

---

Subject: Are these possible?

Posted by [Sir Phoenixx](#) on Sun, 11 May 2003 01:53:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Are any of these possible in any way, and how (what method, trick, where, etc.)?

#### Purchasing

I want to be able to purchase the character class under one category, and weapons under another. So that the player can purchase the character class, like Heavy Weapons, Light Weapons, Sniper, Medic, Technician, etc.; Then go to the Weapons category and purchase your weapons for that character.

Would being able to choose certain weapons that would only be available for certain classes be possible? If so, you could go to the Weapons category and choose between the available weapons for that class. All of the weapons would be available for the Heavy Weapons guy. All of the weapons that are lighter than the M16A2 and similar guns would be available for the Light Weapons guy. Only the sniper rifles and sidearms and secondary guns (shotguns, submachine guns, etc.) would be available for the Sniper, etc.

#### Fire Modes

Would it be possible to make the Secondary Fire button switch fire modes instead of fire the secondary fire mod button? (or make a new button that switches the fire mode)?

So that we could have Single/Burst/Auto for the certain Assault rifles, HE/Frag/Smoke/Etc. for Grenade launchers, etc. Instead of just the two primary/secondary?

#### Navy

I know it's possible to have controllable naval vessels, but could there be a building like a naval port made that could build them? (Have a new category in the PT for the Navy vessels)

---

---

Subject: Are these possible?

Posted by [\[REHT\]Spirit](#) on Sun, 11 May 2003 03:08:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I dunno about the firing modes but the purchase stuff is possible. It might be slightly different than how you'd like though.

Essentially there'd be various buttons somewhere. Shooting one has an effect on another. So you'd go through the menus buying your characters and weapons through the screens. This is not needed if you don't want weapons to be limited to certain characters (instead you can make it so you buy vehicles, these vehicles can be blown up and drop the weapons).

Naval base would work the same. Not very hard to set up at all actually.

The naval base might not need custom scripts, the new PT one probably will though.

---

---

Subject: Are these possible?

Posted by [Nightma13](#) on Sun, 11 May 2003 17:21:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

maybe make pickup trucks be built then they blow?

---

Subject: Are these possible?

Posted by [maytridy](#) on Sun, 11 May 2003 18:13:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I think that the naval port is definatly possible.

I think that the secondary fire mode is possible too, it might take alot of work, but i think it can be done.

Those are some great ideas!

---

Subject: Are these possible?

Posted by [Dante](#) on Sun, 11 May 2003 23:34:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

maytridyI think that the naval port is definatly possible.

I think that the secondary fire mode is possible too, it might take alot of work, but i think it can be done.

Those are some great ideas!

the secondary fire button can be set from commando, then in the gmax model of the weapon, it must have both muzzles to accomidate for a multi-mode weapon.

---

Subject: Are these possible?

Posted by [maytridy](#) on Sun, 11 May 2003 23:48:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Yes, but doesnt he mean having the weapon kind of transform for secondary fire?

Correct me if i'm wrong.....

---

Subject: Are these possible?

Posted by [Skier222](#) on Mon, 12 May 2003 00:39:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Maytridy he means he wants different settings of speed of rounds being shot off, like Semi-auto, rapid fire, or just single shot.

---

Subject: Are these possible?

Posted by [maytridy](#) on Mon, 12 May 2003 00:46:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Ooops. No, he wants three types of fire on one gun. Like he said, say for a grenade launcher, have frag\gas\flashbang as 1st 2nd and 3rd fire.

So the only obstacle would be having 3 muzzles and a 3rd fire.

---

Subject: Are these possible?

Posted by [Kenny](#) on Mon, 12 May 2003 00:49:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I think what he means is he want s character selection screen (light, sniper, medium, heavy) and a seperate screen where you can buy the waepons, and certain characters get certain guns, the naval port is easy to understand. I'd want it to be like this: you'd start out as a soldier, and you could buy all the weapons you want(yes, multiple weapons) and health upgrades, navy sounds cool, but what about nod having recons bikes and GDI gets A-10s, I've played a map with recon bikes, but never with planes, or if there couldn't be a runway then GDI gets harriers or black eagles.

---

Subject: Are these possible?

Posted by [maytridy](#) on Mon, 12 May 2003 00:50:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Welcome to the forums, Kenny.

---

Subject: Are these possible?

Posted by [Skier222](#) on Mon, 12 May 2003 00:58:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

only problem is having that 3rd muzzle, primary and secondary easy, but thirdary? Hows that possible?, i only got 2 buttons and a scroll on my mouse

---

Subject: Are these possible?

---

Posted by [Madtone](#) on Mon, 12 May 2003 01:08:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

i can see what Sir Phoneix wants, im not sure if thats possible though...

Skier22, i think you got the wrong end of the stick!!!

What he wants to do is when you click on the secondary fire button it changes what fire mode the primary fire button shoots, think of it as a cycle button.

so you would be shooting fragmented grenades and then you would press the secondary fire button and then the primary fire button would then shoot smoke grenades, and then he prees's the secondary fire button again and the primary fire button would change to Flash Bang grenades, and then you press the secondary fire button again and it would change the primary fire to the fragmented grenades again.

You see what he means now? The secondary fire button would be like a cycle button for the primary fire button.

