
Subject: The only operational Helipads in Renegade's history! Check t
Posted by [Anonymous](#) on Sat, 07 Dec 2002 10:13:00 GMT

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As stated previously, Renegade Alert will include aircraft with operational Helipads. Well, to illustrate that... Check out these screenshots.<http://www.cncrenegade.info/modules.php?name=Content&pa=showpage&pid=23&page=4>Major props to Dante for scripting this (And other, secret things for our modification! Renegade Alert is quite possibly the best modification out there with this sort of addition to the game. Just so you know what the Helipad does (It's my model, BTW.) -- You buy an Apache\Hind\Chinook, it flies from off the map, then lands on the Helipad. You can then enter the vehicle. If your Helipad is destroyed, you will not be able to build anymore aircraft. [December 07, 2002, 12:26: Message edited by: aircraftkiller2001]

Subject: The only operational Helipads in Renegade's history! Check t
Posted by [Anonymous](#) on Sat, 07 Dec 2002 10:34:00 GMT

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I didn't know you meant it would actually fly to the helipad. That's insane! Good work, Dante. [December 07, 2002, 10:35: Message edited by: SomeRhino]

Subject: The only operational Helipads in Renegade's history! Check t
Posted by [Anonymous](#) on Sat, 07 Dec 2002 11:18:00 GMT

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Heh, old news Aircraftkiller, I did that in Oasis... Never finished it due to a lack of time and effort

Subject: The only operational Helipads in Renegade's history! Check t
Posted by [Anonymous](#) on Sat, 07 Dec 2002 11:24:00 GMT

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Shutup Apache

Subject: The only operational Helipads in Renegade's history! Check t
Posted by [Anonymous](#) on Sat, 07 Dec 2002 11:35:00 GMT

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quote:Originally posted by ApacheRSG:Heh, old news Aircraftkiller, I did that in Oasis... Never finished it due to a lack of time and effortSo basically, you know custom scripting, plus everything else, vectoring and all?Come on now, Dante knows this engine almost as well as Greg does... I'm sure if your method really, truthfully, worked like Renegade was envisioned, I'm sure we'd all have done it by now.

Subject: The only operational Helipads in Renegade's history! Check t

Posted by [Anonymous](#) on Sat, 07 Dec 2002 11:49:00 GMT

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I did, just that I didn't have the script to do it upon command and have it remove credits, I created a very random spawner and the choppers flew in from there. It isn't that hard to create a script that has the vehicle fly into a helipad... Nor is it hard to create a path for the vehicle to follow... Please do not get into a fight with me, I am in an incredibly bad mood today. [December 07, 2002, 11:52: Message edited by: ApacheRSG]

Subject: The only operational Helipads in Renegade's history! Check t

Posted by [Anonymous](#) on Sat, 07 Dec 2002 11:52:00 GMT

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steps for this code... not just a text cinematic i assure you1. Goto PT, IF the Helipad is still there, you can buy a helicopter2. walk out side and watch it fly in3. not a n00b script... im not that sick

Subject: The only operational Helipads in Renegade's history! Check t

Posted by [Anonymous](#) on Sat, 07 Dec 2002 11:52:00 GMT

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lolApache, it's more complicated than you let on. This is *not* a spawner. You *buy* the vehicle. It flies in, lands itself, upon purchase. Once it lands, you get in. Every time you buy a helicopter, the Helipad will deliver you a helicopter by acting as the landing zone for it. Lose the Helipad, you lose the ability to purchase helicopters. Again, I reiterate, it is *not* a spawner. It is a script with in-game coding that Dante and I worked with.

Subject: The only operational Helipads in Renegade's history! Check t

Posted by [Anonymous](#) on Sat, 07 Dec 2002 11:57:00 GMT

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Ah, I thought you meant you were happy that you managed to create spawning aircraft, and when the helipad is destroyed it removes the spawner using the preset destroying script.

Subject: The only operational Helipads in Renegade's history! Check t

Posted by [Anonymous](#) on Sat, 07 Dec 2002 11:58:00 GMT

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quote:Originally posted by ApacheRSG: Ah, I thought you meant you were happy that you managed to create spawning aircraft, and when the helipad is destroyed it removes the spawner using the preset destroying script. Nope, but that's a good idea you had going there... It could be used for quite a few tricks.

Subject: The only operational Helipads in Renegade's history! Check t

Posted by [Anonymous](#) on Sat, 07 Dec 2002 11:59:00 GMT

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nope, these are customs in the scripts.dll mod that JonWil made, i spent last two days pulling hair out over this one...

Subject: The only operational Helipads in Renegade's history! Check t

Posted by [Anonymous](#) on Sat, 07 Dec 2002 13:06:00 GMT

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Why don't you share your knowledge with the other modders?

Subject: The only operational Helipads in Renegade's history! Check t

Posted by [Anonymous](#) on Sat, 07 Dec 2002 13:17:00 GMT

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modders?Because very few of you know anything about C++ coding.

