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Subject: Re: More Problems

Posted by [reborn](#) on Fri, 25 May 2007 07:04:46 GMT

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joe937465 wrote on Thu, 24 May 2007 15:12

1) 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 cinematics 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.

i still dont know what that means

OK, the renegade server is capable of reading a .txt file that you make and put in the servers directory. But it has to know that you want to read this file, some condition has to trigger it. For Nod the cinematic is triggered when a player purchases a vehicle, the cinematic file is already in your servers directory as a .txt file, so you can edit this file with notepad to create a transport helicopter instead of the cargo plane, and have it use some other animation instead, one similar to what is used in the vehicle crate might be a good idea.

For GDI it might be a little different, I have never looked into doing it for GDI, but it should be nearly as simple. I went out last night so I never had a chance to look at this, but I will do. Hopefully you understand a bit better now?

joe937465 wrote on Thu, 24 May 2007 15:12

2) "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?

ell there was a few but i didnt wanna bother u.....what i really wanted is

basic chars small explosion

the second set of chars a middium explosion

and the last ones are 1000 chars they get the ion for nod and nuke for gdi

make sense? lol

Makes sense. If it was me, i'd most likely define the free soldiers and first row soldiers as "low class", then the middle row as "middle class" and the 1000 cred chars as "high class", then add to the void M00\_GrantPowerup\_Created::Killed(GameObject \*obj, GameObject \*shooter), something like if low class, if middle class, if high class, then the corresponding explosions for each, not forgetting to make sure they are a star, or have the pow\_grant\_pistol thing.

If I have some time I will also do this for you, but I am very busy this weekend.

You could probably do it yourself in level edit, im sure there is a setting on the soldiers you can tick so it creates an explosion on death, then just browse to which explosion you want to use. This would mean adding it for each one, but you might have some luck with that.

joe937465 wrote on Thu, 24 May 2007 15:12

3) "As mentioned before, I do not believe editing 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."

o my bad i just been to a serv where they made the agt and ob gun more powerfull

Hmm, it might be possible then, I just noticed EWD mention something about if the server owner has changed damage values then BIATCH would give false positives. So it might be possible.

It could just be in the server you was playing that the vehichles and players had lower health, or they chaded the skin and armor types to a lower setting. This would appear to make weapons stronger, but in reality everything is just weaker...

I have never actually tried.. give it a go =]

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