joe937465 wrote on Thu, 24 May 2007 05:32
A)so if u can tell me how to set up the trans drop of tank thing
like do i add somthing as a script or just plan leveledit

You will have to do some stuff in level edit to hook "test_cinematic" to a preset and define your
cinematic.txt file (for GDI at least), for Nod there may not be any level edit required. The cinemtics
can be written in Notepad. I will write you one when I get home, and tell you how to make the GDI
one if I have some time.

joe937465 wrote on Thu, 24 May 2007 05:32
B)the files u sent me do they make ALL chars death the ion bomb?
or can i change different explosion per chars if not thats ok i dont wanna bother u

They make all characters explode with the ion boom when killed.
Is there one specific player you want to explode like this when killed, or are there a few?

joe937465 wrote on Thu, 24 May 2007 05:32
c)where can i find the spot to edit the damage? like where are the weapon presents at?

As mentioned before, I do not believe editting the damage values on the servers objects file will
effect the clients damage effects. It should be possible with some fancy coding, but it would take
someone with allot of patience to do this for you of there own free time.

joe937465 wrote on Thu, 24 May 2007 05:32
d)is the shield health the chars armor?

Yeah, sure is.

joe937465 wrote on Thu, 24 May 2007 05:32
e)then wheres the
 "JFW_no_falling_damage", or "JFW_Permanent_No_Falling_Damage"
at? and in general settings there fall damage distance whats that?

Presuming you have added a folder in your mod package called "scripts" and added the scripts.dll
(the one i sent you, or some other one), scripts2.dll and bhs.dll to this folder. Then when you
"mod" a preset, go to the "scripts" tab and there will be a list of scripts to choose from (these script
names are populated by the scripts folder in your mod package, if you dont see any script names
to scroll through then you haven't done it right). The jfw_no_falling_damage script will be on that
huge ass list.

joe937465 wrote on Thu, 24 May 2007 05:32
f)the files u sent me i have to edit some myself right to get them to work right?

No, you don't have to edit anything at all, i done it for you.
However you will have to place the server files in your FDS directory. But I will for go that,
assuming you know how to set a server up with ssctf...