Subject: Rotatable MRLS
Posted by bat66wat6 on Fri, 23 Nov 2007 20:44:07 GMT
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Okay right...i did a bit of Research myself here but i do not know how the guy did it.

I downloaded a version of C&C_City_Flying it's called "C&C_City_Flying_Exp"

The turrret of the MRLS actually rotates around when you turn the camera like it should do!
I would love to have this on my FDS if possible but more for my personnel LAN or Multiplayer
Practice ends...

I looked around inside the C&C_City_Flying_Exp.mix file using RenegadeEx. Hoping that i could
find out where he made the changes necessary for the MRLS to rotate...
But no look->Inside the C&C_City_Flying_Exp.mix looked like this
(SS Below)

Subject: Re: Rotatable MRLS
Posted by danpaul88 on Fri, 23 Nov 2007 20:56:53 GMT
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The rotatable MRLS is a modified version of the MRLS model. Therefore it does NOT work server
side.

Subject: Re: Rotatable MRLS
Posted by cnc95fan on Fri, 23 Nov 2007 21:09:04 GMT
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Well, you could always recomile always.dat yourself, and replace the current MRLS with the
modified one, but it would leave you with a lot of unwanted assets, which will make the file big...

Subject: Re: Rotatable MRLS
Posted by R315r4z0r on Fri, 23 Nov 2007 23:02:20 GMT
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All you need to do is go into the settings of the med tank... or any other vehicle with a rotating
turret and copy the "WeaponTurnMax" and "WeaponTurnMin" into the "WeaponTurnMax" and
"WeaponTurnMin" located in the MRLS's settings.

But doing this won't work in server side..

Subject: Re: Rotatable MRLS
Posted by cnc95fan on Fri, 23 Nov 2007 23:09:40 GMT
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Which is what he wants to do :L

Subject: Re: Rotatable MRLS
Posted by Veyrdite on Sat, 24 Nov 2007 02:04:29 GMT
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Can't you hijack a certain amount of a mix file's presets (using some sort of server.dat mod)

Subject: Re: Rotatable MRLS
Posted by Cpo64 on Sat, 24 Nov 2007 09:01:01 GMT
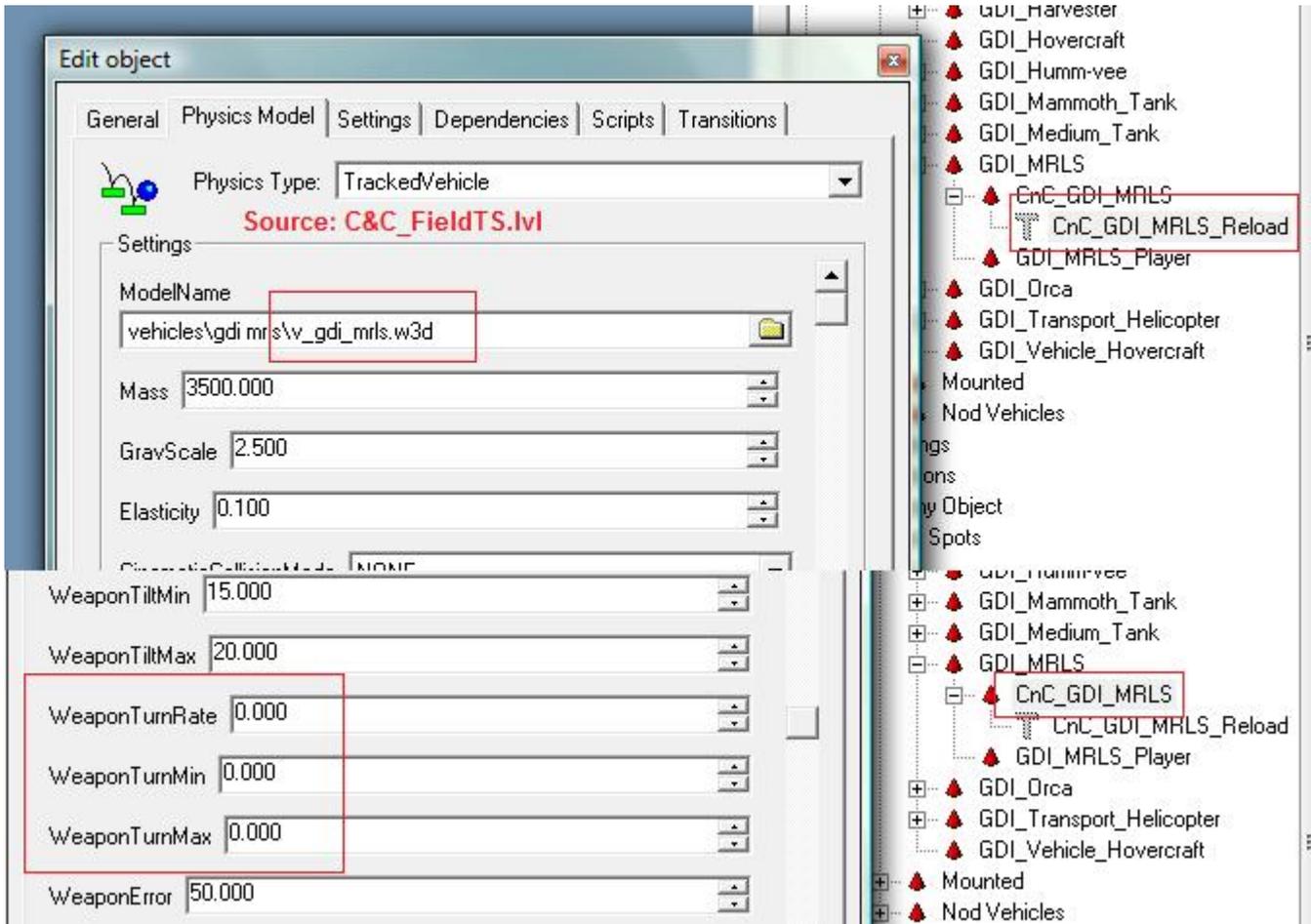View Forum Message <> Reply to Message

