Subject: ren modeling
Posted by kkkllle on Thu, 28 Jun 2007 14:48:37 GMT
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i need yalls help i made a scenery gun like in BF2142 and i want to be able to carry it then drop it
and it will shoot ppl in ren. my ? is how do i do this and what scripts will i need to use. i don't want
ppl to have to buy the scenery gun and it shows up ware u are standing. i want to be able to carry
the scenery gun,say i hit #7 and im holding the scenery gun and im gdi. then i click and it drops on
ground. then it starts shooting nod in there big red a$$e$. thx plz help.

Subject: Re: ren modeling
Posted by Zion on Thu, 28 Jun 2007 15:04:26 GMT
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Wrong forum.

Not sure if you can pickup bots.

Subject: Re: ren modeling
Posted by Canadacdn on Thu, 28 Jun 2007 18:41:06 GMT
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You can't really pick up stuff like that in Renegade. It would have to be deployed with a beacon or
something.

Subject: Re: ren modeling
Posted by puddle_splasher on Thu, 28 Jun 2007 18:45:42 GMT
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Contact "Reborn" on this forum or "Zunnie" @ MP-Gaming

Subject: Re: ren modeling
Posted by jnz on Thu, 28 Jun 2007 18:54:04 GMT
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easy, but you need to know C++.

Subject: Re: ren modeling
Posted by Genesis2001 on Fri, 29 Jun 2007 06:17:43 GMT
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RoShamBo wrote on Thu, 28 June 2007 12:54easy, but you need to know C++.

off topic
I'm starting to think that is all you know on how to answer questions

on topic
Erm, Don't got a clue what you're talking about...But it appears like you want something link an AI cannon emplacement that shoots players. You can achieve this by doing the beacon spawning thing mentioned in one of Reborn's (the person, not the mod) tutorials on RenHelp.Net.

-MathK1LL

Subject: Re: ren modeling
Posted by kkkllle on Fri, 29 Jun 2007 23:04:37 GMT
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look all i want to do is be able to have it as a wapon u know u hit a # key and u have the wapon i n hands like say a sniper rifle but u will be holdeing the senery gun u push the mose button and it drops on gound and shoots at the enimy

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Subject: Re: ren modeling
Posted by futura83 on Fri, 29 Jun 2007 23:27:19 GMT
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do the beacon method while changing the model of the beacon to the turret model.

try it...it might work

Subject: Re: ren modeling
Posted by R315r4z0r on Sat, 30 Jun 2007 00:40:43 GMT
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If you can get an undeployed model of the turret, export it as a beacon. Then have the deployed model be the effect of placing the beacon.

When you place the beacon it turns into the deployed model and thus shoots at enemys.

I am unsure if you can set it to be picked up when poked though.

Subject: Re: ren modeling

Posted by kkkllle on Sat, 30 Jun 2007 01:14:58 GMT
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sorry this may be stupid ? but how do i set it up as a beacon and
i will need to add the scripts moo_base_defince for it to shoot wont i if i do how do i there no
scripts tab for wapons or ammo.

Subject: Re: ren modeling
Posted by kkkllle on Sat, 30 Jun 2007 01:19:30 GMT
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here a pic of turrent to help yall get what i mean and i dont know how to set up wapons in renx like
beacons what settings do i use thx.

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Subject: Re: ren modeling
Posted by kkkllle on Sat, 30 Jun 2007 04:41:05 GMT
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i did use the deply with beacon it did nothinf it just stood there the animations worked but it did not
shoot or move.

Subject: Re: ren modeling
Posted by Veyrdite on Sat, 30 Jun 2007 07:55:42 GMT
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JFW_Send_object_ID on turret in the presets tree, so whne it replaces the beacon it sends its id
to the dave's arrow

JFW_Attach_Script_Object on a daves arrow somewhere

dunno if it'll work, maybe some more scripts
(Not sure if they are the exact names of the scripts)

Subject: Re: ren modeling
Posted by kkkllle on Sat, 30 Jun 2007 10:20:48 GMT
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thx ill try this.

Subject: Re: ren modeling
Posted by kkkllle on Sat, 30 Jun 2007 10:54:22 GMT
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i found 1 of the scripts yet i dont get how to use them and what scrpipt i atach 2 what here it is

JFW_Send_Object_ID (clone of M00_Send_Object_ID)
 Receiver_ID (the reciever of the message)
 Param (the parameter to send)
 Delay (the delay before sending)

weel i xant find any damn enfo on the jfw_attach_script that dint add it to the readme dumb asses.

i found both in level edit but i cant find the one in the read me.

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