## Subject: CnC Reborn Update: Hunter Seekers
Posted by Renardin6 on Tue, 28 Jun 2005 18:38:44 GMT
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"The Hunter Seeker will be player buyable and controlled. This fast and lightly armored vehicle will act as a less lethal demolition truck."

Model by DarkAngel
Uvw Map by PermaGrin
Skins by Renardin

## Subject: Re: CnC Reborn Update: Hunter Seekers
Posted by bandie63 on Tue, 28 Jun 2005 19:15:53 GMT
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Not bad. The texture really needs some work though. Looks too much like plastic.

## Subject: Re: CnC Reborn Update: Hunter Seekers
Posted by pulverizer on Tue, 28 Jun 2005 19:23:11 GMT
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Looks good. The texture and the model look great. But maybe you can put some more detail on it. Like logo's.

## Subject: Re: CnC Reborn Update: Hunter Seekers
Posted by Deactivated on Tue, 28 Jun 2005 20:05:48 GMT
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Renardin6 wrote on Tue, 28 June 2005

"The Hunter Seeker will be player buyable and controlled. This fast and lightly armored vehicle will act as a less lethal demolition truck."

That is so wrong... No man could fit inside that thing.. There is a particular reason why it is called a Hunter-Seeker Droid.

## Subject: Re: CnC Reborn Update: Hunter Seekers
Posted by Hav0c on Tue, 28 Jun 2005 21:14:40 GMT
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Suggest another way for implementing it ingame then... It's only player controlled because JW couldn't get the Hunter Seeker logic to work properly, if i remember correctly.

---

Subject: Re: CnC Reborn Update: Hunter Seekers
Posted by Deactivated on Tue, 28 Jun 2005 21:48:18 GMT
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Once built, it should seek instantly for an enemy target and self-destruct close to the target.

---

Subject: Re: CnC Reborn Update: Hunter Seekers
Posted by danpaul88 on Tue, 28 Jun 2005 22:18:39 GMT
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and you know of a renegade script that will do that? cause i sure dont..

Anyway, I think they look good, but I dont think that nod and gdi hunter seekers should both be exactly the same except colours...they should have slight differences between them...

otherwise a good model and texture

---

Subject: Re: CnC Reborn Update: Hunter Seekers
Posted by Lijitsu on Wed, 29 Jun 2005 06:02:10 GMT
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Very cool. I think one way you could make it like the TS Hunter Seeker is to make it spawn, go to Computer AI, and go to the middle of the map and patrol between the sides of the map, so it doesnt attack buildings. And make it invulnerable.

---

Subject: Re: CnC Reborn Update: Hunter Seekers
Posted by Hav0c on Wed, 29 Jun 2005 07:15:54 GMT
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CommandoSR wroteOnce built, it should seek instantly for an enemy target and self-destruct close to the target.

Hav0c wrote on Tue, 28 June 2005 17:14Suggest another way for implementing it ingame then... It's only player controlled because JW couldn't get the Hunter Seeker logic to work properly, if i remember correctly.

Subject: Re: CnC Reborn Update: Hunter Seekers
Posted by Lijitsu on Wed, 29 Jun 2005 07:30:33 GMT
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I didnt know he tried that, it was just a thought.

---

Subject: Re: CnC Reborn Update: Hunter Seekers
Posted by Daze on Wed, 29 Jun 2005 07:50:52 GMT
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CommandoSR wrote on Tue, 28 June 2005 17:48Once built, it should seek instantly for an enemy target and self-destruct close to the target.


STFU SeaMan, and stop acting like such a smart ass all the time...geez.

Pretty nice model BTW.

---

Subject: Re: CnC Reborn Update: Hunter Seekers
Posted by Hydra on Wed, 29 Jun 2005 07:59:20 GMT
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Who cares? Reborn sucks anyway.

---

Subject: Re: CnC Reborn Update: Hunter Seekers
Posted by Jecht on Wed, 29 Jun 2005 12:34:38 GMT
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The Hunter Seeker Is a crappy Idea.  Think of the mass chaos ingame when everyone buys one and its player controled.  Unless its self automated, you shouldnt put them ingame.

