Subject: Gunning Base Defenses
Posted by BlazeDragoon on Wed, 15 Jun 2005 22:56:41 GMT
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Does anyone know if it's possible to make it so there is a base defense that works,then you can get in and gun,then when you get out it's on your team again?I've been trying to do this for awhile and looked at some scripts etc,but can't seem to figure it out.If it is possible and if anyone has any ideas or tips I would appreciate it.

Subject: Re: Gunning Base Defenses
Posted by reborn on Wed, 15 Jun 2005 23:44:42 GMT
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you mean so after you get out it acts like a bot teamed to your side with innate behaviour?

Subject: Re: Gunning Base Defenses
Posted by Oblivion165 on Thu, 16 Jun 2005 00:16:55 GMT
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He means that it goes to unteam when he gets out.

Subject: Re: Gunning Base Defenses
Posted by Napalmic on Thu, 16 Jun 2005 00:28:57 GMT
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Hey, again I've also used this technique during some of my RP2 internal testing, enabling you to convert SAM sites on the aircraft carrier to your own team and become a fully automated turret. Attach a base defense script like M00_Base_Defense with the appropriate settings, and NH_SetTeam_OnLeave which will set it to your team after you exit.

Subject: Re: Gunning Base Defenses
Posted by tooncy on Thu, 16 Jun 2005 01:49:34 GMT
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Isn't the script like M04_User_Controllable_Base_Defence or something like that?

Fun fact: Base defences in Renegade were originally supposed to be controlled by the player. From what I can gather, if the player wasn't in the base defence, then the defence would be AI controlled.

Subject: Re: Gunning Base Defenses
Posted by Oblivion165 on Thu, 16 Jun 2005 02:28:34 GMT
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Interesting Fact*

Leveledit Is/had network support. People on other computers could change the presets, and work on maps.

Subject: Re: Gunning Base Defenses
Posted by tooncy on Mon, 20 Jun 2005 02:15:05 GMT
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Wow! That might be useful if there was a way to reenable it.

Subject: Re: Gunning Base Defenses
Posted by BlazeDragoon on Mon, 20 Jun 2005 20:47:04 GMT
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Ahh thanks for the feedback I'll try em soon:>.Sorry for late response was on vacation.

Subject: Re: Gunning Base Defenses
Posted by BlazeDragoon on Tue, 21 Jun 2005 19:08:56 GMT
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Hmmm just wondering this also...anyone know how to make it so that the other team can't get in...like after awhile it will let the other team get in the turret or w/e:<.

Subject: Re: Gunning Base Defenses
Posted by Oblivion165 on Wed, 22 Jun 2005 02:38:24 GMT
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tooncy wrote on Sun, 19 June 2005 22:15Wow! That might be useful if there was a way to reenable it.

Not with my skills, i know its there and i can see how it used to work, but i dont know if the code is still there or not.

Subject: Re: Gunning Base Defenses
Posted by Oblivion165 on Wed, 22 Jun 2005 03:01:46 GMT

Some things we were giped out of. (If they are still in then ooops)