
Subject: Helipad Tutorial

Posted by [General Havoc](#) on Sat, 03 May 2003 14:50:34 GMT

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Here is the helipad tutorial for the guys working on the RenAlert mod that need this script working. The rest of you may want to give it a go but I'm working on a more detailed tutorial that I will release when I have it finished. Tutorial is as followsL

I am assuming that you have the version 1.1.1 scripts installed into your mod folder and know how to add them to objects and set their parameters up. Also I will refer to all presets as being temps for compatibility issue.

1) Load up your terrain in Leveledit and make the building controller for your helipad. Once you have your building controller, add TDA_Helipad_Controller script to it. For now leave its parameters blank.

2) Find a location where you wish the VTOL vehicle to be created on the map. Dante suggests to place it behind a mountain. If you want it off the map behind the vehicle boundary then you can place it there and in theory we can get it to fly through the boundary, I'll explain later.

3) At this location you want the vehicle to be created place a "Dave's Arrow" there and attach the script TDA_VTOL_Controller. Set the parameter to "VTOL_ORCA". This is not the name of a text cinematic so don't change it unless you need to. Add as many of these as you need such as "VTOL_Chinook" for all the vehicles of that team. As far as I know using the same "Dave's Arrow" with multiple scripts works okay.

4) Next make a "Flying Vehicle Only" waypath from the "Dave's Arrow" to the helipad. The waypath should start as close to the "Dave's Arrow" as possible. When the vehicle lands it may be best to make the waypath slope down to prevent the vehicles stacking. The waypath should have "Initiate Pathfind" and "Air Vehicles" selected.

5a) Now we have to write the text cinematics. Basically the format is as follows:

```
; ***** CnC GDI Orca *****  
-0 Play_Audio, "00-N180E",,  
-1 Create_Real_Object, 1, "CnC_GDI_Orca"  
-5 Attach_Script, 1, "PDS_Test_Follow_Waypath", "WaypathID,First  
WaypointID,LastWaypointID"
```

You can see that "CnC_GDI_Orca" is the preset that we will be creating on the map, change it accordingly to whatever you want to be made. Every name before this part has no influence on what is made on the map. Fill in the parameters for PDS_Test_Follow_Waypath accordingly. The "Play_Audio" can also be changed to another sound if desired. Please note this script will not allow the vehicle to fly through a flight barrier, I'll show you that one next. Make copies of these cinematics for any other vehicles and save them as something unique. For example the orca file could be saved as "RJH_GDI_Orca.txt" and the chinook as "RJH_GDI_Chinook.txt" Place these in your mod folders "scripts" directory along with the dll's that should already be there.. I have named

them like that so I don't get confused between my scripts as "RJH" are my initials. I also named them unique to prevent the map pulling the scripts from other maps named the same into my map.

5b) This is an alternative script that I have not tested but in theory it should work. Use this script if your "VTOL_Controller" is behind a flight barrier. Here it is:

```
-0 Play_Audio, "00-N180E",,  
-1 Create_Real_Object, 1, "CnC_Nod_Apache"  
-2 Attach_Script, 1, "M00_Disable_Physical_Collision_JDG"  
-5 Attach_Script, 1, "PDS_Test_Follow_Waypath", "WaypathID,First  
WaypointID,LastWaypointID"  
185 Attach_Script, 1, "M00_Enable_Physical_Collision_JDG"
```

I am not experienced with text cinematic so I am not sure if the "185" is enough to get it through the flight barrier and will actually work. If you know more about text cinematics then let me know if this script will work. Make any adjustments as in step 5a.

6) Next browse to Object > Simple > Dave's Arrow on the preset tree. Add a temp of "Dave's Arrow" and name it "VTOL_Orca". Add more of these depending on how many units you add to the VTOL Controller. For example "VTOL_Chinook" and so on. Then under the scripts tab of this new preset add the script Test_Cinematic. Set its parameter to the cinematic you created in the step before. For example RJH_GDI_Orca.txt.

7) Next browse to Object > Vehicle > GDI Vehicles > GDI_Orca > CnC_Gdi_Orca and make a temp of it. Call the preset "PT_Orca" Under the "Physical Model" tab where it says ModelName type in "null". Then go to the "Scripts" tab and add TDA_VTOL_Object. Set the parameter to the ID of "Dave's Arrow" you made earlier. Repeat this with any other vehicles you have made such as "PT_Chinook".

Next browse to Global Setting > Purchase Settings > Vehicles (GDI) and add a temp of this preset. Name it the same as the original preset. Find the object that you wish to replace or make a new icon. For the Object to make use the "PT_Orca" we made earlier. You will need to browse the tree that pops up when you change the object. Do the same for any others such as "PT_Chinook"

9) Now you're finished you can test it in game. As I said script 2 is untested so I can't help you there. If you are not clear on a part of this tutorial and you're working on the Ren Alert mod I can provide help. I can also provide help to other people but if you are really stuck it may be best for you to wait for the detailed tutorial.

General Havoc
