
Subject: Land Mine Script Zone

Posted by [General Havoc](#) on Wed, 28 May 2003 22:43:13 GMT

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Q: How can I make working minefields?

A: Put a mesh over the damage area in RenX and apply your collision data except vehicle to that mesh. This will create a "floating" mesh but if you make it low enough you won't be able to tell it's floating.

Then make the floating mesh invisible or texture it if you wish depending on the terrain underneath.

Import to Leveledit and create a damage zone on the bottom plane as thin as possible so it doesn't intersect the top plane, this may require a lot of tweaking, probably best to align the Z axis using the coordinates of the zone.

It should only need to be about 0.001 above the bottom mesh to apply damage.

This will harm vehicles including the harvester though but not infantry.

I don't remember if there was a vehicle damage zone but if there is not make a "Script_Zone_All" zone where I said the damage zone should be.

Then attach "JFW_Apply_Damage_On_Enter" script to it and set the script parameters. See below for the parameters:

JFW_Apply_Damage_On_Enter (This script will apply damage to the object that entered the zone)

Warhead (the warhead to use)

Damage (how much damage to do)

Alternatively use this script:

JFW_Blow_Up_On_Enter (This script will create an explosion at the location of the object that entered the zone)

Explosion (the explosion to create)

The explosion will do a set amount of damage depending on the type. E.G. a timed C4 explosion is likely to kill a hum-vee but not an APC. The damage is applied every few seconds whilst in the zone. You can also use modded explosion types.

_General Havoc
