Subject: Nod weapons factory
Posted by Titan1x77 on Fri, 04 Apr 2003 12:49:52 GMT
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I need to know if it's possible to make a nod WF ...i dont want to use the aircraft drop-off method and would like to use the gdi weapons factory and have them created that way?

Subject: Nod weapons factory
Posted by General Havoc on Fri, 04 Apr 2003 13:33:15 GMT
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Good question. I have thought of a few ways this can be done but i haven't tested them yet. I'll list the ways i think it might be able to be done below. I haven't got leveledit installed at the moment because i recently formatted my HDD so i can't give you any detailed information if they will work.

1) Clone the GDI weapons factory controller but make it owned by Nod. I think other settings may need to be changed for this to work.

Advantages:
o Pathfinding will work on the vehicles
o Acts like a true Weapons Factory
o Easy to setup

Disadvantages:
o May make GDI vehicles
o Not tested yet

2) Clone the airstrip controller but change the mesh prefix to a nod weapons factory model you have made or modded. Then add the controller to the building but put the vehicle creation zone off map with a piece of terrain under it. Then use the teleport script to teleport them to the weapons factory bay. Use a waypath to get the vehicles to drive into the teleport zone.

Advantages:
o Will make vehicles in a Nod Weapons Factory

Disadvantages:
o Pathfinding not tested or may not be possible once telepoted
o May cause delayed delivery times

3) Make a cinematic script to create the vehicles in the Weapons Factory and them pathfind out of the Weapons factory. I don't know how to do this but i would ask the maker of that Assault map that delivers the vehicles by helicopter.

Advantages:
o Will create vehickes in Nod Weapons Factory
o Will Pathfind
o Tested

Disadvantages:
o Need to write custom cinematics and impliment them
o May take a lot longet than other methods
o

I think method 1 would be the best if it worked, it needs to be tried first to see it it will work though. Method 3 does work and can allow a true working Nod Weapons factory. However you will need to find out how it is done, maybe by asking some people or the creator of that C&C_AD_Gateshead.mix because he used a script to make the veheicles get delivered by chinook, which could be easily replaced by a spawn script to pathfind. Method 2 should work, but i'm not sure about the pathfinding though. If you do try method 2 let me know because i have a few ideas you may wish to try related to pathfinding.

_General Havoc

Subject: Nod weapons factory
Posted by StoneRook on Fri, 04 Apr 2003 13:42:12 GMT
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If you clone the GDI building controller - it will make GDI stuff...

you will have to add the Nod vehicles to the controller ... look at the settings in commando - you will see it lists all the w3d's of the vehicles - if you make your own - you have to reference them yourself (unless you need that teams vehicles)

however - you probably can get away with just removing the C-130 animation from the Nod controller - then the vehicle will just drop in where the car maker is located.

You will have to make a new animation for the XXX#construct and XXX#shunt (the construct is the junk that moves in the bay while the vehicle is being constructed - and the shunt is just a door) (xxx is your building prefix)

I made my own controller for the mutant factory - and it works well.

(however - make sure you have a pad clearing method on - or all your vehicles will form inside themselves - can be messy)

just play around with them - easy way to learn...

Subject: Nod weapons factory
Posted by Deafwasp on Fri, 04 Apr 2003 17:38:54 GMT

If anyone can make a nod building controller for this nod warfactory, I will make a sweet warfactory for you. I also thought it would be ok if the airstrip was replaced with a helipad.

Subject: Nod weapons factory
Posted by General Havoc on Fri, 04 Apr 2003 19:04:38 GMT

I can make a Nod building controller for a custom made Weapons Factory and also make helipads. If you were going to mod the original Weapons Factory then you would have to rename all of the mesh prefixes from mgwep to mnwep to allow the building to work with a controller. I take it the helipad would be for flying vehicles delivery. If you need any help let us know.

_General Havoc

Subject: Nod weapons factory
Posted by Triforce on Fri, 04 Apr 2003 19:26:25 GMT

Making a Nod war factory is more simple than it looks. All you have you need to do is select the GDI War Fac controler, press temp or add, then go to modify and change the owner to Nod and add the new prefix of your building. Thats it . Changing the owner to Nod also changes what vehicles are produced. And don't worry that you don't see anything under dependices, I don't know why nothing shows up but it still works correctly ingame. Also, bmnwep won't work as a prefix, they must be 5 or less letters to export corectly. Enjoy!