danpaul88 wrote on Fri, 23 November 2007 12:56The rotatable MRLS is a modified version of the MRLS model. Therefore it does NOT work server side.
I'm pretty sure its not the model thats edited, but the preset.

Subject: Re: Rotatable MRLS
Posted by crazfulla on Sat, 24 Nov 2007 10:21:35 GMT
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It uses the same w3d model. Just as stated above, you change the turn rates of the turret. By default on the MRLS they are set to Zero. In theory, if you change that in objects.gm it should work server side.

```
File Attachments
1) mrls settings.jpg, downloaded 860 times
```

Edit object

General | **Physics Model** | Settings | Dependencies | Scripts | Transitions

Physics Type: TrackedVehicle

Source: C&C_FieldTS.lvl

Settings

ModelName

vehicles\gdi mrls\v_gdi_mrls.w3d

Mass 3500.000

GravScale 2.500

Elasticity 0.100

WeaponTiltMin 15.000

WeaponTiltMax 20.000

WeaponTurnRate 0.000

WeaponTurnMin 0.000

WeaponTurnMax 0.000

WeaponError 50.000

Tree view (right side):
- GDI_Harvester
- GDI_Hovercraft
- GDI_Humm-vee
- GDI_Mammoth_Tank
- GDI_Medium_Tank
- GDI_MRLS
  - CnC_GDI_MRLS
    - CnC_GDI_MRLS_Reload
  - GDI_MRLS_Player
- GDI_Orca
- GDI_Transport_Helicopter
- GDI_Vehicle_Hovercraft
- Mounted
- Nod Vehicles
- ...ngs
- ...ons
- ...y Object
- ...Spots
- GDI_Humm-vee
- GDI_Mammoth_Tank
- GDI_Medium_Tank
- GDI_MRLS
  - CnC_GDI_MRLS
    - CnC_GDI_MRLS_Reload
  - GDI_MRLS_Player
- GDI_Orca
- GDI_Transport_Helicopter
- GDI_Vehicle_Hovercraft
- Mounted
- Nod Vehicles

Subject: Re: Rotatable MRLS
Posted by danpaul88 on Sat, 24 Nov 2007 11:02:05 GMT
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Cpo64 wrote on Sat, 24 November 2007 09:01danpaul88 wrote on Fri, 23 November 2007 12:56The rotatable MRLS is a modified version of the MRLS model. Therefore it does NOT work server side.
I'm pretty sure its not the model thats edited, but the preset.

Yeah, I realised that after I posted it, but the old edit button was gone by then.... *shrug*

Subject: Re: Rotatable MRLS
Posted by bat66wat6 on Sat, 24 Nov 2007 21:10:32 GMT
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Yeah i tested and tested like mad till i got it just right for my server.

Now i havn't tried it server-side yet. There is some speculation it could crash the FDS. But i will try and see where i am with it.

I really hope it works though

P.S: It wasn't the .w3d model of the MRLS it was just the Weapon settings in LevelEDIT i had to change

---

Subject: Re: Rotatable MRLS
Posted by Gen_Blacky on Tue, 27 Nov 2007 19:17:01 GMT
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only way that i know you can do it server side is using the nod flamers preset and change the model but that doesn't really work well.

