
Subject: Drop Script Help

Posted by [boma57](#) on Sat, 09 Aug 2003 06:36:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

1. How do you make single player enemy weapons appear? I saw someone drop the anti repair gun and the mendoza fireball launcher. They could be picked up and would not freeze the game. They could be used.

If you have LevelEdit, open it up. (If you don't have it, the answer to question 5 has a link) On the right, in the preset bar, go under Objects and basically you'll find a list of things you can drop (You can also drop things by their W3D filename, but the preset method is easier). Whatever the preset is named, that's what you put in the script. If you're not sure what a preset is, just click on Make and to create it in the LevelEdit window.

2. What's the animation I should use to get the plane to just fly overhead and drop its cargo? I don't know which animation you mean off-hand, and looking through all of the animations available would be a real pain. The best thing I can recommend is looking at other cinematic scripts and see if they use anything like the animation you want, but you could always search through the always.dat w3ds if you need that exact animation, it'll probably just take awhile. You could also make your own animation, but that would only work in a mod or custom map.

3. How am I supposed to know the xyz coordinates of the place I want the bot to drop? Once again LevelEdit comes in handy. If you create the terrain of the map you want to use the drop script with, you can position an object (any object) where you would want it to be created, and LevelEdit will give you its XYZ coordinates if you double click on it and go to the position tab. It also displays the XYZ location of the camera in the status bar at the bottom if you don't want to create the object.

4. The time interval things. When the stated time elapses sometimes my bots just fall out of the back of the plane as soon as the plane is created. This means it is stuck in the air way off the airstrip

Are you trying to create an airplane that you can enter, fly around in and drop off bots, or just drop bots out of the normal C-130 plane? If you're creating an aircraft, just increase the time interval, they don't have to go in order or anything. I would give a few hundred "units" (whatever the interval is measured with) inbetween when the plane is created and the bots start dropping. If you're just dropping bots out of the back of the normal C-130, make sure you give them enough time inbetween. If they're too close together, they'll stick.

5 (off topic) I want to try my hand at making maps. What will I need and where can I find some good tutorials

You'll need to get GMax from <http://www.discreet.com> and the other Renegade Mod Tools are found at <ftp://ftp.westwood.com/pub/renegade/tools/RenegadeToolsInstaller2.exe>

As for tutorials, there's a giant list here. The best for the basics of map making would probably be Equaliser's which are found at the bottom of the first post in the thread.

6. What do the numbers in between all the lines mean?

Example: -150 Attach_Script, 8, "M08_Enable_Stealth"[/quote]

Those are identification numbers, used to do what they sound like, identify things. For example, if you create an object and identify it as number 1, you'll also have to use the same identification number when attaching a script or another object to it.
