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Subject: Re: crate question

Posted by [reborn](#) on Thu, 05 Jul 2007 07:05:19 GMT

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joe937465 wrote on Thu, 05 July 2007 00:52)Is it possible to make a script so the money crate wont pop up for like 200 seconds at the start of everymap?

Yes.

joe937465 wrote on Thu, 05 July 2007 00:52

2)the mutants run to fast and lag i decreased the speed and increased the mass but it still runs fast and lags back how can i fix it?

Changing the speed of any preset makes it warp and appear to "lag", but it's just the server adjusting itself because the client still thinks it's going at a different speed. You cannot change the speed of any character without this crappy effect. Not that I am aware anyway, I am pretty sure about this...

joe937465 wrote on Thu, 05 July 2007 00:52

3)how can i make it so crate vechs (like flame shots chem instead of flame) and when u buy crate u still have normal vechs but the crate ones have new things added

Most, if not all vehichles have more then one preset use the same model. You could make your mods to an unused (one that doesn't start "cnc") vehichle preset, then go to the part of the code for the vehichle crate and change the preset that is created to your modified one (I can't remember if it is created in the cinematic file or the actual scripts.dll). This way a vehichle bought from the purchase terminal will not give your modified one, but the crate will.

joe937465 wrote on Thu, 05 July 2007 00:52

4)how can i make a basic crate>? i understand u make the code but dont u have to add other stuff and in the ssgm.ini file add a crate thing as well?

Crate percentages are softcoded in the .ini file yes.You would have to do the same if you wanted the percentages softcoded.

I would perhaps for the first time and sake of learning, mod a different existing crate first.

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