Subject: The only operational Helipads in Renegade's history! Check t

Posted by [Anonymous](#) on Sat, 07 Dec 2002 13:22:00 GMT

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i will when it is not beta...

Subject: The only operational Helipads in Renegade's history! Check t

Posted by [Anonymous](#) on Sat, 07 Dec 2002 13:51:00 GMT

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quote:Originally posted by aircraftkiller2001: quote:Originally posted by ApacheRSG:I get where you are going with it, but how the heck do you call on something when you call on nothing?Shhh, it's a secret. Yes ACK.....reeaaall seeecreeettt.....Lemme guess: You make a new vehicle preset that's basicly no model (or a model but one that's basicly nothing) and kill it as soon as it's made. Another script that's attached to it called Test_Cinematic makes the apache and have it play a non-looping animation, correct?Well, wether it is or not.....this unlocks new possiblitys.....*Hint hint*

Subject: The only operational Helipads in Renegade's history! Check t

Posted by [Anonymous](#) on Sat, 07 Dec 2002 13:54:00 GMT

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quote:Originally posted by NameHunter: quote:Originally posted by aircraftkiller2001:
quote:Originally posted by ApacheRSG:I get where you are going with it, but how the heck do you
call on something when you call on nothing?Shhh, it's a secret. Yes ACK.....reeaaall
seeecreeett.....Lemme guess: You make a new vehicle preset that's basicly no model (or a
model but one that's basicly nothing) and kill it as soon as it's made. Another script that's attached
to it called Test_Cinematic makes the apache and have it play a non-looping animation,
correct?Well, wether it is or not.....this unlocks new possiblitys.....*Hint hint*No. Nice try, but
no.

Subject: The only operational Helipads in Renegade's history! Check t
Posted by [Anonymous](#) on Sat, 07 Dec 2002 14:26:00 GMT

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real close... but noit will be public after i get it completed, trust me

Subject: The only operational Helipads in Renegade's history! Check t
Posted by [Anonymous](#) on Sat, 07 Dec 2002 15:08:00 GMT

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Great work Dante!

Subject: The only operational Helipads in Renegade's history! Check t
Posted by [Anonymous](#) on Sat, 07 Dec 2002 16:16:00 GMT

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nice work Dante - you the reason im still modding in Renegade awesome props!!!

Subject: The only operational Helipads in Renegade's history! Check t
Posted by [Anonymous](#) on Sat, 07 Dec 2002 18:57:00 GMT

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When this plan is finialized adn released, will people with little or none scripting knowleage be
able to making working heilpads for their maps? Triforce

Subject: The only operational Helipads in Renegade's history! Check t
Posted by [Anonymous](#) on Sat, 07 Dec 2002 19:21:00 GMT

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Will you be using a similar script to allow the purchasing of naval units?

Subject: The only operational Helipads in Renegade's history! Check t
Posted by [Anonymous](#) on Sat, 07 Dec 2002 19:35:00 GMT
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yes, i am working on the Naval Yard Controllers now..

Subject: The only operational Helipads in Renegade's history! Check t
Posted by [Anonymous](#) on Sat, 07 Dec 2002 19:36:00 GMT
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Yeah, That would add a whole other level of gameplay to the game. [December 07, 2002, 19:37:
Message edited by: Beanyhead]

Subject: The only operational Helipads in Renegade's history! Check t
Posted by [Anonymous](#) on Sat, 07 Dec 2002 19:36:00 GMT
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I have the entire procedure working, except for one critical script, I need a script that will send a custom message directly to an object upon its being applied...

Subject: The only operational Helipads in Renegade's history! Check t
Posted by [Anonymous](#) on Sat, 07 Dec 2002 19:37:00 GMT
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Haha, you should have it float up from underwater, that would be crazy.

Subject: The only operational Helipads in Renegade's history! Check t
Posted by [Anonymous](#) on Sun, 08 Dec 2002 00:03:00 GMT
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quote:Originally posted by Dante:steps for this code... not just a text cinematic i assure you1. Goto PT, IF the Helipad is still there, you can buy a helicopter2. walk out side and watch it fly in3. not a n00b script... im not that sick Now, how the heck did you get the PT to call on a totally original script instead of the standard c-130 script or the warfactory cinematic script?This sorta information could be used for so many different things... Or is it secret? Oh yeah, I'm sorry for being a jerk, just that you beat me to exactly what I was trying to do [December 07, 2002, 12:04: Message edited by: ApacheRSG]

Subject: The only operational Helipads in Renegade's history! Check t
Posted by [Anonymous](#) on Sun, 08 Dec 2002 00:04:00 GMT

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i rule just kidding i actually did alot of this processing else where....how about this one..change the object that the PT creates to a "null" object type, rather an invisible one, then you can attach away

Subject: The only operational Helipads in Renegade's history! Check t
Posted by [Anonymous](#) on Sun, 08 Dec 2002 00:13:00 GMT
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I get where you are going with it, but how the heck do you call on something when you call on nothing?

