Subject: Re: More Problems
Posted by reborn on Thu, 24 May 2007 08:43:21 GMT

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joe937465 wrote on Thu, 24 May 2007 04:04
1)so i cant use level edit to increase wep damage?

Well, i'm pretty sure damage values are sent from the client. So I don't think you can using level edit. It might be possible if someone wrote you a script, then you attached that script to the weapon you wanted with inout params to set the damage multiplier. But this would be a semi-large project.

joe937465 wrote on Thu, 24 May 2007 04:04
2)and Weapon_oblisk are ob gun but which one of those 2 are he good AGT gun?

Either of them I think, if i remember i used the "_missle" one

joe937465 wrote on Thu, 24 May 2007 04:04
and i cant use the ceiling gun at all?

Pretty sure you can't, but I might be wrong. Just try it, that question you could've answered yourself by trying

joe937465 wrote on Thu, 24 May 2007 04:04

i seen in servs that when u kill someone u see a giant explosion i cant do that via leveledit?

The files that I uplaoded for you will create a small ion explosion when someone is killed

joe937465 wrote on Thu, 24 May 2007 04:04
5)so when i change the cargo plane i use and model? or just whats in the cinematic? or can i make a trans drop it off

You can make a trans drop it off with cinematics, but if you ant another vehichle to act the same way as the cargo plane, but just a different model, then modify the cargo plane preset in level edit. Click on the mod button, then go to the physics tab, where you see the model name of the cargo place, change the model to something else.

joe937465 wrote on Thu, 24 May 2007 04:04
6)and i know about cnc_c130drop.txt all i want is on gdi and nod instead of the air strip cargo plan or wf a trans sjut drops it off if its not possible or stable i rather replace the cargo plan even if it does not look right

Then you deffinately want to use cinematics. This is entirely possible. I will post something that does this later when I am at home (if i have the time).

joe937465 wrote on Thu, 24 May 2007 04:04
7) idk if i lost the post or didn't know how to do this but where or what can i edit to make falling damage from really high places less health loss?

erm, it's called something like "JFW_no_falling_damage", or "JFW_Permanent_No_Falling_Damage"

joe937465 wrote on Thu, 24 May 2007 04:04
8)is shield health armor?

I am unclear what you are referring to here =/

joe937465 wrote on Thu, 24 May 2007 04:04
and lastly

9)No, that was for AOW.

I downloaded www.black-intel.net's updated SSCTF and added the code you need to theres and compiled it.

You can download the files you need (with source) here:
http://www.mp-gaming.com/reborn/coderelease/SSCTF292+BI_For_Joe.zip
This will work for your CTF mod.

i forgot about the files above what do they do again the stealh or explosion or something else i ask? srry its hard keeping track of all this!!

The files make a small ion explosion when a player is killed.

As for stealth, you cannot make a player stealthed server side. If the client has installed the core patch and has updated client scripts it will work. But people who dont have the scrips will see the player with no stealth effect.

It is possible to change a player to a sbh server side, then they will be stealthed for all people, irrespective of there scripts.dll version.