Subject: More Problems
Posted by _SSnipe_ on Tue, 22 May 2007 07:30:29 GMT
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1)on level edit when i select "isstealhunit" or what ever its called to make it stealth it does not work
the units wont become stealth and the tanks dont show up at all like if the plans dropping them off
but not like physiclay there how can i fix that for so i can have stealth units and tanks for example
a havoc and a stealth med?

2)how can i make it where when u kill someone u see a giant explosion or ion strike i did that
explosion kill and selected an object like explosion no building and edit the object (present) itself
and after 5 trys cant get it to work any help?

3) and another thing is where can i make it so when u fall from a high p;ace u wont lose as much
damage?

4)is it possible to change the cargo plane into somthing else to drop tanks off?

i know i ask a lot but im new and need help and greatly happy for all yuo guys help u all are the
best please reply and thank you

Subject: Re: More Problems
Posted by Zion on Tue, 22 May 2007 10:53:38 GMT
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For 4, change the model.

Subject: Re: More Problems
Posted by danpaul88 on Tue, 22 May 2007 12:56:06 GMT
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Is this for a server side mod or a map your making yourself? As far as I know you can't set a unit
as stealth through Level Edit for server side modding, you would have to use a script which sets
the unit as stealth that way.

Subject: Re: More Problems
Posted by jnz on Tue, 22 May 2007 13:02:31 GMT
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Its not really possible with the scripts, either. Because the clients needs bhs.dll 2.3 (i think) or
later. Best way to do it is to change them to a SBH.

Subject: Re: More Problems
Posted by AoBfrost on Tue, 22 May 2007 13:35:21 GMT
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The best way to make someone have the stealth effect is to edit scripts.dll, my friend does alot of modding in it and made new crates, new features and all these things that people in renegade have never seen (pickup c4 if accidentally placed, stealth suit from sbh death) and they did all work, unless the person had the original 1.037 scripts of renegade.....but most people now have 2.3.

Subject: Re: More Problems
Posted by Cat998 on Tue, 22 May 2007 14:08:40 GMT
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I really want to see how he is editing the dll. Does he use notepad ?
But I guess he is editing the source files, and then compiles them
No really, it makes me sick of hearing about editing scripts.dll
everywhere, unless you are using a hex editor. But there is no
reason to use one since scripts.dll is open source

AoBfrost wrote on Tue, 22 May 2007 15:35The best way to make someone have the stealth effect is to edit scripts.dll, my friend does alot of modding in it and made new crates, new features and all these things that people in renegade have never seen (pickup c4 if accidentally placed, stealth suit from sbh death) and they did all work, unless the person had the original 1.037 scripts of renegade.....but most people now have 2.3.

Yeh right, let me guess, about 50 % of all renegade players are
not using the custom scripts.dll ?
I want to play on that server without custom scripts.dll,
because then I have a nice advantage in being able to see stealthed units

Subject: Re: More Problems
Posted by AoBfrost on Tue, 22 May 2007 15:23:29 GMT
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Well before we tested and alot of the "usual" people we so on the server couldnt see sealthed units when they got the suit to drop, but then after mroe and more came in and people started accuing of hax, we knew it was because they werent using newer scripts.dll, so we turned the stealth suit off and just kept the pickup c4, some people with original scripts.dll claimed they could pickup, while others claimed they couldnt, so it's hard to know who can and cant, so now it's more of a thing you can only do if you have newer scripts.dll or else you play normally........I guess thats what happens when ren players dunno how to copy and paste 4-5 files into their directory...I say xwis should make it standard sometime in the near future, update everyone to 2.3 atleast so they can see servers new features, and have faster loading......I mean the scripts.dll, not the whole maps and all, that would be just installing core patches then../...but just making scripts.dll itself required would be fast and easy, they made it so we all needed 1.037 patch to play online back

then...why not when logging on, your asked to download a file and it auto installs into your renegade directory.