Triforce

Subject: Nod weapons factory
Posted by Dante on Fri, 04 Apr 2003 19:28:38 GMT

hell, i have a map that has two helipads, and 6 guard towers on it... all the vehicles are dropped via chinnooks on the helipads, and it works like the airstrip... and, the mutant factory works just like the WF as it creates them in the bay...

don't knock your brains TOO hard figuring this out, it is quite simple, and you have knowledgeable people to ask for help.

Subject: Nod weapons factory

Posted by StoneRook on Fri, 04 Apr 2003 19:34:40 GMT
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TriforceMaking a Nod war factory is more simple than it looks. All you have you need to do is select the GDI War Fac controler, press temp or add, then go to modify and change the owner to Nod and add the new prefix of your building. Thats it . Changing the owner to Nod also changes what vehicles are produced. And don't worry that you don't see anything under dependices, I don't know why nothing shows up but it still works correctly ingame. Also, bmnwep won't work as a prefix, they must be 5 or less letters to export corectly. Enjoy!

Triforce

Thanks for the info - i didnt try to make it for Nod (the GDI) controller.

But - remember - if your making your own vehicles - you have to add them to the Dependencies.

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Subject: Nod weapons factory
Posted by General Havoc on Fri, 04 Apr 2003 19:37:24 GMT
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Add it to the FAQ stonerook Should be of some help as it is new information to me too.

_General Havoc

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Subject: Nod weapons factory
Posted by Dante on Fri, 04 Apr 2003 20:08:50 GMT
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don't worry, we will include a "how to make a Weapons Factory" in the RenHelp's next build.

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Subject: Nod weapons factory
Posted by General Havoc on Fri, 04 Apr 2003 20:34:27 GMT
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Well if your planning to make a new build of renhelp soon i might finish some of these unfinished tutorials i started on. I just had too much work recently but i might as well finish them now i have a bit more time.

Also are we gonna see the next version of the scripts DLL released so I can finish some tutorials that I started. I might need to contact Jon Wil if you don't know. Anyway here is the ones i started:

o Helipad Tutorial 40% done

o CTF Tutorial 50% done
o Stealth Armour 90% (Waiting for Scripts 1.1)
o AI Vehicle Stuff (Waiting for Scripts 1.1)
o Team Death Match (Waiting for Scripts 1.1)

_General Havoc

Subject: Nod weapons factory
Posted by Titan1x77 on Sat, 05 Apr 2003 00:07:22 GMT
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  WOW...you guys are great!!

I appreciate the time you all spent replying and figuring this out!!

Deafwasp....If you could just send me a PM When u get the Nod weps factory retextured or modeled that'd be great.

once again thanks alot guys....i promise not to let you down on this map!!

Subject: Nod weapons factory
Posted by Deafwasp on Sat, 05 Apr 2003 15:45:10 GMT
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General HavocI can make a Nod building controller for a custom made Weapons Factory and also make helipads. If you were going to mod the original Weapons Factory then you would have to rename all of the mesh prefixes from mgwep to mnwep to allow the building to work with a controller. I take it the helipad would be for flying vehicles delivery. If you need any help let us know.

_General Havoc

I was thinking take the airstrip off, but leave the air tower. Then add on to the tower a big helipad. should be not much bigger than the warfactory.

And a chinook or something replaces the cargo plane.

Subject: Nod weapons factory
Posted by Deafwasp on Sat, 05 Apr 2003 15:47:21 GMT
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DeafwaspGeneral HavocI can make a Nod building controller for a custom made Weapons Factory and also make helipads. If you were going to mod the original Weapons Factory then you would have to rename all of the mesh prefixes from mgwep to mnwep to allow the building to work

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with a controller. I take it the helipad would be for flying vehicles delivery. If you need any help let us know.

_General Havoc

I was thinking take the airstrip off, but leave the air tower. Then add on to the tower a big helipad. should be not much bigger than the warfactory.

And a chinook or something replaces the cargo plane.

I will begin work on both a nod helipad drop, and a nod warfac.