
Subject: Re: Spawning Objects Ingame
Posted by [reborn](#) on Sun, 28 Dec 2008 12:52:29 GMT
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Altzan wrote on Sat, 27 December 2008 00:24 Here's an example of what I want to do:

I make a small building (like a shack or pillbox) in RenX. I export it as a W3D. I set the W3D file as the physical structure of an object. I set up a beacon where, when I deploy it, it would make the small building appear in front of me, solid and unmovable (but destroyable).

In short: a beacon that deploys objects where they are planted (NOT using Cinematics if possible= unless the cinematics are simple to set up, seeing as I have little experience with them).

Anyone know how to go about this?

Obviously you've had success looking at your video using Cabal's method. However if you really only wanted to use level edit, then you could follow this tutorial and adapt it for you needs.

To create the object at an offset of it's position I'm not sure it's possible only using level edit. The spawn when killed script is probably hard coded for the death place of the object (if memory serves me right).

However, you should know a few things...

The objects you create in this manor means more load for the server. They are not part of the clients map file, and therefore the server itself has more work to do when you create these objects on the map. The more players in the server, the more intense this load becomes, even for one object created like this. So if you planned on having allot of these objects created this way, be careful.

Also, using these methods, you are "using up" the presets. Using code you can "re-use" these presets for other things too. Instead of saying that one preset is for AGT's and the other is for shacks, you can have one preset used for all of those things. Coding a small script for this purpose isn't very hard, and would also mean it solves your offset problem too.