Subject: Re: More Problems
Posted by Sn1per74* on Tue, 22 May 2007 16:46:24 GMT
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For 4. you can use a drop mod and just delete the cargo plane part and put in the name of the vehicle you want it to be. This would be the simplest way.
For 3. if you want to make a single thing have no falling damage add the script
M00_No_falling_damage_DME

Subject: Re: More Problems
Posted by Yrr on Tue, 22 May 2007 17:04:54 GMT
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danpaul88 wrote on Tue, 22 May 2007 14:56Is this for a server side mod or a map your making yourself? As far as I know you can't set a unit as stealth through Level Edit for server side modding, you would have to use a script which sets the unit as stealth that way.

This would still have no effect unless all clients have Custom Scripts installed.

Subject: Re: More Problems
Posted by reborn on Tue, 22 May 2007 17:35:10 GMT
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joe937465 wrote on Tue, 22 May 2007 03:30
2)how can i make it where when u kill someone u see a giant explosion or ion strike i did that explosion kill and selected an object like explosion no building and edit the object (present) itself and after 5 trys cant get it to work any help?

If you are running ssaow 1.5 then go to the void M00_GrantPowerup_Created::Killed(GameObject *obj, GameObject script, then add this line to it:
Commands->Create_Explosion("Explosion_IonCannonBeacon",Commands->Get_Position(obj),0)
;, so it would look something like this:

void M00_GrantPowerup_Created::Killed(GameObject *obj, GameObject *shooter)
{
 if (stricmp(Get_Parameter("WeaponDef"),"POW_Pistol_Player") == 0)
    Commands->Create_Explosion("Explosion_IonCannonBeacon",Commands->Get_Position(obj

```
),0);
 {
```

Then compile it.

This will make a massive ion boom when a player dies =]

Subject: Re: More Problems
Posted by _SSnipe_ on Tue, 22 May 2007 18:40:31 GMT

well i have the newest of all the stuff u guys talked aobut above and im making a serverside mod no maps and etc so not possible? to make them stealth? i mean then wht have that setting there if not possible?

Subject: Re: More Problems
Posted by _SSnipe_ on Tue, 22 May 2007 18:49:27 GMT

Reborn wrote on Tue, 22 May 2007 12:35joe937465 wrote on Tue, 22 May 2007 03:30
2)how can i make it where when u kill someone u see a giant explosion or ion strike i did that explosion kill and selected an object like explosion no building and edit the object (present) itself and after 5 trys cant get it to work any help?

