Subject: Doors?

Posted by brysiuk on Mon, 05 May 2003 02:46:36 GMT

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I'm creating a Mod specificly for C+R based games. I want to have a system where there is a cell and a button on the outside that opens/closes the door when pressed and is not accessible from inside the cell. That way, you don't have to have any keys, or sit around gaurding the person for a long time. Then your teamates come try and bust their way in and open the door for you. But my problem is that I can't seem to figure out how to make the button open the door, I've got as far as getting the button on the wall right beside the door.

(going to have multiple cells/door opening switches, rather than a single button for all cells)

Thanks for any help :gdi:

Subject: Doors?

Posted by Captkurt on Mon, 05 May 2003 03:04:16 GMT

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In level edit you can set the area of or around the door that will open the door when someone is within the area, this is set for both sides of the door.
if you need help with this let me know. but that is the way I would at least test. it will prob. work for you. I've done a lot of playing around with this kind of stuff, haveing, spears fly at you and stuff, when you enter the area, you can set it just on one side ot the door, and in a very little area rogjt by the switch. Hope this helps.

Subject: Doors?

Posted by brysiuk on Mon, 05 May 2003 21:45:38 GMT

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Yes I know how to use proximity triggers, I do vehicle creation(made a driveable tiberium harvester). What I need to know how to do is make it so when you click the action button by the switch the door will open/close, much like gates are done in SP

Subject: Doors?

Posted by General Havoc on Wed, 07 May 2003 11:51:42 GMT

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Not possible to press a button. Read the quote by Jonathan Wilson below

"One important thing to note is that any script that deals with "poke" or "action key" will not work properly in multiplayer (thats why the CTF script greg wrote doesnt work properly although his new one should work properly)"

_General Havoc

Subject: Doors?
Posted by brysiuk on Wed, 07 May 2003 23:12:09 GMT
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awwww poop, well I'll go with plan B the, having only one trigger zone and thats on the outside of the door, that or give the GDI a key on spawn but then the NOD wouldn't be able to save their friends. Well one trigger zone it is then.

Subject: C&R mode
Posted by Garth8422 on Thu, 08 May 2003 21:44:15 GMT
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Why not just do a custom script for C&R mode?

Subject: Doors?
Posted by General Havoc on Thu, 08 May 2003 22:51:54 GMT
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Custom scripts will use the POKE command to make the switch pressable. This is fine for a singleplayer game but multiplyer it won't work. Jonathan Wilson and Namehunter have confirmed that and I, myself have tested many scripts that use "POKE" and the clients don't function with it in multiplayer. But Making a zone that triggers the door open for a certain team is probably more than possible.

_General Havoc