2003 15:34:09 GMT

Yeah you can see that I used a similar script in my tutorial but the delay was shorter. Thanks for
letting me know that it will work then, it solves a problem that people mentioned before.

_General Havoc

Subject: Helipad Tutorial
Posted by General Havoc on Sun, 11 May 2003 22:45:16 GMT

Bump. Thats if your Ren Alert guys are still doing this mod. I would have liked to play it.

_General Havoc

Subject: Helipad Tutorial
Posted by Aircraftkiller on Sun, 11 May 2003 22:52:59 GMT

I'm waiting on the detailed tutorial... This one's a bit confusing.

Subject: Helipad Tutorial
Posted by Dante on Sun, 11 May 2003 22:59:28 GMT
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AircraftkillerI'm waiting on the detailed tutorial... This one's a bit confusing.

it isn't confusing, it is just not as easy to do as placing a controller and adding a script

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Subject: Helipad Tutorial
Posted by General Havoc on Sun, 11 May 2003 23:10:46 GMT
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Have a go and where you get stuck just ask a question and i'll be happy to help as I can access these froums most of the day. The detailed tutorial is work in progress and I add to it when I have time. There is nothing too complex about this script. As I said i am happy to help with any question you have.

_Ganeral Havoc

Subject: Helipad Tutorial
Posted by Aircraftkiller on Sat, 24 May 2003 18:12:25 GMT
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Using this, it seems that the Helicopter Pad being destroyed still allows your team to purchase airborne units...

Subject: Helipad Tutorial
Posted by Aircraftkiller on Sat, 24 May 2003 18:28:17 GMT
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Nope... Did everything - the script is bugged or the tutorial isn't written properly.

1. You can still purchase airborne vehicles after the Weapons Factory is destroyed.

2. You can't even purchase an airborne vehicle on the Nod team... The C-130 flies down like it'll drop something, but doesn't.

3. The Transport Helicopter doesn't come as GDI... You just get another Orca.

Subject: Helipad Tutorial
Posted by General Havoc on Sat, 24 May 2003 21:23:54 GMT
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Some info:

You can still buy VTOL vehicles after the helipad has been destroyed, the only thing is they won't get delivered as the object that they spawn at would have been destroyed. So for now ignore the whole "TDA_Helipad_Controller"
 script as it is an optional part of it.

The vehicles should be coming to the helipad and not coming out of the WF or Airstrip. Although the C130 does come down and the WF constructor animations do play. Shortly after this event, the text cinematic should operate making the VTOL vehicle. By the sound of what you're saying I can see what you have done wrong. The fisr ORCA that I mention should not be taken notice of, just think of it as a preset. and not a vehicle.

The text cinematic (below) should be your first attempt at operating the script. Move on to the more clever ones when you get the dan thing working correctly. I take it you know how to edit the script below to follow a physical waypath you have made in leveledit. Also you should notice that the preset mentioned in the script will be one one that you get when you buy the thing.

 ************** CnC GDI Orca **************
-0   Play_Audio,   "00-N180E",,
-1   Create_Real_Object,   1, "CnC_GDI_Orca"
-5   Attach_Script,   1, "PDS_Test_Follow_Waypath", "WaypathID,First WaypointID,LastWaypointID"

This should be saved under the scripts folder of your mod folder as something like "ACK_VTOL_ORCA.txt" then thats the name you type in leveledit where I said to in the tutorial.

Now what I have said is *fairly* simple to do. Just edit the text cinematic correctly with the correct information and test it out. If all that fails contact me at generalhavoc@nodnl.net and I can tell you step by step when your actually in leveledit and i will do it as your doing it so we don't mess up. This is how Dante showed me how to use it.

Don't give up on it. It will make RenAlert work better if you can get it working. I am here to help people.

_General Havoc

Subject: Helipad Tutorial
Posted by Aircraftkiller on Sat, 24 May 2003 21:45:38 GMT
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No, I give up on it... It's not worth the work required.

Subject: Helipad Tutorial
Posted by General Havoc on Thu, 31 Jul 2003 12:22:38 GMT

BUMP

Here is the tutorial Madtone. Check your mail for the RAR archive I sent you.

_General Havoc

Subject: Helipad Tutorial
Posted by OrcaPilot26 on Thu, 31 Jul 2003 16:11:04 GMT

You can use this script for a lot of different purposes, anything you can do with a cinematic script basically.