
Subject: Spawning Objects Ingame

Posted by [Altzan](#) on Sat, 27 Dec 2008 05:24:47 GMT

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Here's an example of what I want to do:

I make a small building (like a shack or pillbox) in RenX. I export it as a W3D. I set the W3D file as the physical structure of an object. I set up a beacon where, when I deploy it, it would make the small building appear in front of me, solid and unmovable (but destroyable).

In short: a beacon that deploys objects where they are planted (NOT using Cinematics if possible= unless the cinematics are simple to set up, seeing as I have little experience with them).

Anyone know how to go about this?

Subject: Re: Spawning Objects Ingame

Posted by [GEORGE ZIMMER](#) on Sat, 27 Dec 2008 06:16:11 GMT

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Cinematics are incredibly easy to set up like this.

-1 Create_Real_Object, 1, "Sentry_Gun"

The "Sentry_Gun" party can be whatever preset you'd use to be set up. Mine just so happened to be Sentry_Gun. This just has to be a simple .txt file that's in your editor cache file for your mod.

Use Test_Cinematic (Script name- Yes, just Test_Cinematic, no JFW or M00 or the like) script on the Post beacon placement thing (Goes under Object>Cinematic). Make sure it uses the correct cinematic .txt file's name. The beacon itself doesn't have to do much, just make sure a few settings are checked.

-Disarm time should be -1.000

-Post-detonate time should be -1.000

-Broadcast to all time should be -1.000

-Arm time is how long it should take to place the beacon. 1=1 second.

-Explosion anim should be blank, unless you want it to explode when placed.

-Make sure the cinematic is the proper cinematic that contains the "Test_Cinematic" script.

That should be about it. A few other obvious things should be done (Ammo, weapon, etc), but you can probably just copy those off the existing beacon weapons, since they really don't do anything. Oh, and if you don't want them refillable, uncheck "can receive generic CNC ammo".

If you have any more questions, just post them here.

Subject: Re: Spawning Objects Ingame
Posted by [Altzan](#) on Sat, 27 Dec 2008 07:21:04 GMT
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Thank you SO much for that detailed reply
I really appreciate it

Subject: Re: Spawning Objects Ingame
Posted by [Altzan](#) on Sat, 27 Dec 2008 18:05:51 GMT
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Another question.

I successfully used your instructions to spawn a block

But anyhow, do you know how to spawn an object at an offset instead of directly where the beacon is? Example: spawning a NOD bot in front of me.

Subject: Re: Spawning Objects Ingame
Posted by [Altzan](#) on Sat, 27 Dec 2008 23:13:28 GMT
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BTW Here's a video showing a bit of my progress:

<http://www.xfire.com/video/595fb/>

Subject: Re: Spawning Objects Ingame
Posted by [reborn](#) on Sun, 28 Dec 2008 12:52:29 GMT
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Altzan wrote on Sat, 27 December 2008 00:24 Here's an example of what I want to do:

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In short: a beacon that deploys objects where they are planted (NOT using Cinematics if possible= unless the cinematics are simple to set up, seeing as I have little experience with them).

Anyone know how to go about this?

Obviously you've had success looking at your video using Cabal's method. However if you really only wanted to use level edit, then you could follow this tutorial and adapt it for you needs.

To create the object at an offset of it's position I'm not sure it's possible only using level edit. The spawn when killed script is probably hard coded for the death place of the object (if memory serves me right).

However, you should know a few things...

The objects you create in this manor means more load for the server. They are not part of the clients map file, and therefore the server itself has more work to do when you create these objects on the map. The more players in the server, the more intense this load becomes, even for one object created like this. So if you planned on having allot of these objects created this way, be careful.

Also, using these methods, you are "using up" the presets. Using code you can "re-use" these presets for other things too. Instead of saying that one preset is for AGT's and the other is for shacks, you can have one preset used for all of those things. Coding a small script for this purpose isn't very hard, and would also mean it solves your offset problem too.

Subject: Re: Spawning Objects Ingame
Posted by [Altzan](#) on Sun, 28 Dec 2008 18:38:12 GMT
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reborn wrote on Sun, 28 December 2008 06:52 Obviously you've had success looking at your video using Cabal's method. However if you really only wanted to use level edit, then you could follow this tutorial and adapt it for you needs.

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Thanks for the reply. I would like to mention that I don't expect this to go any farther than a couple people on LAN, if that. Since this won't be a 'server', I wouldn't know how to use codes in this. I'm not really sure what you are trying to say in your second paragraph.

If any of you remember BlueThen's Virtual Legos PKG, this is preyy much my version of that, inspired by him.

Subject: Re: Spawning Objects Ingame
Posted by [reborn](#) on Sun, 28 Dec 2008 19:17:15 GMT
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Altzan wrote on Sun, 28 December 2008 13:38
Thanks for the reply. I would like to mention that I don't expect this to go any farther than a couple people on LAN, if that. Since this won't be a 'server', I wouldn't know how to use codes in this. I'm not really sure what you are trying to say in your second paragraph.

If any of you remember BlueThen's Virtual Legos PKG, this is preyy much my version of that, inspired by him.

You need pay no attention to the second paragraph if it's only for a few people in LAN.
You could however still create scripts and add code, just set the server up as a FDS and run it in LAN mode instead of WOL.

Subject: Re: Spawning Objects Ingame
Posted by [Altzan](#) on Sun, 28 Dec 2008 21:28:34 GMT
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reborn wrote on Sun, 28 December 2008 13:17You could however still create scripts and add code, just set the server up as a FDS and run it in LAN mode instead of WOL.

Yeah, I'm aware of that possibility. Thanks
