Subject: Drop animations from Scripts.dll
Posted by gibberish on Fri, 05 Mar 2004 20:00:40 GMT
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From Scripts.dll:

I can make vehicles just appear by doing a create_object, but is there any way to trigger the animation either for Nod or for GDI so that the vehicle is dropped or drives out of the WF?

I suspect I can fake the nod one by creating all the objects and attaching the relevant scripts from the C130 drop mods, however I hope there is an easier way additionally I don't have any idea how to do the GDI WF one.

Subject: Drop animations from Scripts.dll
Posted by Cpo64 on Mon, 08 Mar 2004 23:38:11 GMT
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So the vehicle is being created, but not purchased?

You would create it, then attach a follow waypath script.

I hope thats what you needed, I don't realy understand your question

Subject: Drop animations from Scripts.dll
Posted by gibberish on Mon, 08 Mar 2004 23:57:48 GMT
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Cpo64I don't realy understand your question
Sorry, let me try to clarify the question:

In a MP game how do I "Buy" a vehicle from scripts.dll, so that it gets dropped by the C130 in the same way as when a player buys the vehicle.

Subject: Drop animations from Scripts.dll
Posted by Genocide on Tue, 09 Mar 2004 01:20:51 GMT
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Setup the Airstrip building controller? :rolleyes:

Subject: Drop animations from Scripts.dll
Posted by IRON FART on Tue, 09 Mar 2004 01:23:02 GMT
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I think he means like controling the animation when a vehicle is made. I remember one map where vehicles are bought in by chinooks when bought.

Subject: Drop animations from Scripts.dll
Posted by Genocide on Tue, 09 Mar 2004 01:29:01 GMT
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Learn text cinematics then:

http://renhelp.co.uk

Subject: Drop animations from Scripts.dll
Posted by gibberish on Tue, 09 Mar 2004 02:00:59 GMT
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I am working with standard maps, hence I am only changing scripts.dll.

All I want is to trigger the standard cinematics, C130 or War Factory.
If necessary I can work through the C130 drop script converting it to C++ code.

However I wanted to know if there was an easier way to just call the existing script.

Subject: Drop animations from Scripts.dll
Posted by Cpo64 on Tue, 09 Mar 2004 04:21:15 GMT
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I don't think there is an actuly script that tells the Text Cinematic to triger, I think its done by the engine.

When I made the vehicle drop of for GDI on Gateshead, I simply cloned the airstrip, changed some settings, and a cuple of other things I don't recall.

So you want to triger vehicle creation at a time other then purchase?

If this is the case, which method will you be useing to trigger it?

Subject: Drop animations from Scripts.dll
Posted by gibberish on Tue, 09 Mar 2004 04:45:05 GMT
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Cpo64
When I made the vehicle drop of for GDI on Gateshead, I simply cloned the airstrip, changed

some settings, and a cuple of other things I don't recall.

Thats interesting, that means there must be a hook somewhere that can be changed.

Cpo64
So you want to triger vehicle creation at a time other then purchase?

Yes

Cpo64
If this is the case, which method will you be useing to trigger it?

There are several ways that they could be triggered, for example:

- On a timer .... Every 5 minutes a unit is spawned.
- When an enemy gets close to your base.
- When a player finds a pickup.

The problem is not how they are triggered but how to make it look "Normal" rather than the vehicle just magically appearing out of thin air.

Additionally I don't like the thin air solution, because sometimes vehicles are spawned inside other vehicles, when this happens neither vehicle can be moved.

Subject: Drop animations from Scripts.dll
Posted by Cpo64 on Tue, 09 Mar 2004 06:48:44 GMT
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Okay, for the timer, just have a daves arror or what have you, and the script that triggers a cinematic.
For the one that triggers when a enemy gets close to your base, all I can think of is haveing a script zone that when entered by said team, cases a cinematic script to be played.
I don't know how to do it when a player finds a pick up.

Makeing it look normal? Depends what you mean by normal

Pretty much, you need text cinematics, and objects with scripts that trigger them.

Subject: Drop animations from Scripts.dll
Posted by jonwil on Tue, 09 Mar 2004 13:49:41 GMT
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It depends on how you want the vechicle to appear.

Tell me exactly what you want to happen (e.g. When player enters this zone, deduct this much money from the playera and do the nod airstrip animation to make the vechicle appear)

Subject: Drop animations from Scripts.dll
Posted by Dante on Tue, 09 Mar 2004 16:06:51 GMT
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jonwillt depends on how you want the vechicle to appear.

Tell me exactly what you want to happen (e.g. When player enters this zone, deduct this much money from the playera and do the nod airstrip animation to make the vechicle appear)

jon, i think his aspects of how he is describing it is all off. he isn't trying to mod scripts.dll really, but actually make it so when a player enters a zone, timer countdown (i.e. spawn), and power up (also a spawn), then a text cinematic will be shown, either dropping off a vehicle or whatnot.

1. Create a new spawner, set the time limit (i.e. 5 minutes if you so like)
2. Make the object of the new spawner Invisible_Object.w3d
3. Attach the script Test_Cinematic to it,

now, every time that object spawns, it will run the text cinematic, and destory its self, there fore restarting the timer.

The power up can be done very similarly. And i believe there is a GTH_Zone script for cinematics (i know i had him do that one, at least remember it...)

So yeah, just check out those 2 first, and get to know how to do text cinematics, i have a tutorial on renhelp.co.uk, so get to it

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Subject: Drop animations from Scripts.dll
Posted by gibberish on Tue, 09 Mar 2004 19:18:51 GMT
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Ok people I was trying to keep it simple so that the thread didn't deviate from the question I was trying to get answered, but that didn't work so:

Working Today

I have a heavily modified version of scripts.dll (Basically I have deleted everything except scripts.cpp and scripts.h)

One of this dll's many functions is to spawn a thread which opens a socket and listens for requests, once the external application connects it feeds type, position and heading information of all units in the game over the socket.

Attempting to do

What I am thinking about is creating a second game which intergrates with Renegade to provide a top down view of the level.

The idea is that there are two "Commanders" One GDI one Nod who get a CnC top down view of the map and can create additional AI units which are controlled directly by the commanders, or possiblity can be set to "Assist" other human players.

This is not a small project so I have asked a lot of questions about various aspects to get a feel about the scope and problems I am likely to encounter.

The problem I am trying to get an answer to at the moment is that if I create a vehicle using "create_object" it just appears on the map instead of driving out of the WF, and frankly it looks tacky.

So I was looking for a quick way to call the vehicle spawn scripts.

Subject: Drop animations from Scripts.dll
Posted by jonwil on Tue, 09 Mar 2004 22:42:27 GMT
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If thats what you want to do, thats possible.
Certainly for the airstrip anyhow, not quite sure for the war factory...

If you want me to explain in detail, contact me via AIM jonwil2002 ICQ 77572965 Yahoo jonwil2002 or MSN JonathanWilson623@hotmail.com

Since its not something that I can explain in a message board message, its complicated.