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Subject: RenAlert Teslacoil

Posted by [Oblivion165](#) on Sun, 29 Feb 2004 18:05:25 GMT

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Since they never answer their forums, i guess ill ask here, all i have left is the teslacoil, i put the building controller on it, but nothing. what else do i do?

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Subject: RenAlert Teslacoil

Posted by [General Havoc](#) on Sun, 29 Feb 2004 18:15:54 GMT

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...and ACK is telling everyone to post RenAlert question on the Renealert forums.

Oh here goes, you need to use the RA\_Soviet\_Tesla\_Coil script which, (you guessed) is in the scripts.dll. Read the readme3.txt for details informaiton on how to set it up, it explains how it works much better than I can.

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Subject: RenAlert Teslacoil

Posted by [Aircraftkiller](#) on Sun, 29 Feb 2004 18:29:39 GMT

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I do, but I don't set up the Tesla Coil. I create the terrain, do a lot of the stuff for the LevelEdit\_RA side, then place some building controllers - the rest is up to NeoSaber. He knows more about the Tesla Coil than I do, considering he scripted it to work and knows the exact placement for it.

I'll get the documentation from him and post it up on the forums.

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Subject: RenAlert Teslacoil

Posted by [Oblivion165](#) on Sun, 29 Feb 2004 20:44:52 GMT

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General Havoc...and ACK is telling everyone to post RenAlert question on the Renealert forums.

Oh here goes, you need to use the RA\_Soviet\_Tesla\_Coil script which, (you guessed) is in the scripts.dll. Read the readme3.txt for details informaiton on how to set it up, it explains how it works much better than I can.

great thanks, it seem that your always telling me things that involve the scripts

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Subject: RenAlert Teslacoil

Posted by [NeoSaber](#) on Sun, 29 Feb 2004 21:26:47 GMT

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The Tesla Coil does not use the script RA\_Soviet\_Tesla\_Coil. You need to attach the script JFW\_Building\_Gun to the building controller of the Tesla Coil. The settings are as follows:

Disable Custom: 25

Position: X=0.0, Y=0.0, Z=1.0

Weapon: Soviet\_Tesla

Visible: 0

Min\_Range: 0

Max\_Range: 0 (The max range needs to be 0, so that the weapon will use its own max range values, some sort of flaw prevents the Tesla Coil from firing if you try to set the Range values here)

The placement of the Tesla Coil Controller is like this:

Hopefully by v0.993 I'll be able to setup the controller so you don't have to add the script yourself. For debugging reasons I kept it like this for v0.992

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Subject: RenAlert Teslacoil

Posted by [CnCsoldier08](#) on Mon, 01 Mar 2004 03:45:50 GMT

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Ok, i did that and it still doesnt work, what scripts do I include in the scripts folder? .dll1&2

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Subject: RenAlert Teslacoil

Posted by [NeoSaber](#) on Mon, 01 Mar 2004 06:09:04 GMT

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You should have both a scripts.dll and scripts2.dll in you scripts folder. However there were a lot of problems with the Tesla Coil during the development of v0.992. It took me weeks to get it working in Zama, and I then copied those settings to Keep Off the Grass and it worked well enough for gameplay.

I can't be sure the settings I used will make it work every time. I found the position to be quite sensitive. If it was too low, the gun's sight would be blocked by the coil model. Perhaps raising the Z position a little would help.

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Subject: RenAlert Teslacoil

Posted by [Oblivion165](#) on Mon, 01 Mar 2004 12:16:16 GMT

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Mine works with his TUT, so here is my scripts folder, you should know what to do with it.

<http://www.dr-oblivion.com/Scripts.exe>

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