---

---

Subject: Are these possible?

Posted by [Skier222](#) on Mon, 12 May 2003 01:49:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

ah, i get it now, i understand now, ok. thanks madtone

---

---

Subject: Are these possible?

Posted by [Madtone](#) on Mon, 12 May 2003 02:10:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hehehehehe, Np mate.

---

---

Subject: Are these possible?

Posted by [bigwig992](#) on Mon, 12 May 2003 02:33:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Just, make a weapon and put clone and rename Muzzle A to Muzzle B. Then it should control just as the mammoth tank does with its secondary fired rockets, but it would come out of the same spot.

---

---

Subject: Are these possible?

Posted by [Madtone](#) on Mon, 12 May 2003 02:49:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

bigwig992Just, make a weapon and put clone and rename Muzzle A to Muzzle B. Then it should control just as the mammoth tank does with its secondary fired rockets, but it would come out of the same spot.

Sigh.. :rolleyes:

BigWig992, look 4 posts up (my post) read it a few times!

---

---

Subject: Are these possible?

Posted by [bigwig992](#) on Mon, 12 May 2003 03:11:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I have to admit, I didn't read the entire thread

But why would you want a cycle button, isn't it just as easy, if not better to have a secondary fire button? That's like having the apache or mammoth tank have a cycle button.

If you want to make it seem like a cycle, just give it a long reload time. Err, I think that's it, it's in the Vengeance beta, I just have to ask TheKGBSpy about it. You can fire machine gun burst rapidly, and reload quickly, than you could also shoot a tank shell, and make it reload slowly. Kind of like shooting a grenade from a rifle, then returning to machine burst.

Heh, sorry, next time I'll read the thread.

---

---

Subject: Are these possible?

Posted by [Madtone](#) on Mon, 12 May 2003 03:21:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hehehe, np i sometimes do that too

But, he said he wanted a cycle button so that he can have more than 2 firing modes.

not just rapid and burst for a rifle, but for a grenade launcher he wants to maybe be able to fire Flash Bangs and Smoke grenades and normal grenades, and seeing as Ren only supports 2 firing buttons, primary and secondary maybe try and change the behaviour the secondary fire has and make it a cycle button so then some guns can have more than 2 firing modes....

Get it?

---

---

Subject: Are these possible?

Posted by [bigwig992](#) on Mon, 12 May 2003 11:34:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Yeah, but you can't code in new cycles for weapons. Just, temp the weapon, and give it its new

ammo. You could have 3 weapons, and it would be like cycling through the weapons list. Would that fit your needs?

---

Subject: Are these possible?

Posted by [Sir Phoenixx](#) on Mon, 12 May 2003 12:59:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Nightma13maybe make pickup trucks be built then they blow?

Pickup Trucks? Blow up? What are you talking about exactly? And what does this have to do with this thread?

bigwig992Yeah, but you can't code in new cycles for weapons. Just, temp the weapon, and give it its new ammo. You could have 3 weapons, and it would be like cycling through the weapons list. Would that fit your needs?

Then you'd have dozens of weapons in the weapons list. You'd have M16 Single, M16 Burst, M16 Auto, etc.

I want to have multiple firing modes for each weapon. Be able to pick your weapon, and switch your firing mode, and fire using that firing mode, switch your fire mode, and use that mode.

Example: Choose the grenade launcher, switch to Fragmentation grenades, lob some at an incoming enemy, switch to Smoke grenades, lob some in front of the entrance to the enemy base (to cover yourself from being seen), choose the M249 SAW, switch to automatic, and lay covering fire for the explosives people to come in and demolish a building or two.

---

Subject: Are these possible?

Posted by [Skier222](#) on Mon, 12 May 2003 13:46:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

see i told u he wnatd that, along with the other things.

---

Subject: Are these possible?

Posted by [maytridy](#) on Mon, 12 May 2003 19:11:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Quote:Madton wrote:

What he wants to do is when you click on the secondary fire button it changes what fire mode the primary fire button shoots, think of it as a cycle button.

so you would be shooting fragmented grenades and then you would press the secondary fire button and then the primary fire button would then shoot smoke grenades, and then he prees's the secondary fire button again and the primary fire button would change to Flash Bang grenades, and then you press the secondary fire button again and it would change the primary fire to the

fragmented grenades again.

Ohhh, ok. Got it. That's a really, really good idea. Cool.

Quote:Madton wrote  
Hehehehehe, Np mate.

I see that Australian accent kickin' in again!

---

---

Subject: Are these possible?  
Posted by [Madtone](#) on Mon, 12 May 2003 21:50:17 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

maytridy  
Quote:Madton wrote  
Hehehehehe, Np mate.

I see that Australian accent kickin' in again!  
Gah! i can't help it now.... Ahhhh im changing from an English Dude to a Australian!!

---

---

Subject: Are these possible?  
Posted by [maytridy](#) on Mon, 12 May 2003 21:56:16 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

lol

---

---

Subject: Are these possible?  
Posted by [OrcaPilot26](#) on Mon, 12 May 2003 22:35:17 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Naval units would be easy (in principle), you could use the extras menu for them, and the helipad script so they'd be created at the naval yard, (which you'd need to make) and add vehicle collision areas so vehicles cannot enter the water and ships cannot leave it.

---