Subject: Re: Rotatable MRLS
Posted by bat66wat6 on Wed, 28 Nov 2007 18:57:45 GMT
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Ok server side is useless

I tried first simply changing the objects.ddb for my mrls mod into .gm format and running the FDS like that.
  But it simply had no effect. As if it ovewrited my mod with it's default settings.

Then i went into the always.dbs or something like that in RenegadeX and replaced the default objects.ddb with my MRLS modded one.

  This crashed the FDS and made it restart like a bitch!
(I fixed this by returning the original FDS objects.ddb, so all is good now)

I reckon that the only way is to modify the FDS always.dat

But how do i do this?

Subject: Re: Rotatable MRLS
Posted by Gen_Blacky on Wed, 28 Nov 2007 22:32:56 GMT
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you dont modify the always.dat all done in objects.xxx or scripts.dll

some things cant be done server side

Subject: Re: Rotatable MRLS
Posted by Ethenal on Wed, 28 Nov 2007 22:41:50 GMT
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bat66wat6 wrote on Wed, 28 November 2007 12:57Ok server side is useless

I tried first simply changing the objects.ddb for my mrls mod into .gm format and running the FDS like that.
   But it simply had no effect. As if it ovewrited my mod with it's default settings.

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(I fixed this by returning the original FDS objects.ddb, so all is good now)

I reckon that the only way is to modify the FDS always.dat

But how do i do this?

Common sense comes into play here. You can't modify always.dat server-side. End of story, it's impossible.

Subject: Re: Rotatable MRLS
Posted by Yrr on Wed, 28 Nov 2007 23:34:32 GMT
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Ethenal wrote on Wed, 28 November 2007 23:41bat66wat6 wrote on Wed, 28 November 2007 12:57Ok server side is useless

I tried first simply changing the objects.ddb for my mrls mod into .gm format and running the FDS like that.
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Then i went into the always.dbs or something like that in RenegadeX and replaced the default objects.ddb with my MRLS modded one.

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But how do i do this?

Common sense comes into play here. You can't modify always.dat server-side. End of story, it's

impossible.

Why not?

Subject: Re: Rotatable MRLS
Posted by Ethenal on Thu, 29 Nov 2007 01:27:11 GMT
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Because he wants to change a model, which obviously can't be done server-side.

Subject: Re: Rotatable MRLS
Posted by Cpo64 on Thu, 29 Nov 2007 08:34:35 GMT
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Ethenal you are competently wrong.
You don't need to change the model.
This should be an objects.ddb mod.
There is no need to edit always.dat
Go into LE, change the values highlighted by crazfulla to match that of any other vehicle (as all of the others have rotating turrets. The higher the turn rate, the faster it will turn. The higher the weaponturn(min/max) the further each direction it can turn, these are normally set to some very large number.
Exit LE, it will ask you if you wish to save the presets, say yes, copy the objects.ddb to your server, and as far as i'm aware it should work. If it does not, it will eather have no affect, or it may crash, so you might want to test it.

Subject: Re: Rotatable MRLS
Posted by Gen_Blacky on Thu, 29 Nov 2007 08:43:37 GMT
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Cpo64 wrote on Thu, 29 November 2007 02:34Ethenal you are competently wrong.
You don't need to change the model.
This should be an objects.ddb mod.
There is no need to edit always.dat
Go into LE, change the values highlighted by crazfulla to match that of any other vehicle (as all of the others have rotating turrets. The higher the turn rate, the faster it will turn. The higher the weaponturn(min/max) the further each direction it can turn, these are normally set to some very large number.
Exit LE, it will ask you if you wish to save the presets, say yes, copy the objects.ddb to your server, and as far as i'm aware it should work. If it does not, it will eather have no affect, or it may crash, so you might want to test it.

thats not server side 0_o can edit rotation server side

Edit: maybe with scripts u could but idk

Subject: Re: Rotatable MRLS
Posted by The Elite Officer on Thu, 29 Nov 2007 16:41:06 GMT
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Isent there like a rotating MRLS turret in C&C_Snow.mix?

Subject: Re: Rotatable MRLS
Posted by bat66wat6 on Thu, 29 Nov 2007 21:01:16 GMT
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Server-Side, Client Side idc whatever-

All i know is that modifying an objects.ddb then changing it to .gm format and putting it in my FDS/Data directory does nothing at all. The modified MRLS just does not work, i will order an MRLS and it will come out then i jump in and surpise surpise it does not turn!

