Subject: Script for aircrafts needed...
Posted by rrutk on Fri, 06 Feb 2009 11:34:18 GMT
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Script for aircrafts needed...

Aircrafts should react like real ones:

1.
- after start, they cannot stop in the air like helis, so set a minimum hor. velocity

2.
- they should "dive", when they sink & vice versa
(this script could also improve subs)

A good thing for next release would be a script for an cinematic airstrike (e.g. with a beacon, something like this was here in forum around).

And for persona and vehicle parachute drops.

Subject: Re: Script for aircrafts needed...
Posted by mrÃ£Å§Ä·z   on Fri, 06 Feb 2009 14:03:53 GMT
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Everything can be done but it will lag

Subject: Re: Script for aircrafts needed...
Posted by renalpha on Sat, 14 Feb 2009 15:46:44 GMT
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It would lag, but that only happens when you do that online.
By turning this on, by a LAN game just for you, it would work.

Subject: Re: Script for aircrafts needed...
Posted by Gen_Blacky on Sat, 14 Feb 2009 17:44:03 GMT
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even if the client had the script it would lag ?

Subject: Re: Script for aircrafts needed...

Posted by C C_guy on Mon, 16 Feb 2009 09:01:25 GMT
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Gen_Blacky wrote on Sat, 14 February 2009 11:44even if the client had the script it would lag ?

Yes

Subject: Re: Script for aircrafts needed...
Posted by saberhawk on Mon, 16 Feb 2009 09:37:09 GMT
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Gen_Blacky wrote on Sat, 14 February 2009 12:44even if the client had the script it would lag ?

Scripts are run entirely server-side actually. This is why they aren't a good solution to things like new physics types which require immediate client response.

Subject: Re: Script for aircrafts needed...
Posted by nopol10 on Mon, 16 Feb 2009 12:23:57 GMT
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Didn't APB make a fixed-wing aircraft thingy that seemed to work well?

Subject: Re: Script for aircrafts needed...
Posted by rrutk on Mon, 16 Feb 2009 12:54:13 GMT
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never saw. reborn has the banshee, but it acts like an VTOL.

Subject: Re: Script for aircrafts needed...
Posted by nopol10 on Mon, 16 Feb 2009 14:07:41 GMT
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http://www.apathbeyond.com/forum/index.php?showtopic=18375

Look at the videos at the bottom of the post.

Subject: Re: Script for aircrafts needed...
Posted by mrÃ£Ã§Ä·z on Fri, 20 Feb 2009 17:57:08 GMT
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Make a Script that will replace "S" Button lol, Scud Storm has functions to upgrade your tanks, when you enetr tanks you will enable "1" "2" etc. If you do that with the "S" Button you could replace it (didnt tryed it maybee it works)

Edit Just replacinbg "S" wont work you can chage the settings -_- so you have to replace the whole "walk/drive backwards button" if you know what i men

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Subject: Re: Script for aircrafts needed...
Posted by rrutk on Fri, 20 Feb 2009 19:07:44 GMT
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nopol10 wrote on Mon, 16 February 2009 08:07http://www.apathbeyond.com/forum/index.php?showtopic=18375

Look at the videos at the bottom of the post.

OMG would be great to have this in ren!

ATM I'm glad to have a working airstrike with beacons implemented for the A-10 and Nod SU...