Subject: GDI A-10 strike
Posted by Spetz5 on Mon, 05 Jun 2006 21:02:10 GMT
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Does anyone know how to do an A-10 airstrike VIA a placed beacon? I honestly haven't a clue how to, so I thought I'd ask here.

Subject: Re: GDI A-10 strike
Posted by Shadow2256 on Mon, 05 Jun 2006 23:14:47 GMT
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Make bisen11 your man-slave and force him to make you one. If you can't do that, I am sorry this post was useless and most likely didn't help you.

Subject: Re: GDI A-10 strike
Posted by reborn on Tue, 06 Jun 2006 06:50:19 GMT
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Attatch a invisible object at the bone of the beacon via the scripts.dll (do this because beacons and c4 do not respond well to timers that are in cinematics). Then attatch test_cinematic to the invisible object and define your a-10 airstike cinematic text file. Make sure you cinematic text file is in your data folder.

Then when you place the beacon the airstike cinematic will be activated. You might also want to make the beacon kill itself...

Subject: Re: GDI A-10 strike
Posted by Alexraptor on Tue, 06 Jun 2006 07:31:01 GMT
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does that work serverside?

Subject: Re: GDI A-10 strike
Posted by reborn on Tue, 06 Jun 2006 07:42:45 GMT
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yes it does...

here have a look: http://www.mp-gaming.net/reborn/a10strikedemo.zip

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Subject: Re: GDI A-10 strike
Posted by Spetz5 on Tue, 06 Jun 2006 21:08:14 GMT
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Ok thanks but... how on earth do I do it with a text file?

Subject: Re: GDI A-10 strike
Posted by bisen11 on Wed, 07 Jun 2006 01:28:21 GMT
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Shadow2256 wrote on Mon, 05 June 2006 19:14Make bisen11 your man-slave and force him to make you one. If you can't do that, I am sorry this post was useless and most likely didn't help you.
Who are you? Matt, Or Matt's best freind or something? That kid really needs to learn to let go of grudges.

Subject: Re: GDI A-10 strike
Posted by GrayWolf on Wed, 07 Jun 2006 01:37:15 GMT
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Hey that video was really cool!!!   I know a lot about renegade and map editing ....but i have no idea how to

"Attach a invisible object at the bone of the beacon via the scripts.dll (do this because beacons and c4 do not respond well to timers that are in cinematics). Then attach test_cinematic to the invisible my cinematic text file is in your data folder."

I would like to learn, would you please enlighten us?

Subject: Re: GDI A-10 strike
Posted by bisen11 on Wed, 07 Jun 2006 01:42:15 GMT
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http://www.renegadecentral.com/tutorials.htm#addbotcin

Go down to where i explain how to make Beacon drops. But Instead of using that text file, you'll need to find one that makes the a10 bomb. I've been able to make the a10 shoot rockets by changing the the one in M03 where the helicopter shoots a transport with missles. But I havent found a bombing script.

Subject: Re: GDI A-10 strike
Posted by Shadow2256 on Wed, 07 Jun 2006 13:26:25 GMT
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No, I am from Cybaservers. Go way back, and it'll refresh your memory. You wanted to be a moderator remember? You showed us lots of things that you can do. Plus I knew you from all the mods you made =P. This may suprise a few but, I used to be Cyber030.

Subject: Re: GDI A-10 strike
Posted by Ma1kel on Wed, 07 Jun 2006 18:33:15 GMT
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That cheater?