---

Subject: Re: CnC Reborn Update: Hunter Seekers
Posted by Jokah on Wed, 29 Jun 2005 13:28:49 GMT
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Subject: Re: CnC Reborn Update: Hunter Seekers
Posted by Titan1x77 on Wed, 29 Jun 2005 14:59:11 GMT
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gbull wrote on Wed, 29 June 2005 08:34The Hunter Seeker Is a crappy Idea.  Think of the mass chaos ingame when everyone buys one and its player controled.  Unless its self automated, you shouldnt put them ingame.


1st of all you can only have 1 per team at a time.

2ndly, I agree this shouldnt be player controlled....But rather have set waypaths for it to travel along.

We will be testing ideas for these and like everything else we have,it is not setup in Level edit yet.

---

Subject: Re: CnC Reborn Update: Hunter Seekers
Posted by Sir Phoenixx on Wed, 29 Jun 2005 17:24:19 GMT
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Looks okay.

Make the GDI upgrade center, or the temple of Nod and have it behave like another war factory, but it only makes a single hunter-seeker at a time, and have a seperate PT in it that you activate and it makes the hunter-seeker, controlled by the computer.

---

Subject: Re: CnC Reborn Update: Hunter Seekers
Posted by Jecht on Wed, 29 Jun 2005 18:10:48 GMT
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Titan1x77 wrote on Wed, 29 June 2005 10:29gbull wrote on Wed, 29 June 2005 08:34The Hunter Seeker Is a crappy Idea.  Think of the mass chaos ingame when everyone buys one and its player controled.  Unless its self automated, you shouldnt put them ingame.


1st of all you can only have 1 per team at a time.

2ndly, I agree this shouldnt be player controlled....But rather have set waypaths for it to travel along.

We will be testing ideas for these and like everything else we have,it is not setup in Level edit yet.


O, I mustve missed the 1 per team thing.  Its ok then.

---

Subject: Re: CnC Reborn Update: Hunter Seekers
Posted by Chronojam on Wed, 29 Jun 2005 19:32:46 GMT

gbull wrote on Wed, 29 June 2005 08:34The Hunter Seeker Is a crappy Idea.  Think of the mass chaos ingame when everyone buys one and its player controled.  Unless its self automated, you shouldnt put them ingame.


Unless you can only get one every couple minutes if your control center is still active and it locks the doors on you and guarantees you die once you detonate.

---

Subject: Re: CnC Reborn Update: Hunter Seekers
Posted by WNxCABAL on Wed, 29 Jun 2005 23:28:35 GMT

Give it a choice of waypaths to follow, that way it can enter the enemy base and get one of many buildings at a time.
I've already suggested a theory.

---

Subject: Re: CnC Reborn Update: Hunter Seekers
Posted by bigwig992 on Thu, 30 Jun 2005 03:40:25 GMT

You guys should try using poke logic to launch a cinematic that would create it with one of these scripts:

JFW_Guard_Duty
JFW_Hunt_Attack
JFW_Hunt_Blow_Up
JFW_Drive_To_Player
JFW_Enemy_Seen_Send_Custom

or some of the ones in original scripts.dll.

Try using a combination of these instead of making those things player controlled, because I think that idea is absoloutly horrid.

---

Subject: Re: CnC Reborn Update: Hunter Seekers
Posted by danpaul88 on Thu, 30 Jun 2005 11:54:02 GMT

WNxCABAL wrote on Wed, 29 June 2005 19:28Give it a choice of waypaths to follow, that way it can enter the enemy base and get one of many buildings at a time.
I've already suggested a theory.

---

Can the renegade AI attack buildings? Bots never seem to bother with buildings, they just stand around in the enemy base until someone starts shooting them...

Or do you mean follow the waypath and go boom once it reaches the end of it? because then it might follow a waypath to a building which has already been destroyed...

---

Subject: Re: CnC Reborn Update: Hunter Seekers
Posted by SuperFlyingEngi on Thu, 30 Jun 2005 15:23:12 GMT
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Here's my idea:

The Hunter-Seeker gets bought like a normal vehicle. 1 per team limit. When you get into it, you dissapear like a normal vehicle and drive the droid. When it is detonated or destroyed, you re-appear back where you were, or at some designated appearing place without a death or anything such.