 There must be another way to change the MRLS so the turret rotates!?

Subject: Re: Rotatable MRLS
Posted by Xpert on Thu, 29 Nov 2007 21:30:06 GMT
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I always thought changing the model would work but I guess not.

Subject: Re: Rotatable MRLS
Posted by Gen_Blacky on Thu, 29 Nov 2007 22:56:38 GMT
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try editing Nod_Flame_Tank_Player change the model 2 vehicles\gdi mrls\v_gdi_mrls.w3d and configure it 4 mrl and see if that works.

Subject: Re: Rotatable MRLS
Posted by Ethenal on Thu, 29 Nov 2007 22:58:09 GMT
View Forum Message <> Reply to Message

Cpo64 wrote on Thu, 29 November 2007 02:34Ethenal you are competently wrong.
You don't need to change the model.
This should be an objects.ddb mod.

There is no need to edit always.dat
Go into LE, change the values highlighted by crazfulla to match that of any other vehicle (as all of the others have rotating turrets. The higher the turn rate, the faster it will turn. The higher the weaponturn(min/max) the further each direction it can turn, these are normally set to some very large number.
Exit LE, it will ask you if you wish to save the presets, say yes, copy the objects.ddb to your server, and as far as i'm aware it should work. If it does not, it will eather have no affect, or it may crash, so you might want to test it.

Next time, read. He wants to do it server-side, and already said that didn't work.

Subject: Re: Rotatable MRLS
Posted by crazfulla on Fri, 30 Nov 2007 03:10:29 GMT
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Ethenal wrote on Thu, 29 November 2007 16:58Next time, read. He wants to do it server-side, and already said that didn't work.
He did read, and he is more clued up than yourself obviously. He left out one detail - the .ddb extension needs to be changed to .gm for the fds.

Yes, he has tried that but I ask is he sure he edited objects correctly?

I would 'Mod' the Medium Tank and steal it's values then 'Mod' the MRLS and paste there. They are quite crazy values like 3786578.

Here is another question. Do you have any reason why this shouldn't work? if not please stfu you aren't helping anyone.

Subject: Re: Rotatable MRLS
Posted by Yrr on Fri, 30 Nov 2007 11:34:57 GMT
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It cannot work, because the client controls the rotation of his vehicle's turret.

Subject: Re: Rotatable MRLS
Posted by bat66wat6 on Fri, 30 Nov 2007 16:41:52 GMT
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I will try the NOD_Flame tank idea but i really doubt it will work as GDI cannot buy the new modded preset can they!?
  It has to be the cnc_GDI_MRLS as that's on there buy list!

Subject: Re: Rotatable MRLS
Posted by The Elite Officer on Fri, 30 Nov 2007 16:49:17 GMT
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Actually you could add the new preset into the "General Settings--->Purchase Settings--->Team Purchase Settings--->Vehciles[GDI]" or modify the old one.

I tried modding the MRLS turret last night using the info from the med tank and it worked perfectly.

Subject: Re: Rotatable MRLS
Posted by bat66wat6 on Fri, 30 Nov 2007 17:22:54 GMT
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BUt did it WORK on your'e FDS?

Subject: Re: Rotatable MRLS
Posted by The Elite Officer on Fri, 30 Nov 2007 17:56:27 GMT
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I don't have an FDS since I don't have internet at home, but I gave a copy to my friend and he said it worked on her FDS.

Subject: Re: Rotatable MRLS
Posted by bat66wat6 on Sat, 01 Dec 2007 03:00:21 GMT
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kool...i will try it on mine then

Subject: Re: Rotatable MRLS
Posted by Ethenal on Sat, 01 Dec 2007 03:01:22 GMT
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Yrr wrote on Fri, 30 November 2007 05:34It cannot work, because the client controls the rotation of his vehicle's turret.

Subject: Re: Rotatable MRLS
Posted by bat66wat6 on Sat, 01 Dec 2007 03:27:18 GMT
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okay i guess it works but i cannot confirm as when the WF goes to make the vehicle after i purchase it the vehicle appears for a split nano-second then explodes before i have any change of ever getting it it!

Why does it do this?

I took the Nod_Flame_Tank_Player and Manually gave it all the details of the cnc_GDI_MRLS and modded it to have the rotating turret. Then i went into Global>Team Purchase Settings(Or was it Purchase Settings>?) then i replaced the Object for the MRLS from cnc_GDI_MRLS to Nod_FLame_Tank_Player.

And if you ask for whatever reason i did not mix the teams up. I also changed the Flame Tank to team GDI...