Subject: The only operational Helipads in Renegade's history! Check t
Posted by [Anonymous](#) on Sun, 08 Dec 2002 00:22:00 GMT
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quote:Originally posted by ApacheRSG:I get where you are going with it, but how the heck do you call on something when you call on nothing?Shhh, it's a secret.

Subject: The only operational Helipads in Renegade's history! Check t
Posted by [Anonymous](#) on Sun, 08 Dec 2002 00:33:00 GMT
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I think I may have figured it out... lemme take a test run...

Subject: The only operational Helipads in Renegade's history! Check t
Posted by [Anonymous](#) on Sun, 08 Dec 2002 00:34:00 GMT
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Whee that locked up Renegade real good!

Subject: The only operational Helipads in Renegade's history! Check t
Posted by [Anonymous](#) on Sun, 08 Dec 2002 10:49:00 GMT
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Good Job

Subject: The only operational Helipads in Renegade's history! Check t

Posted by [Anonymous](#) on Sun, 08 Dec 2002 11:01:00 GMT

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Um I have a question what if WW does not fix the no mod thing on WOL s it could only be on g4yspy.

Subject: The only operational Helipads in Renegade's history! Check t

Posted by [Anonymous](#) on Sun, 08 Dec 2002 13:12:00 GMT

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quote:Originally posted by CyborgDC: quote:Originally posted by aircraftkiller2001:Renegade Alert is quite possibly the best modification out there with this sort of addition to the game.You haven't seen Redagede's Mods yet.Possibly because there's nothing to show.

Subject: The only operational Helipads in Renegade's history! Check t

Posted by [Anonymous](#) on Sun, 08 Dec 2002 19:40:00 GMT

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Something to think about: What happens when one chopper is purchased, and then another? Will the second chopper push the first out of the way, or are we just hoping whoever buys the first chopper gets it off the pad?

Subject: The only operational Helipads in Renegade's history! Check t

Posted by [Anonymous](#) on Sun, 08 Dec 2002 20:12:00 GMT

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quote:Originally posted by Golden Gun:Something to think about: What happens when one chopper is purchased, and then another? Will the second chopper push the first out of the way, or are we just hoping whoever buys the first chopper gets it off the pad?Just hope whoever bought the first chopper gets it off the pad...

Subject: The only operational Helipads in Renegade's history! Check t

Posted by [Anonymous](#) on Sun, 08 Dec 2002 23:31:00 GMT

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quote:Originally posted by Golden Gun:Something to think about: What happens when one chopper is purchased, and then another? Will the second chopper push the first out of the way, or are we just hoping whoever buys the first chopper gets it off the pad?well, the chopper follows a "user" set waypath that you will define in the script's parameters, so if you have it come straight down, will land on top, i have mine coming in high, then sloping down to the pad...

Subject: The only operational Helipads in Renegade's history! Check t

Posted by [Anonymous](#) on Mon, 09 Dec 2002 00:08:00 GMT

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quote:Originally posted by aircraftkiller2001:Renegade Alert is quite possibly the best modification out there with this sort of addition to the game.You haven't seen Redagede's Mods yet. [December 08, 2002, 12:09: Message edited by: CyborgDC]

Subject: The only operational Helipads in Renegade's history! Check t

Posted by [Anonymous](#) on Mon, 09 Dec 2002 00:21:00 GMT

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Good Job Ack and Dante, and all the other little helpers of the renegade alert mod! That team has really risen the Bar in modding. Reborn is looking good also! we just started on redagade but hopefully things will get better!

Subject: The only operational Helipads in Renegade's history! Check t

Posted by [Anonymous](#) on Mon, 09 Dec 2002 05:29:00 GMT

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u know u could probably have it spawn off map and fly in on a path kinda like the weap fact does except that the path is longer.wonder if that would work???

Subject: The only operational Helipads in Renegade's history! Check t

Posted by [Anonymous](#) on Mon, 09 Dec 2002 05:59:00 GMT

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quote:Originally posted by son of a gun:u know u could probably have it spawn off map and fly in on a path kinda like the weap fact does except that the path is longer.wonder if that would work????Yeah, make the path go over the enemy base and make choppers very cheap

Subject: The only operational Helipads in Renegade's history! Check t

Posted by [Anonymous](#) on Mon, 09 Dec 2002 09:06:00 GMT

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LMAO NH, it does follow a waypath, rather uses a simple cinematic text file, so you could really do what you wanted with it...

Subject: The only operational Helipads in Renegade's history! Check t

Posted by [Anonymous](#) on Mon, 09 Dec 2002 09:49:00 GMT

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So is it possible on soem maps to have fly overs by computer controlled planes and bomb random areas of the map but only affect the opposite team?

Subject: The only operational Helipads in Renegade's history! Check t

Posted by [Anonymous](#) on Mon, 09 Dec 2002 10:00:00 GMT

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quote:Originally posted by Dante:LMAO NH, it does follow a waypath, rather uses a simple cinematic text file, so you could really do what you wanted with it...Where did I ask that? I knew that part...Edit: Oops, I see it now. Hey, it was a guess!!! lol!!! [December 09, 2002, 10:01: Message edited by: NameHunter]
