Hiya,

I'm trying to figure out how to make Deployable Vehicles to use in my Mod. But I can't figure out how the Scripts work. I know I need to use 2 Ra2Ven Scripts, which I will post below along with a description (Thanks to a thread Jonwil made a long time ago.)

Ra2Ven_deployable_vehicle

Description: Script used to allow deploy abbility to a vehicle.

Attributes:
Animation_Preset:string; Preset name of the Animation (like a standard vehicle.. but with anim.. and having the script Ra2Ven_Deploy_Animation attached to that anim object)
oldTnk_Wh:string; Warhead used to destroy the deployable vehicle.
oldTnk_Dommage:float; Dommage to do to destroy the vehicle.
Explosion_preset:string: This is used as destroy animation.

Ra2Ven_Deploy_Animation

Description: Attach this script to an object that will be a Deploy Animation.

Attributes:
Deployed_Tank_Preset:string; Preset name of the deployed tank.
oldTnk_Wh:string; Warhead used to destroy the animation.
oldTnk_Dommage:float; Dommage to do to destroy the animation.
Animation_Time:float; Time before destroying the animation to spawn the deployed tank.
TimerNumber:int; Set an unique # if the object as more than one script using a timer.

I'm not entirely sure how to accomplish this, I believe I'd have to do Animations for these;

• Deployment (The Animation when the Vehicle is deploying.)
• Deployed (The Animation when the Vehicle is deployed.)
• Undeploying (The Animation when the vehicle is undeploying.)

What I don't know about the Deploy Animations:

• Should all animations be exported separately? Or should all animations be within the same export?
• Should/Can the animations have a specific name?
• What Type should I use for the Animation(s) in LevelEdit? (Such as; WheeledVehicle, DynamicAnimPhys or etc...)

Also, how does the "Animation" used in Settings on a Vehicle Preset work? How do I use it? I took a look at the GDI Hovercraft and it had an Animation named "V_GDI_HCRAFT.V_GDI_HCRAFT".

And what are those Wh(Warhead) and "Dommage" Parameters? Are these used if the Vehicle's supposed to be destroyed after it have been Deployed?

I'd appreciate it if anyone could explain how to use these 2 Scripts, the Description of the Scripts didn't really help me out enough...

Thanks in Advance!

Subject: Re: Deployable Vehicles
Posted by TheKGBspy on Wed, 08 Sep 2010 22:08:14 GMT
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these are the old scripts i made for deploying vehicles... like 5 years ago. At that time it required the user to leave the vehicle in order to properly "deploy". It required the user to right click; doing an invisible dmg to him self.. to detect the right click) That script i did also attached a deploy cursor (like the deploy cursor in ra2) over the tank showing it was ready to get deployed when the player got out. Once it was getting out... it was killing the vehicle and spawning the other vehicle with the "deploy" animation. Once the deploy animation was completed, the "deploying" vehicle would be destroyed to spawn the "deployed state" vehicle.

So basicly the warhead, must be a unique warhead to kill / destroy the model/vehicle so it properly spawn the other (either the deploying vehicle doing the animation or the deployed vehicle).

If i recall correctly JonWill and some others made a more improved version of that script which doesnt require the user to leave so it can stay inside.

Like i said.. its been 5 years i coded that.. i rpobly miss some parts! lol.

Subject: Re: Deployable Vehicles
Posted by jonwil on Wed, 08 Sep 2010 22:31:14 GMT
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Deployable vehicles have never worked properly in scripts 3.4.4. Scripts 4.0 contains all sorts of changes (e.g. to netcode) to make them work better.

Subject: Re: Deployable Vehicles
Posted by trooprm02 on Fri, 10 Sep 2010 02:49:54 GMT
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TheKGBspy wrote on Wed, 08 September 2010 17:08these are the old scripts i made for

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deploying vehicles... like 5 years ago.

Welcome back   You don't know me, but nice to see you still check renforums lol I remember you from the vloktboy, yslmuffins, ACK, lauebi, etc days

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