If you are running ssaow 1.5 then go to the void M00_GrantPowerup_Created::Killed(GameObject *obj, GameObject script, then add this line to it:
Commands->Create_Explosion("Explosion_IonCannonBeacon",Commands->Get_Position(obj),0)
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```
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 if (stricmp(Get_Parameter("WeaponDef"),"POW_Pistol_Player") == 0)
    Commands->Create_Explosion("Explosion_IonCannonBeacon",Commands->Get_Position(obj
),0);
 {
```

Then compile it.

This will make a massive ion boom when a player dies =]

umm what? lol srry i told u im new but theres only one way for me to learn!

Subject: Re: More Problems
Posted by Genesis2001 on Tue, 22 May 2007 19:08:01 GMT
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[For #4] Do you mean like making a chinook drop of the cargo instead of the cargo plane?

-MathK1LL

Subject: Re: More Problems
Posted by _SSnipe_ on Wed, 23 May 2007 04:19:00 GMT
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"[For #4] Do you mean like making a chinook drop of the cargo instead of the cargo plane?"

ya thaT whould be cool 2

Subject: Re: More Problems
Posted by reborn on Wed, 23 May 2007 07:39:09 GMT
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joe937465 wrote on Tue, 22 May 2007 14:49umm what? lol srry i told u im new but theres only one way for me to learn!

SSAOW is an open source server side project for renegade that is maintained and updated by Whitedragon from www.black-cell.net
Here is a link to it, and it's source code:
http://forums.black-cell.net/index.php?topic=6005.0

To do what I said, you would have to download the source code and add that one line I mentioned, and put it exactly where I showed you. Then you would have to link and compile it. That would then make your new scripts.dll.

The program that I use and many other too for opening the source code is visualstudio.net2003. However everything from now on is done in visualstudio.net2005.

I do not mind doing this for you if you tell me the SSAOW version your server is using. I will uplaod the source and compiled version.
If you are not using any SSAOW version then there is most likely an easy way to do this in level edit. Like adding that same explosion to every character by modifying there preset.

Subject: Re: More Problems
Posted by reborn on Wed, 23 May 2007 20:23:16 GMT
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I added the line and compiled it into SSAOW 1.5, you can download it here:

http://www.mp-gaming.com/reborn/coderelease/SSAOW1.5_For_Joe.zip

It contains the source code, but all you will need is the folder called "server files". I am assuming you know how to add these to your FDS?

Subject: Re: More Problems
Posted by _SSnipe_ on Thu, 24 May 2007 03:25:31 GMT
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Sn1per74(2) wrote on Tue, 22 May 2007 11:46For 4. you can use a drop mod and just delete the cargo plane part and put in the name of the vehicle you want it to be. This would be the simplest way.
For 3. if you want to make a single thing have no falling damage add the script M00_No_falling_damage_DME

how u add the script?

Subject: Re: More Problems
Posted by _SSnipe_ on Thu, 24 May 2007 03:46:13 GMT
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A)also heres some more problesm which one one the ob gun and agt gun?
B)and how can u increase the damage from them?

C)and is there a second type of ob or agt gun?

D)and lastly u know the hun icon? that shows what the char or thing ur buying? how can i change that?

E)and
"I added the line and compiled it into SSAOW 1.5, you can download it here:

http://www.mp-gaming.com/reborn/coderelease/SSAOW1.5_For_Joe.zip

It contains the source code, but all you will need is the folder called "server files". I am assuming you know how to add these to your FDS?

[Updated on: Wed, 23 May 2007 15:23] "

F)are thoase fiels ok for CTF? becuase thats what im making

also

G)"[For #4] Do you mean like making a chinook drop of the cargo instead of the cargo plane?" please i really want this instaed of the sutpid cargo plan

i tryed that and didnt work only thing that happend was it didnt even show the plan can u guys help me with these new problmes instead of making a new post? please

H) im still confusse don making things stleath

I) and confussed the explosion when killed thing

j)also another thing is theres an agt gun and ob gun is there any other type of gun? like a ceiling gun? or somthing?

if u guys can please try to answer all so i dont have to keep asking thank you

PS still confussed about

Subject: Re: More Problems
Posted by _SSnipe_ on Thu, 24 May 2007 04:30:05 GMT
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also i tryed chaning what it says when u do the radio commands and they wont work!!!

Subject: Re: More Problems
Posted by reborn on Thu, 24 May 2007 04:56:56 GMT
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joe937465 wrote on Wed, 23 May 2007 23:46
[Updated on: Wed, 23 May 2007 15:23]
F)are thoase fiels ok for CTF? becuase thats what im making

No, that was for AOW.

I downloaded www.black-intel.net's updated SSCTF and added the code you need to theres and compiled it.

You can download the files you need (with source) here:
http://www.mp-gaming.com/reborn/coderelease/SSCTF292+BI_For_Joe.zip
This will work for your CTF mod.

Subject: Re: More Problems
Posted by Sn1per74* on Thu, 24 May 2007 04:57:44 GMT
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For the nod cargo plane thing.. I dug up a script in always.dat. This won't drop off the vehicle you bought, it will drop off a humm-vee . I fiddled around with it but couldn't get it to work. I'm sure somebody here will know how to do it to make the chinook drop the certain vehicle off. Anyhoo, heres the script. Name it cnc_c130drop.txt just copy this into a notepad.

```
;*********************** Transport Helicopter Hummvee Drop  ************************

; **************************** Trajectory Transport

-1 Create_Object,  1, "XG_TransprtBone",   0, 0, 0, 0
-1 Play_Animation,  1, "XG_TransprtBone.XG_HD_TTraj", 1

; **************************** Transport

-1 Create_Real_Object, 2, "NOD_Transport_Helicopter", 1, "BN_Trajectory"
-1 Set_Primary,  2
-1 Attach_to_Bone,  2, 1, "BN_Trajectory"
-1 Play_Animation,  2, "v_GDI_trnspt.XG_HD_Transport",1
-700 destroy_object,  2

; **************************** Trajectory Nod_Light_Tank

-1 Create_Object,  3, "XG_HD_HTraj",   0, 0, 0, 0
-1 Play_Animation,  3, "XG_HD_HTraj.XG_HD_HTraj", 1

