
Subject: How do I make GE/PD doors?

Posted by [F1AScroll](#) on Thu, 22 Mar 2007 22:57:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

How do I make GE/PD doors? I want to be able to open them with the action button. I also want to be able to require keycards/active timers to open. Also, I want it so AI guards can open doors, Can this be done? If so how. Also, if anyone wants to map or make scripts, I be happy for your help.

Subject: Re: How do I make GE/PD doors?

Posted by [Jerad2142](#) on Fri, 23 Mar 2007 02:26:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

Pathfind Generator.

Subject: Re: How do I make GE/PD doors?

Posted by [F1AScroll](#) on Fri, 23 Mar 2007 22:37:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

I thought they controled harvesters. @_@ How would I use them to make door opened when "poked"?

Subject: Re: How do I make GE/PD doors?

Posted by [Jerad2142](#) on Sat, 24 Mar 2007 06:14:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

AI can not open poke-able doors, unless you have a lot of of scripting (A LOT OF WORK).

Subject: Re: How do I make GE/PD doors?

Posted by [F1AScroll](#) on Sat, 24 Mar 2007 19:20:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

Oh. Also, do you have a link to a basic guide to scripting or something? I really don't understand how to script, and a basic tutorial could get me started on more advanced things.

Subject: Re: How do I make GE/PD doors?

Posted by [Oblivion165](#) on Sun, 25 Mar 2007 03:10:45 GMT

[View Forum Message](#) <> [Reply to Message](#)

so what exactly do you have done? It's highly unlikely you will learn the programming to do this.

However if you had the rest of the stuff ready to go...like characters and maps etc, a programmer might step up to handle the scripts portion.

Subject: Re: How do I make GE/PD doors?

Posted by [Oblivion165](#) on Sun, 25 Mar 2007 03:48:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

File Attachments

1) [Clipboard01.jpg](#), downloaded 552 times



Subject: Re: How do I make GE/PD doors?

Posted by [F1AScroll](#) on Sun, 25 Mar 2007 18:58:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

I know GML, DML, and RPG maker code. I learn pretty fast from examples. I heard of one tutorial at RenHelp where guys fly out of an Apatche, but I can't find it. Maybe I'm not looking hard enough? Anyway, I always takes me to the index.

Oh, and I started the mod recently, and even more recently had to RE-start it due to legal reasons (remember that company that got sued for pronouncing 1007 "one-double-oh-seven). So far, jamiejrg's working on the RC/FN P90. I haven't told him yet, but I MSN Live offline-messaged (oxymoron) 'em. I also PMed Nickster asking for a few tips.

IN A NUTSHELL:

I learn quickly, but I need a tutorial on an apache. My modeler's making an gun, EA wanted to sue me so I started over, and I asked a dead guy for help.

Oh, and thanks for your help. If I understand, I put C++ code in a .txt file, reference it as a script, and it works if I didn't screw up, is that it?

Subject: Re: How do I make GE/PD doors?

Posted by [Doitle](#) on Thu, 29 Mar 2007 14:20:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

Would it be that hard to have the AI open "pokeable" doors? Couldn't you just put zones on both sides that checked if an AI Guard type character entered and open the door for them?

Subject: Re: How do I make GE/PD doors?

Posted by [Jerad2142](#) on Thu, 29 Mar 2007 17:45:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

f1ascroll wrote on Sun, 25 March 2007 12:58

IN A NUTSHELL:

I learn quickly, but I need a tutorial on an apache. My modeler's making an gun, EA wanted to sue me so I started over, and I asked a dead guy for help.

Sue you for what?
