Subject: Ghost Infantry
Posted by Veyrdite on Sun, 02 Sep 2007 09:03:17 GMT
View Forum Message <> Reply to Message

I've attached JFW_Flying_Infantry to the GDI_MP preset. I want to know how i can also make him move through anything, JFW_Disable_Phisical_Collision doesn't work (i hoped it would remove collision from the MP's worldbox).

No i'm not serversiding.

Subject: Re: Ghost Infantry
Posted by jnz on Sun, 02 Sep 2007 12:12:07 GMT
View Forum Message <> Reply to Message

Dthdealer wrote on Sun, 02 September 2007 10:03I've attached JFW_Flying_Infantry to the GDI_MP preset. I want to know how i can also make him move through anything, JFW_Disable_Phisical_Collision doesn't work (i hoped it would remove collision from the MP's worldbox).

No i'm not serversiding.
I'm not sure, but try JFW_Disable_All_Collision (is it exsists) there should be a script like it. I remember having problems with vehicles falling through the map using this (instead of physical collisions).

Subject: Re: Ghost Infantry
Posted by Slave on Sun, 02 Sep 2007 12:28:27 GMT
View Forum Message <> Reply to Message

i had the same problem with the JFW collision script not working. Try the M00 variant instead.

Subject: Re: Ghost Infantry
Posted by Veyrdite on Mon, 03 Sep 2007 09:46:32 GMT
View Forum Message <> Reply to Message

Lol, i attached JFW_Character_Buy_Poke, and when i poke it twice im human again, strange. About to try m00 variant.

Subject: Re: Ghost Infantry
Posted by Veyrdite on Mon, 03 Sep 2007 09:51:20 GMT
View Forum Message <> Reply to Message

Works, thanks. Jonwill needs to fix his version.

The double-poke bug still exists though. Also when i poke the human switch (to turn me back into GDI_MP rather than my ghost MP version)The animation is stuck in the stance that it stuck when i became flyable.

This would be great for spectators on servers, i guess the server would setup a bot that changes a players team to neutral, and does this when they type in !spectate or something.

Subject: Re: Ghost Infantry
Posted by FireRescue343 on Mon, 03 Sep 2007 12:33:02 GMT
View Forum Message <> Reply to Message

lol that would be fun to use sry i cant help though