; **************************** Nod_Light_Tank

-1 Create_Real_Object, 4, "GDI_Humm-vee_Player", 3, "BN_Trajectory"
-1 Attach_Script,  4, "M02_Player_Vehicle", "0"
```

```
-1 Attach_to_Bone,  4, 3, "BN_Trajectory"
-437 Attach_to_Bone,  4, -1, "BN_Trajectory"
-437 Move_Slot,  7, 4

; **************************** Harness

-1 Create_Object,  6, "XG_HD_Harness",   0, 0, 0, 0
-1 Play_Animation,  6, "XG_HD_Harness.XG_HD_Harness", 0

; **************************** Primary Destroyed

1000000 Destroy_Object, 1
1000000 Destroy_Object, 2
1000000 Destroy_Object, 3
1000000 Destroy_Object, 4
1000000 Destroy_Object, 5
1000000 Destroy_Object, 6
```

If any of you guys out there could edit this to make it drop off the bought vehicle please help.

Subject: Re: More Problems
Posted by Sn1per74* on Thu, 24 May 2007 05:03:25 GMT
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joe937465 wrote on Wed, 23 May 2007 22:46
D)and lastly u know the hun icon? that shows what the char or thing ur buying? how can i change that?

The icons can be found in xcc mixer. Get it at www.renhelp.net and install it. Open it up and then open up always.dat. The HUD icons will be something like this - hud_XXXXX.dds. Right click it and click extract. Open it up using photoshop or paint shop pro. You will need a .dds plugin - you can also get that at www.renhelp.net. Edit it and save it AS THE EXACT SAME NAME AS YOU EXTRACTED IT AS in the .dds format to the data folder. Open up Renegade and it should work fine.

Note: This wil NOT be server side. Other people have to download it to see it.

Subject: Re: More Problems
Posted by reborn on Thu, 24 May 2007 06:51:53 GMT
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joe937465 wrote on Wed, 23 May 2007 23:46A)also heres some more problesm which one one the ob gun and agt gun?

joe937465 wrote on Wed, 23 May 2007 23:46
B)and how can u increase the damage from them?

you can't server side, well, I don't think you can in level edit, it is possible via your servers .dll. But you have to really know what you're doing. Besides, why do you need a gun more powerfull then the obby gun? lol

joe937465 wrote on Wed, 23 May 2007 23:46
C)and is there a second type of ob or agt gun?

Yeah there is two different ones, but they do the exact same thing.

joe937465 wrote on Wed, 23 May 2007 23:46
D)and lastly u know the hun icon? that shows what the char or thing ur buying? how can i change that?

stated before, but just to reinforce, you can't do this server side.

joe937465 wrote on Wed, 23 May 2007 23:46
E)and
"I added the line and compiled it into SSAOW 1.5, you can download it here:

http://www.mp-gaming.com/reborn/coderelease/SSAOW1.5_For_Joe.zip

It contains the source code, but all you will need is the folder called "server files". I am assuming you know how to add these to your FDS?

[Updated on: Wed, 23 May 2007 15:23] "

F)are thoase fiels ok for CTF? becuase thats what im making

e doesn't seem to be a question, but I answered and gave you a new one a few posts up.

joe937465 wrote on Wed, 23 May 2007 23:46
G)"[For #4] Do you mean like making a chinook drop of the cargo instead of the cargo plane?"
please i really want this instaed of the sutpid cargo plan

i tryed that and didnt work only thing that happend was it didnt even show the plan can u guys help me with these new problmes instead of making a new post? please

Erm, surely you can just change the cargo planes model in level edit rather then making a cinematic?

joe937465 wrote on Wed, 23 May 2007 23:46
H) im still confusse don making things stleath

You can't server side without clients having an update. But you could change players to sbh's which would work.

joe937465 wrote on Wed, 23 May 2007 23:46
I) and confussed the explosion when killed thing

You seem to of asked the same question here, I answered it a couple of posts up.

joe937465 wrote on Wed, 23 May 2007 23:46
j)also another thing is theres an agt gun and ob gun is there any other type of gun? like a ceiling gun? or somthing?

There is a samsite gun, but don't bother using it, it is totally fucked. You fire and sometimes the missles come out of other players if you are in first person.

Subject: Re: More Problems
Posted by _SSnipe_ on Thu, 24 May 2007 08:04:00 GMT
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wow dude i love u !! lol ok well ty ty ty
but now this im srry i read these post but im still confussed

1)so i cant use level edit to increase wep damage?

2)and Weapon_oblisk are ob gun but which one of those 2 are he good AGT gun?

and i cant use the ceiling gun at all?

3)

4) "You can't server side without clients having an update. But you could change players to sbh's which would work.

