Subject: deployable turrets
Posted by Stallion on Tue, 07 Jan 2014 05:07:09 GMT
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Now that I have level editor working again, I was wondering if anyone remembers how to make the deployable turrets (through level editor) or if there is an active* link to the tutorial.

If anyone knows, please help as it would save me a shit load of time trying to figure it out again after all these years...

Also, links to any other working tutorials would help refresh me on some of what I've forgotten.

Thanks!

Subject: Re: deployable turrets
Posted by Stallion on Tue, 07 Jan 2014 19:46:15 GMT
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If anyone knows of a map that has deployable items in it I could reverse engineer it and get what I need from that.

Subject: Re: deployable turrets
Posted by jonwil on Tue, 07 Jan 2014 21:11:53 GMT
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Do you mean deployable turrets as in a vehicle you drive around, press a key and have it deploy into a turret?
Or do you mean deployable turrets as in special terminals you can activate that will make turrets appear on specific locations in your base?

Subject: Re: deployable turrets
Posted by Stallion on Wed, 08 Jan 2014 00:03:45 GMT
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actually a deployable turret that you plant like a beacon as a soldier where ever you want to.

I want to make a mod where there are many deployable defenses and buildings.

Though I do like those versions as well and would be glad to know how to do those too.

Subject: Re: deployable turrets
Posted by reborn on Wed, 08 Jan 2014 09:18:18 GMT
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Using level edit only to do this stuff is very old-school.
Essentially though I think it used to be acheived by makking a special terminal that peopel could "poke" and there was a poke and buy script attached to it.
You poke the terminal and it allowed you to purchase the ten second nuke/ion.
You attacked scripts to the ten second nuke/ion so that on death or on create or something it made a turret.
There was a script that allowed you to do something like that.

I know the above is very wooly, but that's how it was first achieved, I think.

Seriously though, it's a shitty way to do it.

Subject: Re: deployable turrets
Posted by triattack on Wed, 08 Jan 2014 11:46:56 GMT
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what you could do is attach a create object script to the beacon so once the beacon is created it spawns a turret or brings in a turret using cinametics depends on what you want.

another option would be is to make a beacon with the model of the turret and deploy that this might need some testing as in how it looks etc. once the turret has eben placed the best thing to do then is destroy the "beacon turret" and create a new turret with the basedefence script.

Subject: Re: deployable turrets
Posted by Stallion on Wed, 08 Jan 2014 16:46:00 GMT
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I have to do it this way because I'm making (or editing) a map and not doing it server side.

So far I've gotten 3 of the 4 scripts that were used in place (or ones that seem to do the same thing), and I'm missing 1 script and some settings.

The 3 scripts I remembered are:
Jfw_disable_physical_collision
jfw_health_regen
tfx_replace_when_repaired

edit: now that I think about it, the turret should probably have the script to disable collisions and not the beacon...

It was set up so that you drop the health of the object just below max then it uses the regen to instantly repair to full health, then once at full health it would use the replace when repaired script

to change it to the turret and use the script disable physical collisions so you didn't get stuck in it.

I'm still missing a few settings and a script, but if anyone can assist with the rest it would be greatly appreciated.

Subject: Re: deployable turrets
Posted by danpaul88 on Wed, 08 Jan 2014 17:38:35 GMT
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If you disable physical collision vehicles will be able to drive through the turret. Or infantry could stand inside it and shoot it from inside. Just FYI You probably want some sort of timer to trigger it to actually make the turret after a delay, giving the beacon placer time to get away. Then make a kabloom zone after the timer which murders anyone unwise enough to stay under the turret as it was being placed and then spawn the turret itself.

Subject: Re: deployable turrets
Posted by Stallion on Wed, 08 Jan 2014 19:30:19 GMT
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I was going to figure that out after I figured out how to get it working first

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Subject: Re: deployable turrets
Posted by Stallion on Fri, 10 Jan 2014 21:37:23 GMT
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danpaul88 wrote on Wed, 08 January 2014 10:38If you disable physical collision vehicles will be able to drive through the turret. Or infantry could stand inside it and shoot it from inside. Just FYI You probably want some sort of timer to trigger it to actually make the turret after a delay, giving the beacon placer time to get away. Then make a kabloom zone after the timer which murders anyone unwise enough to stay under the turret as it was being placed and then spawn the turret itself.

I just got the basic deployable setup situated, so yeah, if I can figure out how to make this happen I will. If you have any tips on what scripts/how to, it would be appreciated.