Subject: Re: Tiberian is hazardous to your health
Posted by reborn on Thu, 28 May 2009 09:21:42 GMT
View Forum Message <> Reply to Message

I am struggling with this part here:

vloktboky wrote on Thu, May 05 2004 07:10
because of the sheer size of the crystal, the person who picks it up will not be able to enter a vehicle. There is simply not enough room in the tiny cockpits of the vehicles to put a large crystal. Therefore, if you enter a vehicle while holding the crystal, you will set the crystal down beside the vehicle before entering it. If it is not picked up again in 30 seconds, it will spoil

I cannot see how this would of worked. It has to spawn at the side of the vehicle, otherwise it would be destroyed if it was spawned at the players position (picking up the crystal with a vehicle causes a tiberian explosion, as if they're ramming it).

I managed to recreate this, by getting the players position when they enter the vehicle, then increasing the x and y coordinate by like 5.0f. Making it spawn at the side. But this is obviously a really crap way of doing it. If someone got in the vehicle near the edge of the map, it could potentially make the crystal spawn in an abyss. Or say they got in the vehicle near a rock, or building, or anywhere like that really, it would be pretty glitchy.

I was thinking of spawning the crystal at the players position (so it would be under the vehicle), then setting it to not be granted for a few seconds, allowing the vehicle to drive off. Or removing the whole principle of the crystal being destroyed when a vehicle runs over it, and just respawning it at the same position if a vehicle runs over it (if the vehicle sat on top of the crystal, it would just keep respawning immediately, but have no effect ont he vehicle itself)...

But I am really curious as to how it was possible to write it so that it spawned to the side of the vehicle without causing a glitch now and then.

I toyed with the idea of attaching a script to the crystal holder that recorded his position every second or so, then when he entered the vehicle, spawn the crystal where he was like two seconds ago. Because at least that way you know the crystal would be spawned at a position that was valid and not inside a rock or something. But I wince at that solution.

It's not a massive deal, if no one has a clue, then i'll probably just go with the idea of setting to to not grant the power-up for a few seconds when it is spawned from entering a vehicle. But I am just really interested now in how this was done.