i seen in servs that when u kill someone u see a giant explosion i cant do that via leveledit?

5)so when i change the cargo plane i use and model? or just whats in the cinematic? or can i

make a trans drop it off

6)and i know about cnc_c130drop.txt all i want is on gdi and nod instead of the air strip cargo plan or wf a trans sjut drops it off if its not possible or stable i rather replace the cargo plan even if it does not look right

7) idk if i lost the post or didn't know how to do this but where or what can i edit to make falling damage from really high places less health loss?

8)is shield health armor?

and lastly

9)No, that was for AOW.

I downloaded www.black-intel.net's updated SSCTF and added the code you need to theres and compiled it.

You can download the files you need (with source) here:
http://www.mp-gaming.com/reborn/coderelease/SSCTF292+BI_For_Joe.zip
This will work for your CTF mod.

i forgot about the files above what do they do again the stealh or explosion or something else i ask? srry its hard keeping track of all this!!

Subject: Re: More Problems
Posted by reborn on Thu, 24 May 2007 08:43:21 GMT
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joe937465 wrote on Thu, 24 May 2007 04:04
1)so i cant use level edit to increase wep damage?

Well, i'm pretty sure damage values are sent from the client. So I don't think you can using level edit. It might be possible if someone wrote you a script, then you attached that script to the weapon you wanted with inout params to set the damage multiplier. But this would be a semi-large project.

joe937465 wrote on Thu, 24 May 2007 04:04
2)and Weapon_oblisk are ob gun but which one of those 2 are he good AGT gun?

Either of them I think, if i remember i used the "_missle" one

joe937465 wrote on Thu, 24 May 2007 04:04
and i cant use the ceiling gun at all?

Pretty sure you can't, but I might be wrong. Just try it, that question you could've answered yourself by trying

joe937465 wrote on Thu, 24 May 2007 04:04

i seen in servs that when u kill someone u see a giant explosion i cant do that via leveledit?

The files that I uplaoded for you will create a small ion explosion when someone is killed

joe937465 wrote on Thu, 24 May 2007 04:04
5)so when i change the cargo plane i use and model? or just whats in the cinematic? or can i make a trans drop it off

You can make a trans drop it off with cinematics, but if you ant another vehichle to act the same way as the cargo plane, but just a different model, then modify the cargo plane preset in level edit. Click on the mod button, then go to the physics tab, where you see the model name of the cargo place, change the model to something else.

joe937465 wrote on Thu, 24 May 2007 04:04
6)and i know about cnc_c130drop.txt all i want is on gdi and nod instead of the air strip cargo plan or wf a trans sjut drops it off if its not possible or stable i rather replace the cargo plan even if it does not look right

Then you deffinately want to use cinematics. This is entirely possible. I will post something that does this later when I am at home (if i have the time).

joe937465 wrote on Thu, 24 May 2007 04:04
7) idk if i lost the post or didn't know how to do this but where or what can i edit to make falling damage from really high places less health loss?

erm, it's called something like "JFW_no_falling_damage", or "JFW_Permanent_No_Falling_Damage"

joe937465 wrote on Thu, 24 May 2007 04:04
8)is shield health armor?

I am unclear what you are referring to here =/

joe937465 wrote on Thu, 24 May 2007 04:04
and lastly

9)No, that was for AOW.

I downloaded www.black-intel.net's updated SSCTF and added the code you need to theres and compiled it.

You can download the files you need (with source) here:
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This will work for your CTF mod.

i forgot about the files above what do they do again the stealh or explosion or something else i ask? srry its hard keeping track of all this!!

The files make a small ion explosion when a player is killed.

As for stealth, you cannot make a player stealthed server side. If the client has installed the core patch and has updated client scripts it will work. But people who dont have the scrips will see the player with no stealth effect.

It is possible to change a player to a sbh server side, then they will be stealthed for all people, irrespective of there scripts.dll version.

Subject: Re: More Problems
Posted by _SSnipe_ on Thu, 24 May 2007 09:32:43 GMT
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ok

A)so if u can tell me how to set up the trans drop of tank thing
like do i add somthing as a script or just plan leveledit

