
Subject: Is this possible?

Posted by [Anonymous](#) on Fri, 24 Jan 2003 13:30:00 GMT

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I was thinking of what all I can make for my mod, and I came up with a few things...Orca Carry AllThe ideal method to implement this would be that when you hit your Primary Fire button it would attach itself to the closest vehicle that is beneath it, when you hit the Secondary Fire button it would detach the vehicle beneath it and drop it. When something is attached to it it's speed is like halved. Would this way be possible?If that's not possible...Another way was that I'd create an invisible box beneath the Carry All with the back wall missing, so a tank could drive on/off, and the driver of the tank would just drive on it from behind, when the Carry All got to it's destination it would land and the driver would drive the tank off(I know this way would have to be possible). Also...Could there be an animation that stretched the back wall across when the user hit the Primary Fire button, so that the tank is completely enclosed and cannot fall, than when they land the pilot would hit the Secondary Fire button and the back wall would be stretched back to the other side so the tank can drive off?Naval UnitsWould useable Naval Units be possible? Like a patrol boat, or a landing craft, or whatever? Make it so these can only move on water... And would swimming be possible?Would a Naval Yard type thing be possible? So they can be built?Destroyable BuildingsCurrently buildings just turn black and puff smoke... I would like to add animations and make it so that when it get's destroyed it plays the animation and the building is all laying around (like the top half of the obelisk will fall in to the center, and the hand on the hand of nod will fall back into the back of the building, etc.), destroyed, and cannot be entered again.....(i don't know if this is or not possible, but can i make it so that some weapons don't work on vehicles, some don't work on infantry, some don't work on buildings, or some just work on ground units, or just on air units, or all of the above, or non of the above?) [January 24, 2003, 13:30: Message edited by: Sir Phoenixx]

Subject: Is this possible?

Posted by [Anonymous](#) on Fri, 24 Jan 2003 13:40:00 GMT

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Naval units are easy to do. Just have a hidden plane underneath the water to get the infantry to "swim". The water should be checked as vehicle only collision. Naval yard would take some scripting but is possible.Destroyable buildings are in the works (you can see such news at CnC Ammo) and by editing armor.ini you can change it so only some weapons work on some vehicles.

Subject: Is this possible?

Posted by [Anonymous](#) on Fri, 24 Jan 2003 13:55:00 GMT

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when they're 'swiming' would there be a way to make them slow down like they were swimming? and maybe play a squishy water noise?

Subject: Is this possible?

Posted by [Anonymous](#) on Fri, 24 Jan 2003 15:10:00 GMT

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Destruction animations for buildings are possible (I'm the one making them. Pics are at CnC Source). However there's some limits to this that need to be taken into account. You can't completely destroy the building because there isn't a way to turn off the spawn locations in it and you don't want people getting trapped in the rubble when they respawn. There's some other limitations but I'm not going to get into those right now.

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Posted by [Anonymous](#) on Fri, 24 Jan 2003 15:25:00 GMT

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I have thought of your Carryall ideas, The Second one is logical, somewhat. I like the First on thought... Nothing like picking up a idiot with a take and dropping him in thier base to be picked off

Subject: Is this possible?

Posted by [Anonymous](#) on Fri, 24 Jan 2003 17:19:00 GMT

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quote:Originally posted by NeoSaber:Destruction animations for buildings are possible (I'm the one making them. Pics are at CnC Source). However there's some limits to this that need to be taken into account. You can't completely destroy the building because there isn't a way to turn off the spawn locations in it and you don't want people getting trapped in the rubble when they respawn. There's some other limitations but I'm not going to get into those right now.i can easily script fixes to those...

Subject: Is this possible?

Posted by [Anonymous](#) on Fri, 24 Jan 2003 18:01:00 GMT

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Carryall would be great!! Please make this possible guys!

Subject: Is this possible?

Posted by [Anonymous](#) on Fri, 24 Jan 2003 21:56:00 GMT

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quote:Originally posted by Dante:i can easily script fixes to those...I thought it might be possible to script a spawn deactivator, but there's some other limitations that would make a total collapse nearly impossible. From what I've seen, the Renegade game engine doesn't like to leave that

much 'debris' lying around without having lots of rendering and collision problems. I don't think that can be scripted away. You'd know better than me though, I haven't really studied the script commands very well.

Subject: Is this possible?

Posted by [Anonymous](#) on Sat, 25 Jan 2003 05:21:00 GMT

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quote:Originally posted by NeoSaber: quote:Originally posted by Dante:i can easily script fixes to those...I thought it might be possible to script a spawn deactivator, but there's some other limitations that would make a total collapse nearly impossible. From what I've seen, the Renegade game engine doesn't like to leave that much 'debris' lying around without having lots of rendering and collision problems. I don't think that can be scripted away. You'd know better than me though, I haven't really studied the script commands very well. There wouldn't be anymore to render than when it wasn't destroyed. It would all be the same model, but in a destroyed form.

Subject: Is this possible?

Posted by [Anonymous](#) on Sat, 25 Jan 2003 05:34:00 GMT

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Another theory is that, if you DID make it work and you could carry other vehicles, wouldn't it cause *gulp* LAG...

Subject: Is this possible?

Posted by [Anonymous](#) on Sat, 25 Jan 2003 05:45:00 GMT

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Why would it create lag?

Subject: Is this possible?

Posted by [Anonymous](#) on Sat, 25 Jan 2003 05:49:00 GMT

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i think name hunter said that once, if you drive a tank on top of a transport copter (or something) it would cause lag and stuff... it was in another topic, ill go find it

Subject: Is this possible?

Posted by [Anonymous](#) on Sat, 25 Jan 2003 05:54:00 GMT

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Subject: Is this possible?

Posted by [Anonymous](#) on Sat, 25 Jan 2003 06:43:00 GMT

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quote:Originally posted by Sir Phoenixx:There wouldn't be anymore to render than when it wasn't destroyed. It would all be the same model, but in a destroyed form.It's not a matter of there being more to render. Renegade doesn't like objects being moved around so far. If an object gets too far away from its origin, then Renegade sometimes doesn't think it needs to be rendered anymore. I'm still trying to find a solution to this.I have made a civilian building that totally collapses. It's done a little differently then Renegade multiplayer buildings are. From what I can tell it works flawlessly.

Subject: Is this possible?

Posted by [Anonymous](#) on Sun, 26 Jan 2003 09:30:00 GMT

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quote:Originally posted by NeoSaber:If an object gets too far away from its origin, then Renegade sometimes doesn't think it needs to be rendered anymore. I'm still trying to find a solution to this.And I just did! I don't know if anyone actually cares but I think I've finally solved this rendering problem. I'm so happy!

Subject: Is this possible?

Posted by [Anonymous](#) on Sun, 26 Jan 2003 13:29:00 GMT

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Heh, well....if that idea would generate lag.....maybe you could have a claw come down and grab the vehicle?Hmm...but that would be pain-in-the-*** animating wouldn't it.....o well... just a thought.Would this work?

Subject: Is this possible?

Posted by [Anonymous](#) on Sun, 26 Jan 2003 14:02:00 GMT

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Destroyable buildings are possible. The first group to make it happen was 'then' The Tiberium Team. I was a beta tester for them, and they managed to make completely destroyable bridges in X12 and X13 I beleive.

Subject: Is this possible?

Posted by [Anonymous](#) on Mon, 27 Jan 2003 05:26:00 GMT

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good [January 27, 2003, 05:34: Message edited by: Sir Phoenixx]