---

Subject: Re: CnC Reborn Update: Hunter Seekers
Posted by Renardin6 on Thu, 30 Jun 2005 17:19:43 GMT
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SuperFlyingEngi wrote on Thu, 30 June 2005 11:23Here's my idea:

The Hunter-Seeker gets bought like a normal vehicle. 1 per team limit. When you get into it, you dissapear like a normal vehicle and drive the droid. When it is detonated or destroyed, you re-appear back where you were, or at some designated appearing place without a death or anything such.

Would be the best solution, but I don't know if a such thing is possible.

---

Subject: Re: CnC Reborn Update: Hunter Seekers
Posted by CnCsoldier08 on Thu, 30 Jun 2005 17:31:14 GMT
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Bigwig has the best idea, and it wouldn't even be very hard.

---

Subject: Re: CnC Reborn Update: Hunter Seekers
Posted by WNxCABAL on Thu, 30 Jun 2005 17:49:13 GMT
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danpaul88 wrote on Thu, 30 June 2005 12:54WNxCABAL wrote on Wed, 29 June 2005 19:28Give it a choice of waypaths to follow, that way it can enter the enemy base and get one of many buildings at a time.
I've already suggested a theory.


Can the renegade AI attack buildings? Bots never seem to bother with buildings, they just stand around in the enemy base until someone starts shooting them...

Or do you mean follow the waypath and go boom once it reaches the end of it? because then it might follow a waypath to a building which has already been destroyed...

The 2nd one.
if a building has been destroyed, it can send a command to kill the waypath, thus not usable.

---

Subject: Re: CnC Reborn Update: Hunter Seekers
Posted by danpaul88 on Thu, 30 Jun 2005 19:04:19 GMT
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i didnt know you could kill a waypath when a building controller decides its dead..

well in that case it seems to be the best idea in my opinion.

---

Subject: Re: CnC Reborn Update: Hunter Seekers
Posted by WNxCABAL on Thu, 30 Jun 2005 19:36:08 GMT
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I should think you could anyways, it has a unique ID, so it should.

However I am trying out other ways as we speak. And its going quite well!

---

Subject: Re: CnC Reborn Update: Hunter Seekers
Posted by Fabian on Fri, 01 Jul 2005 18:32:51 GMT
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Why not make it a beacon...

Have a launching animation and everything...

---

Subject: Re: CnC Reborn Update: Hunter Seekers
Posted by danpaul88 on Fri, 01 Jul 2005 19:59:16 GMT
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but if people planted multiple hunter seeker beacons then there would be swarms of them coming...and disarming the beacon would mean it would come and dissapear...although i guess thats not much different to renegade where if you disarm at the last second the nuke / ion cannon still attacks, but no damage is done...

---

Subject: Re: CnC Reborn Update: Hunter Seekers
Posted by Sir Phoenixx on Fri, 01 Jul 2005 21:34:07 GMT
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Quote:but if people planted multiple hunter seeker beacons then there would be swarms of them coming...
That's IF they allowed more then one to be purchased/used at a time.

---

Subject: Re: CnC Reborn Update: Hunter Seekers
Posted by flyingfox on Fri, 01 Jul 2005 21:43:36 GMT
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About the waypaths:

If you can get the seeker droid computer controlled with those JFW scripts, why not just test a condition before sending it on a waypath. Let's say you have a waypath leading to each building of the enemy base. Check to see if any buildings are destroyed....if so, don't use the waypaths that will lead to those buildings. So if you had one waypath called "waypath_AGT" and the AGT was destroyed, rule waypath_AGT out of the selection.

---

Subject: Re: CnC Reborn Update: Hunter Seekers
Posted by bandie63 on Fri, 01 Jul 2005 22:09:53 GMT
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How much are these things gonna cost? And are they gonna be destroyable while they're on the waypaths? And how fast will these go? If they blow up buildings like you say they do, then it will totally unbalance the game.

---

Subject: Re: CnC Reborn Update: Hunter Seekers
Posted by Sir Phoenixx on Fri, 01 Jul 2005 22:34:51 GMT
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How would it unbalence the game if both sides have the same thing?

---

Subject: Re: CnC Reborn Update: Hunter Seekers

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Posted by danpaul88 on Fri, 01 Jul 2005 22:48:57 GMT
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however to make it work better as an FPS they might just heavily damage buildings? say 3/4 of total health, meaning the rest of the team must inflict the other 1/4 damage to take the building down, either before or after the HS detonates...

but thats just my suggestion

Subject: Re: CnC Reborn Update: Hunter Seekers
Posted by bandie63 on Sat, 02 Jul 2005 01:03:37 GMT
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Sir Phoenixx wrote on Fri, 01 July 2005 18:34How would it unbalence the game if both sides have the same thing?

