Subject: Re: Release 4 mods
Posted by Jerad2142 on Tue, 26 Dec 2006 03:22:44 GMT

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UPDATED
Use this walk-through not the old one!

First make an invisible object preset and put it on you level, set its ID to 100334. The settings for this preset are below. Its preset name must be "Invisiblebox"
Under the "physics model" tab:
Set its "physics type" to "Decoration Physics".
Set its "modelname" to "invisiblebox.w3d".
Under the "settings" tab:
Set its health and armor to "blamo".
Set its "PlayerType" to "Unteamed".
Check "Not_Targetable".
Set the "Radar Blip Type" to "none".
Give it no weapons and 0 seats.
Under the scripts tab give it the script "JFW_Reflect_Custom"

Second we will do a few modifications to the solider that you want the flashlight on. Attach the following scripts to it and their matching params:
-"Reborn_Deployable_Vehicle_Player"
For "Key" put the name of the key in the key configurations that will turn the flashlight on and off.
For "ID" put "100334"
For "Message" put "898523"
-"JFW_Send_Custom_Distance_Objects_Custom"
For "Distance" put "2"
For "Message" put "898524"
For "Player_Type" put "2"
For "ListenMessage" put "898524"
-"Reborn_MMK2_Turret_Spawn"
For "Turret"_Preset put "Flash_Light_Control"
For "Bone_Name" put "gunbone"
For "Explosion_Preset" make and invisible explosion preset that does no damage and does not shake the camera, name this "fake_explosion".
-"JFW_Death_Send_Custom"
For "ID" put "100334"
For "Message" put "4763795"
For "Param" put "1"
-"JFW_Send_Custom_Distance_Objects_Custom"
For "Distance" put "1"
For "Message" put "4763794"
For "Player_Type" put "2"
For "ListenMessage" put "4763795"
-"JFW_2D_Sound_Custom"
For "Message" put "898523"
For "Preset" put "Flash_Light_Sound"

Third add the preset "Flash_Light_Control". Give it the following settings:
Under the "physics model" tab:
Set its "physics type" to "Decoration Physics".
Set its "modelname" to "invisiblebox.w3d".
Under the "settings" tab:
Set its health and armor to "blamo".
Set its "PlayerType" to "Unteamed".
Check "Not_Targetable".
Set the "Radar Blip Type" to "none".
Give it no weapons and 0 seats.
Under the scripts tab give it the following scripts:
-"JFW_Custom_Send_Ordered_Customs"
Set all ID params to 100334
Set customs 1,3,5, and 7 to "959595"
Set customs 2,4,6,8 to "595959"
Set the WaitCustom to "898524"
-"JFW_Attach_Script_Custom"
For the Script param put "Reborn_MMK2_Turret_Spawn"
For Params put "Master_Chief_Flash_Light_Beam#origin#fake_explosion"
For Delim put "#"
For message put "959595"
-"JFW_Send_Custom_Distance_Objects_Custom"
For "Distance" put "1"
For "Message" put "787878"
For "Player_Type" put "2"
For "ListenMessage" put "595959"
-"M00_Disable_Transition"
-"JFW_Attach_Script_Custom"
For the Script param put "Test_Cinematic"
For Params put "Remove_Object.txt"
For Delim put "#"
For message put "4763794"

Fourth Create another new preset, but this time create it under the "Simple" presets instead of the "Vehicle" presets, and name it "Master_Chief_Flash_Light_Beam"
Under the "physics model" tab:
Set the "Physics Type" to "StaticAnimPhys"
Set the "ModelName" to the 3d model that I have made for you named "lightprojector.w3d"
Check "EnableProjector", Perspective Projection" and "Projector is Additive"
Set the "Horizontal FOV" to "30.000"
Set the "Vertical FOV" to "30.000"
Set the "NearZ" to "0.000"
Set the "FarZ" to "30.000"
Set the "ProjectorManagerDef.TextureName" to the texture I have provided named "masterchiefflashlight.tga"
Set the "BoneName" to "projector"
Under the "settings" tab:

Do the same things as you did for "Flash_Light_Control".
Under the scripts tab give it the following scripts:
-"JFW_Attach_Script_Custom"
For the Script param put "Test_Cinematic"
For Params put "Remove_Object.txt"
For Delim put "#"
For message put "787878"
-"JFW_Attach_Script_Custom" (yes there should be two of these scripts on this object)
For the Script param put "Test_Cinematic"
For Params put "Remove_Object.txt"
For Delim put "#"
For message put "4763794"

Fifth go into the sounds presets and added a preset named "Flash_Light_Sound"
Under the "settings" tab:
Set the "FileName" to "jgmc_flashlightonoff.wav"
Set the "Drop-off Radius" and the "Max-Vol Radius" to "2.00"
Uncheck "Is 3D Sound"
Set "m_Volume" to "1"
Uncheck "Create Logical Sound"

Make sure that you download/extract all the files that are in the zip below, and put them into your Mod Folder. And none of the above presets should have a death explosion.

If you have any problems, or I did not go over something well enough just ask and I will go into more detail.

File Attachments
1) FlashLightStuff___ExtractIntoYourModFolder.zip, downloaded 137 times