Subject: News for everyone!
Posted by Laser2150 on Thu, 04 Sep 2003 02:38:41 GMT
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Hey everyone!! i been had at work with my map and other things. (work   )

Anyway I have something i may release to the public, though i still need to see if the script i was designing this around works.

Its A Jump Pad!

And about C&C_Darkcore:

Still Making the map better.
I decided due to a issue with the strings.tbd, i will have it as a additional download along with the map itself, this way you can switch between the 2 if you want. Its not required.

The Strings Change some minor things
Death Text
Entering Game Text
Leaving game Text
Credits to "kills"
MVP changed

some map changes:
Fans with shadows
2 dead bodys
new chrome texture
revamped boxes in small rooms
added physical objects that make up the PT.

Also: i made a video, it shows what the map is and what i want it to be from UT2003 (you will know   )
i need a host

Thats all i got for now, ill post more when im ready

Subject: News for everyone!
Posted by xSeth2k2x on Thu, 04 Sep 2003 02:46:41 GMT
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Jump Pads........Reminds me of the good ole days of rd faction

Subject: News for everyone!

Posted by deathmad8 on Thu, 04 Sep 2003 03:01:48 GMT
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Looks good.

Subject: News for everyone!
Posted by General Havoc on Thu, 04 Sep 2003 09:12:19 GMT
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They going to actually work. You probably know the script that makes them work.

Subject: News for everyone!
Posted by Laser2150 on Fri, 05 Sep 2003 17:09:27 GMT
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<BUMP>

Subject: News for everyone!
Posted by TheMouse on Fri, 05 Sep 2003 17:10:27 GMT
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...what is a jump pad...?

Subject: News for everyone!
Posted by Ferhago on Fri, 05 Sep 2003 18:58:12 GMT
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A pad that makes you jump when you step on it. Seriously how hard is it to figure that out

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Subject: News for everyone!
Posted by Jaspah on Fri, 05 Sep 2003 19:04:08 GMT
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xSeth2k2xJump Pads........Reminds me of the good ole days of rd faction

Or Quake.

Subject: News for everyone!
Posted by Havoc 89 on Fri, 05 Sep 2003 19:43:37 GMT

reminds me of the quake 3 jump pads

Subject: News for everyone!
Posted by General Havoc on Fri, 05 Sep 2003 20:49:44 GMT

JFW_Bounce_Zone_Entry (this script adds a fixed value to the Z position of anything that enters the zone)(Z = Up axis)

Player_Type (what player type to trigger on, 0 = Nod, 1 = GDI, 2 = any)
Amount (what to add to the z position each time)

Subject: News for everyone!
Posted by Laser2150 on Sun, 21 Sep 2003 18:20:36 GMT

The funny thing about the script is that it teleports the person to the hieght they need. i was hoping it could also move on the others Axis's. ill have a D/L up when i can find a host for it.

Subject: News for everyone!
Posted by Titan1x77 on Sun, 21 Sep 2003 19:27:38 GMT

The teleport script's or jump scripts arent good for MP...if two idiots happen to jump into the zone at the same time they will be stuck....unless with the jump script can you make a large enough zone where it just teleports you up depending on where you are in the zone?

Also does it teleport you right thru walls?

and is it possible to make a script move you on the x or y axis...Im no scripter but can someone write a script like that so i can make speed bursts around the a race track

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Subject: News for everyone!
Posted by Laser2150 on Sun, 21 Sep 2003 22:34:28 GMT

Well , it doesn't teleport you , its more like a very fast take off.
anyway its not very important to me anyway.

I was trying to get these cool flags for my map but a good rippling animation was to much and i

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just gonna release as soon as i Rebuild the level (overwrote it by mistake.)