Yea, but what if one doesn't? (ie: the building that makes them gets blown up)

Subject: Re: CnC Reborn Update: Hunter Seekers
Posted by Cyber030 on Sat, 02 Jul 2005 01:58:16 GMT
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If you are going to make the hunter seeker buyable, set a time limit on it after a player buys it. When the timer reaches 0, it deploys automatically like the harvester builds automatically when destroyed. This way is a little backwards from the original tiberiun sun, but this way will work a little better.

Subject: Re: CnC Reborn Update: Hunter Seekers
Posted by Sir Phoenixx on Sat, 02 Jul 2005 02:17:27 GMT
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bandie63 wrote on Fri, 01 July 2005 21:03Sir Phoenixx wrote on Fri, 01 July 2005 18:34How would it unbalence the game if both sides have the same thing?

Yea, but what if one doesn't? (ie: the building that makes them gets blown up)
Then you don't let it get destroyed.

By that logic, everything in the game is unbalanced, since the other teams barracks/war factory/heli pad/etc. can be destroyed.

Subject: Re: CnC Reborn Update: Hunter Seekers
Posted by Renx on Sat, 02 Jul 2005 04:27:12 GMT
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danpaul88 wrote on Fri, 01 July 2005 15:59but if people planted multiple hunter seeker beacons then there would be swarms of them coming...and disarming the beacon would mean it would come and dissapear...although i guess thats not much different to renegade where if you disarm at the last second the nuke / ion cannon still attacks, but no damage is done...

You do realize that when you plant multiple beacons in renegade, multiple nukes/ions come, and when you disarm the beacon the nuke/ion blast disappears, right?

Although if it were made so the hunter seeking out the target was not just an animation, it could probably be made so if a beacon was disarmed then the hunter would explode where it was while on its way to the beacon.

---

Subject: Re: CnC Reborn Update: Hunter Seekers
Posted by danpaul88 on Sat, 02 Jul 2005 13:34:15 GMT
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Renx wrote on Sat, 02 July 2005 00:27danpaul88 wrote on Fri, 01 July 2005 15:59but if people planted multiple hunter seeker beacons then there would be swarms of them coming...and disarming the beacon would mean it would come and dissapear...although i guess thats not much different to renegade where if you disarm at the last second the nuke / ion cannon still attacks, but no damage is done...

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Although if it were made so the hunter seeking out the target was not just an animation, it could probably be made so if a beacon was disarmed then the hunter would explode where it was while on its way to the beacon.

It depends, if you disarm when the nuke is about 10 meters above you and about to detonate then it still comes down and the mushroom cloud appears, but no damage is done, it depends how soon you disarm it...not 100% sure bout the ion cannon but i think its the same,...

---

Subject: Re: CnC Reborn Update: Hunter Seekers
Posted by Renx on Sat, 02 Jul 2005 14:39:15 GMT
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That only happens when you disarm as the very last possible second. I've seen the nukes disappear while touching the building before.

---

Subject: Re: CnC Reborn Update: Hunter Seekers
Posted by reborn on Sat, 02 Jul 2005 15:12:07 GMT
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Sweet-ass lokking model and v.nice texture, loving this feature   A respective logo would be cool however...

Subject: Re: CnC Reborn Update: Hunter Seekers
Posted by laeubi on Mon, 04 Jul 2005 08:44:34 GMT
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The Problem with the scripts was that its not possible to detect if the hunter seeker reached its aim if I rembering right.

Subject: Re: CnC Reborn Update: Hunter Seekers
Posted by Doitle on Tue, 05 Jul 2005 07:34:53 GMT
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You should have it follow one of several waypoints to the enemy base and do say, half total damage to a building. That way a well timed Hunter Seeker could turn the tide during a seige. Make it expensive to the point where people pool to buy it. I would DEFINATELY do the waypoints as opposed to player controlled. Feel free to waypoint this and actually ADD a demo truck though. I don't care if it wasn't in Tiberian Sun, I love demo trucks. ;D