B)the files u sent me do they make ALL chars death the ion bomb?
or can i change different explosion per chars if not thats ok i dont wanna bother u

c)where can i find the spot to edit the damage? like where are the weapon presents at?

d)is the shield health the chars armor?

e)then wheres the
 "JFW_no_falling_damage", or "JFW_Permanent_No_Falling_Damage"
at? and in general settings there fall damage distance whats that?

f)the files u sent me i have to edit some myself right to get them to work right?

Subject: Re: More Problems
Posted by reborn on Thu, 24 May 2007 10:39:53 GMT
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joe937465 wrote on Thu, 24 May 2007 05:32
A)so if u can tell me how to set up the trans drop of tank thing
like do i add somthing as a script or just plan leveledit

You will have to do some stuff in level edit to hook "test_cinematic" to a preset and define your
cinematic.txt file (for GDI at least), for Nod there may not be any level edit required. The cinemtics
can be written in Notepad. I will write you one when I get home, and tell you how to make the GDI
one if I have some time.

joe937465 wrote on Thu, 24 May 2007 05:32
B)the files u sent me do they make ALL chars death the ion bomb?
or can i change different explosion per chars if not thats ok i dont wanna bother u

They make all characters explode with the ion boom when killed.
Is there one specific player you want to explode like this when killed, or are there a few?

joe937465 wrote on Thu, 24 May 2007 05:32
c)where can i find the spot to edit the damage? like where are the weapon presents at?

As mentioned before, I do not believe editting the damage values on the servers objects file will
effect the clients damage effects. It should be possible with some fancy coding, but it would take
someone with allot of patience to do this for you of there own free time.

joe937465 wrote on Thu, 24 May 2007 05:32
d)is the shield health the chars armor?

Yeah, sure is.

joe937465 wrote on Thu, 24 May 2007 05:32
e)then wheres the
 "JFW_no_falling_damage", or "JFW_Permanent_No_Falling_Damage"
at? and in general settings there fall damage distance whats that?

Presuming you have added a folder in your mod package called "scripts" and added the scripts.dll (the one i sent you, or some other one), scripts2.dll and bhs.dll to this folder. Then when you "mod" a preset, go to the "scripts" tab and there will be a list of scripts to choose from (these script names are populated by the scripts folder in your mod package, if you dont see any script names to scroll through then you haven't done it right). The jfw_no_falling_damage script will be on that huge ass list.

joe937465 wrote on Thu, 24 May 2007 05:32
f)the files u sent me i have to edit some myself right to get them to work right?

No, you don't have to edit anything at all, i done it for you.
However you will have to place the server files in your FDS directory. But I will for go that, assuming you know how to set a server up with ssctf...

Subject: Re: More Problems
Posted by _SSnipe_ on Thu, 24 May 2007 19:12:32 GMT
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1)You will have to do some stuff in level edit to hook "test_cinematic" to a preset and define your cinematic.txt file (for GDI at least), for Nod there may not be any level edit required. The cinemtics can be written in Notepad. I will write you one when I get home, and tell you how to make the GDI one if I have some time.

i still dont know what that means

2)"They make all characters explode with the ion boom when killed.
Is there one specific player you want to explode like this when killed, or are there a few?

ell there was a few but i didnt wanna bother u.........what i really wanted is
basic chars small explosion
the second set of chars a middium explosion
and the last ones are 1000 chars they get the ion for nod and nuke for gdi

 make sense? lol

3)"As mentioned before, I do not believe editting the damage values on the servers objects file will effect the clients damage effects. It should be possible with some fancy coding, but it would take someone with allot of patience to do this for you of there own free time."

o my bad i just been to a serv where they made the agt and ob gun more powerfull

Subject: Re: More Problems
Posted by reborn on Fri, 25 May 2007 07:04:46 GMT
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joe937465 wrote on Thu, 24 May 2007 15:12
1)You will have to do some stuff in level edit to hook "test_cinematic" to a preset and define your cinematic.txt file (for GDI at least), for Nod there may not be any level edit required. The cinemtics can be written in Notepad. I will write you one when I get home, and tell you how to make the GDI one if I have some time.

