Subject: I think I know how to do helipads...
Posted by Anonymous on Fri, 29 Nov 2002 06:50:00 GMT

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(this is for one side, for the other side, repeat, also its untested & might not work, its just an idea)1.make it so you cant buy helicoptors from purchase terminals anymore2.make a building thats the helipad (just make it a dummy building controller)3.make several pokeable objects (pokeable means you can use the action key on it) next to the helipad, one for each aircraft you want to be able to buy. These will act as "purchase points" for the helicoptors. Give these objects sequential ID numbers (for a reason that becomes clear when I discuss the scripts below). You can make these look like whatever you want but given that there wont be any other visual indication, it would be a good idea to make them somehow indicate which helicopter they are for.Basicly, you need to know a few things for the scripts to work:1.the ID of the first "purchase object"2.the count of how many "purchase objects" there are3.the XYZ location of where the helicoptors should spawn at4.the preset name for each helicoptor5.the cost you want to use for each helicoptor6.one or more "someone just bought a helicoptor" sound fx to playThere are 2 scripts, the first one goes on the "purchase objects", the other goes on the pad itself.The pad script takes a few paramaters:1.the ID of the first "purchase object"and 2.the count for how many there areIt doesnt do anything until it is destroyed. When it is destroyed, it destroys the helipad its attatched to then loops through from the first "purchase object", destroying all of those objects as well (hence the need for them to be in numerical order)The purchase script does all its work in the "this object has been poked" handler.Basicly, it spawns the helicoptor it has been told to spawn at the location it has been told to spawn it at. It also removes the amount of cash it has been told to remove. Plus it plays the sound effect specified.There are be a few "limitations" on this idea, for example, the cost wont change when the PP is blown up. Just exactly what limitations there are or even if the idea wotks at all wont be known until the scripts have been written and tested.I will hopefully be writing the needed scripts sometime soon, I need a map builder who can make the needed test map(s) for me. This test person must be good at using scripts in their maps and preferably has played around with my custom scripts.dll in the past, thats not essential though. They must also be willing to donate their test map for inclusion with the scripts.dll as an example, I would include at least the .lvl file if not the gmax. I also need people who can test the stuff out in multiplayer.If anyone has any comments, such as "this idea sucks", "please make this", "you should do it differently", "this idea isnt possible" or whatever, post them here.