Subject: agt multiguns?
Posted by Veyrdite on Sat, 04 Nov 2006 23:02:10 GMT
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according to renegade's engine (i think) a unit can have up to 4 projectile exit points, 2 weapons.
but if so how does the agt work?
all the guns cant be simply one whole projectile as they normally shoot seperate targets.
how would i get this to work on a turret or vehicle?

Subject: Re: agt multiguns?
Posted by danpaul88 on Sun, 05 Nov 2006 00:09:53 GMT
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The guns are 4 separate ceiling guns controlled by the AGT controller

Subject: Re: agt multiguns?
Posted by crazfulla on Mon, 06 Nov 2006 10:40:54 GMT
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The 4 guns are spawned in Renegade, "so" far along the X Y and Z axis from the controller, and
when the building is destroyed they stop shooting. They are not part of the AGT itself, but
seperate 'mounted vehicles' which are protected by the blammo skin and made not targetable.
Note, this is why blammokiller hacks allow players to destroy these guns. Also it makes no
difference if you rotate the building controller in Level Edit, the guns wont move. Frequent problem
for newbs that (I had it too).

Subject: Re: agt multiguns?
Posted by jonwil on Tue, 07 Nov 2006 06:10:04 GMT
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just FYI, there is a new script in recent scripts.dll releases called
JFW_Advanced_Guard_Tower_2 that lets you adjust the positioning of the missile and guns
relative to the AGT controller.

Subject: Re: agt multiguns?
Posted by Veyrdite on Fri, 17 Nov 2006 22:23:56 GMT
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this can be used on anything if you can script, right?
(here comes the leviathen mammy)

Subject: Re: agt multiguns?
Posted by Jerad2142 on Fri, 17 Nov 2006 22:31:38 GMT
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Yes, but it would be better just to manually attach turrets to an object with the turret attach scripts rather then that script (because if you attach it to a vehicle the turrets will stick around after the vehicle is destroyed).

Subject: Re: agt multiguns?
Posted by Veyrdite on Fri, 17 Nov 2006 22:35:47 GMT
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errrrrrr.......how?

Subject: Re: agt multiguns?
Posted by Jerad2142 on Fri, 17 Nov 2006 22:39:24 GMT
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The script "JFW_Turret_Spawn_2"