i still dont know what that means

OK, the renegade server is capable of reading a .txt file that you make and put in the servers directory. But it has to know that you want to read this file, some condition has to trigger it. For Nod the cinematic is triggered when a player purchases a vehichle, the cinematic file is already in your servers direcotry as a .txt file, so you can edit this file with notepad to create a transport helicopter instead of the cargo plane, and have it use some other animation instead, one similar to what is used in the vehichle crate might be a good idea.
For GDI it might be a little different, I have never looked into doing it for GDI, but it should be nearly as simple. I went out last night so I never had a chance to look at this, but I will do. Hopefully you understand a bit better now?

joe937465 wrote on Thu, 24 May 2007 15:12
2)"They make all characters explode with the ion boom when killed.
Is there one specific player you want to explode like this when killed, or are there a few?

ell there was a few but i didnt wanna bother u.........what i really wanted is
basic chars small explosion
the second set of chars a middium explosion
and the last ones are 1000 chars they get the ion for nod and nuke for gdi

 make sense? lol

Makes sense. If it was me, i'd most likely define the free soldiers and first row soldiers as "low class", then the middle row as "middle class" and the 1000 cred chars as "high class", then add to the void M00_GrantPowerup_Created::Killed(GameObject *obj, GameObject *shooter), something like if low class, if middle class, if high class, then the corresponding explosions for each, not forgetting to make sure they are a star, or have the pow_grant_pistol thing.
If I have some time I will also do this for you, but I am very busy this weekend.
You could probably do it yourself in level edit, im sure there is a setting on the soldiers you can tick so it creates an explosion on death, then just browse to which explosion you want to use. This would mean adding it for each one, but you might have some luck with that.

joe937465 wrote on Thu, 24 May 2007 15:12
3)"As mentioned before, I do not believe editting the damage values on the servers objects file will effect the clients damage effects. It should be possible with some fancy coding, but it would take someone with allot of patience to do this for you of there own free time."

o my bad i just been to a serv where they made the agt and ob gun more powerfull

Hmm, it might be possible then, I just noticed EWD mention something about if the server owner has changed damage values then BIATCH would give false positives. So it might be possible.

It could just be in the server you was playing that the vehichles and players had lower health, or they changed the skin and armor types to a lower setting. This would appear to make weapons stronger, but in reality everything is just weaker...

I have never actually tried.. give it a go =]

Subject: Re: More Problems
Posted by jnz on Fri, 25 May 2007 07:38:40 GMT
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joe937465 wrote on Thu, 24 May 2007 09:04
3) and i cant use the ceiling gun at all?

Yes, just attach "JFW_Base_Defense" to it.

Subject: Re: More Problems
Posted by _SSnipe_ on Fri, 25 May 2007 08:20:12 GMT
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gamemodding wrote on Fri, 25 May 2007 02:38joe937465 wrote on Thu, 24 May 2007 09:04
3) and i cant use the ceiling gun at all?

Yes, just attach "JFW_Base_Defense" to it.

ok idk nothing about scripts idk where to get this ""JFW_Base_Defense" at or how to attach it

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Subject: Re: More Problems
Posted by reborn on Fri, 25 May 2007 08:38:34 GMT
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joe937465 wrote on Fri, 25 May 2007 04:20
ok idk nothing about scripts idk where to get this ""JFW_Base_Defense" at or how to attach it

In one of your other threads I replied about this.

Quote:
Presuming you have added a folder in your mod package called "scripts" and added the scripts.dll (the one i sent you, or some other one), scripts2.dll and bhs.dll to this folder. Then when you "mod" a preset, go to the "scripts" tab and there will be a list of scripts to choose from (these script names are populated by the scripts folder in your mod package, if you dont see any script names to scroll through then you haven't done it right). The jfw_no_falling_damage script will be on that huge ass list.

Subject: Re: More Problems
Posted by _SSnipe_ on Fri, 25 May 2007 10:39:36 GMT
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o ok then ill reread that and try it