Subject: Rebuildable buildings
Posted by Deafwasp on Tue, 01 Jul 2003 07:31:35 GMT
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I would like to see some sort of mod or script that allows you to be able to go to a purchase terminal and buy a building, like lets say your refinery is destroyed... for 3000 credits you can buy a new one, effectivly repairing your destroyed refinery. Maybe make a new menu area where the equipment (repair and refit) purchase is. You can in that menu choose health&armour or ammo or a building repair.

or to make it work in most maps, maybe a zone is used. if building is destroyed and you have 3000 credits, enter this zone and the building is repaired. put the zone in front of the buildings MCT. Or if possible, make the MCT a interactive item (green enter arrows) you have the cash, go up and press the action button and the building is repaired and the cash deducted.

Of course buying/rebuilding (whatever you want to call it) would only be possible when your Con Yard is still alive. Which means you gotta put con yards in all maps or just the ones to use this feature then.

IMHO, this should have been in the game already... but whatever.

Subject: Rebuildable buildings
Posted by Vitaminous on Tue, 01 Jul 2003 08:07:21 GMT
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Meh.
Dude, everyone wants to do that.

Subject: Rebuildable buildings
Posted by Titan1x77 on Tue, 01 Jul 2003 09:44:55 GMT
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It's possible....

Subject: Rebuildable buildings
Posted by General Havoc on Tue, 01 Jul 2003 11:36:06 GMT
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I think [REHT]Spirit knows how it's done but NameHunter wrote how to do it. His site is at http://www.theoriginalmrbob.com/~namehunter/Tutorials.html if you want to take a look. Also check the renevo forums as they contain how to do it. In theory it is possible to do but making the buildings function in another thing. We are able to spawn PT's using the scipt NameHunter mentionsin the tutorial. Basically you just "drop" a model that proxys in PT's at the correct location in the building. Spawning a building controller as far as i know doesn't work, nor does startup

spawners.

_General Havoc

Subject: Rebuildable buildings
Posted by General Havoc on Tue, 01 Jul 2003 11:40:36 GMT
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http://renegaderevolutions.beaconpedestal.com/ultimatebb.cgi?ubb=get_topic&f=12&t=000049

Subject: Rebuildable buildings
Posted by [REHT]Spirit on Tue, 01 Jul 2003 13:17:04 GMT
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Building controllers aren't needed for refineries. You can use the credit trickle for the new type of refinery (the type from NH's post). Only thing then is spawning the harvester and making it run the path. However, that too is simple!

As the spawner can either be disabled/enabled by a script, OR you can place it "in the great beyond" where the harvester will spawn but get deleted from falling too far down below, then all you need to do is move the spawner when the refinery is made, and there! You easily have a refinery that works just as well.

Warfactories also do not need building controllers (just make "switches" or whatever that you blow up and the vehicle spawns). Only thing that needs a controller is a barracks (which might ALSO be un-needed if you dont mind people buying powerups instead of whole new characters!). Powerplants i think with the right scripting can be set so that it doesn't need controllers either.

Just takes a bit of creativity and you can do lots of things.

Subject: Rebuildable buildings
Posted by General Havoc on Tue, 01 Jul 2003 16:24:26 GMT
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Could you explaint the startup spawner stuff a bit more. As far as I have tested I was unable to spawn them on the map without the game crashing. Is there any way of spawning startup spawners on a map using a script?

_General Havoc

Subject: Rebuildable buildings
Posted by Deafwasp on Tue, 01 Jul 2003 17:31:13 GMT

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no no, when the building is destroyed the b/controller and junk just get deactivated or whatnot. "rebuilding" as i explained whould just return it to its full functionality.

would make more interesting gameplay. if done correctly.

Subject: Rebuildable buildings
Posted by [REHT]Spirit on Tue, 01 Jul 2003 17:32:57 GMT

As far as I know, no, scripts can't make spawner presets. But scripts can move them, and probally turn them on and off (I've seen commands for it, haven't actually tested it but most of the known commands work). Scripts can also be used to make your own type of spawner, but not the type that can spawn players.

Essintally, the script would work like this: When a tank blows up, building is deployed, it turns preset spawners on the map on and places them in the correct positions inside the building.

For those worried about having to do cos/sin stuff for caluclation spawner positions based on building rotation (ie, junk stuff, lol), it can be set up so that the model has bones, like Spawn_Pos01 Spawn_Pos02 etc, and the spawners can be placed at those bone positions.

Subject: Rebuildable buildings
Posted by Deafwasp on Wed, 02 Jul 2003 20:40:29 GMT

what does spawners have to do with it?

Subject: Rebuildable buildings
Posted by [REHT]Spirit on Wed, 02 Jul 2003 20:47:00 GMT

It depends if you want people to be able to spawn inside the building. The post was reffered to General Havoc.

For the building controller thing: You can't spawn building controllers, and as far as I know you can't disable them. When a building blows up, so does the controller. So it might be needed to set them up differantly if you want their function to return after a repurchase.