
Subject: Are These Things Possible?

Posted by [Sanada78](#) on Mon, 15 Sep 2003 16:42:34 GMT

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I have a few questions of things that I want to know if they're possible to do with Renegade. They're generally for DM purposes and I want to know if they can be done.

First Question:

I noticed in the Power Up objects in Level edit, there're Power Ups that weren't used like the "Tissue Nanites", "Uplink", "Stealth Suit" etc. I can imagine these were intended for DM but never implemented.

Is it possible to actually use them? I remember someone saying there's a way to get the Stealth Suit to work, granting the person who picks it up stealth. Can this also be done with the others? Let's say that the Tissue Nanites give the ability to run faster until you die and re-spawn. The Double Damage power up makes your weapons do double the damage. The Uplink gives you radar.

Second Question:

This would just be for fun. Could a script be made of something that makes a sound play when you reach a certain kill count? Say you tell it to play sound.wav when player reaches 10 kills. It would play it so just you here it, just like you only here the "Yo" sound when your PM'ed.

Third Question:

This is also for fun. Is it possible for it to play a sound when you headshot someone? NOT when you hit them in the head, but kill them via the head. Could a script be made so when the infantry unit is killed by the head, a sound is played just like described above. I know the head is a separate W3D model, that's how you do more damage when it's shot, I'm just thinking it might be possible because of this.

Um, that's all for now.

I not to bothered about the second and third, they're just really fort the hell of it. They seem a bit out of the blue, but it would be great if it could be done. The first one is what I really would like to know about. Thanks.

Subject: Are These Things Possible?

Posted by [boma57](#) on Mon, 15 Sep 2003 19:34:44 GMT

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I believe Dante posted a tutorial on how to enabled those powerups awhile ago, a search for it would probably yield results.

Subject: Are These Things Possible?

Posted by [Dante](#) on Mon, 15 Sep 2003 20:34:34 GMT

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1) yes

2) yes

3) hmmm, not sure on this one, btw, it doesn't differentiate the head shot by a different w3d, there are hit boxes attached to the bones & mesh of the character model (k_head) being the one for the head, and when you hit that mesh (not the actual character mesh) that is what says it is a head shot, the actual model has no collision options on it at all, it is actually the boxes around it that do.

Subject: Are These Things Possible?

Posted by [Blazer](#) on Mon, 15 Sep 2003 21:34:50 GMT

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Must be a UT fan

Subject: Are These Things Possible?

Posted by [General Havoc](#) on Mon, 15 Sep 2003 21:58:51 GMT

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The sound controller I mentioned not long ago would help out here. People wish to play global sounds but have no means, that's where the building controller idea came in.

Basically is a script that receives a custom then plays a sound. It should act like a building controller even sound so everyone can hear it. Maybe a script that has say 10 output sounds and each one triggers on a different custom, it's basically a sound controller that's capable of broadcasting to everyone.

Subject: Are These Things Possible?

Posted by [Sanada78](#) on Tue, 16 Sep 2003 00:23:56 GMT

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Thanks for the information; I'm glad some of them are possible. I did have a look at a character model and noticed there were bones for and moving joints, including the head. I'd be great if it could be done.

For the others, would they all the others work via scripts? If so, would they have to be custom made by someone or do they already exist?

Subject: Are These Things Possible?

Posted by [Laser2150](#) on Tue, 16 Sep 2003 01:38:02 GMT

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hey i know i don't post alot anymore but i just stopped by to visit.

I can see you played Unreal Tournament, because everything you asked for sounds like UT in everyway! Anyway I been making a TDM for some time (i made the stupidest mistake by oversaving my whole level with a blank one.)

Anyway i would love to know how to make it say "killing Spree!" when you reach 5 or more kills. I been trying to get taunts to work by overriding the Ctrl 1-9(as a test) and even making it play a sound when you reached zero health, but EVERYTHING seems to be sever side only.

do you think i should copy the sound files also? i never wondered if the sound files carry over a mix/pkg.

if i can remake my map when i get a chance and maybe get that to work (along with my (*&^*#@#&T*#^@*%\$&*@^*&#^(ing Fan animations...))

Dante: so when a projectile lands in Khead it could play a sound?no that wouldn't work because then not killing them would stay make the noise, lol i could see it now...

*Headshot**Headshot**Headshot**Headshot**Headshot**Boink*

Oh, and btw, if it does work and mine sounds Exactly like the one from ut2003....

It Wasn't me!!!!
