
Subject: Airstrike. possible?

Posted by [Skier222](#) on Mon, 12 Apr 2004 20:55:36 GMT

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This might be used in Modern Warfare.

I was wondering if u can change the distance that a beacon can be placed.

I.E.: You have a gun that "shoots" a invisible beacon to a location. after a certain amount of time you have an airstrike over the location of the invisble beacon.

Anyone think this is possible? If so, how?

Subject: Airstrike. possible?

Posted by [U927](#) on Mon, 12 Apr 2004 21:30:04 GMT

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You mean like painting a target with a laser sight?

Subject: Airstrike. possible?

Posted by [Skier222](#) on Mon, 12 Apr 2004 21:37:14 GMT

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exactly

Subject: Airstrike. possible?

Posted by [Master. kirby](#) on Mon, 12 Apr 2004 21:57:33 GMT

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i dono but its a cool idea

i tryed somthing like that but game crashed when becon went off

Subject: Airstrike. possible?

Posted by [IRON FART](#) on Mon, 12 Apr 2004 22:37:20 GMT

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Well laser sight wouldn't work.

Alternatively, you could replace the beacon with a smoke signal. Similar to the RenAlert one except make the smoke larger.

Then replace the Nuclear Strike/Ion Cannon animation with one of an A10 bomber or whatever bomber you plan to use. And get it to do a flyby and drop bombs.

Subject: Airstrike. possible?

Posted by [Skier222](#) on Mon, 12 Apr 2004 23:51:59 GMT

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no no, its not shooting a laser. it shoots an invisble beacon. so it seems like it is a laser.

Does any1 know how to change the settings so i can do this?

Subject: Airstrike. possible?

Posted by [Cpo64](#) on Tue, 13 Apr 2004 02:41:09 GMT

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You can not remotely place a beacon...

Subject: Airstrike. possible?

Posted by [Skier222](#) on Tue, 13 Apr 2004 02:53:09 GMT

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are you positive?

Subject: Airstrike. possible?

Posted by [\[REHT\]Spirit](#) on Tue, 13 Apr 2004 13:39:58 GMT

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I'm pretty sure you can't deploy a beacon from afar. I say "pretty sure" because sometimes something turns up, but it's pretty likely you can't. You can still make the rest of the airstrike though.

One thing you might also be able to try is make it so that the airstrike happens away from the beacon, although that may not work as well.

Edit: One other thing you might be able to do is put the muzzle box for the gun farther out. This may cause some problems if you shoot right next to something though (ie, airstriking off map, if it lets you fire).

Subject: Airstrike. possible?

Posted by [Madtone](#) on Tue, 13 Apr 2004 14:24:53 GMT

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Im experimenting with this at the moment, i will let you guys know of the progress when i get to stage thats worth letting you guys know.

Once i get this working i will write up a tut and post up .pkg for you guys to try it out.

Subject: Airstrike. possible?

Posted by [Skier222](#) on Tue, 13 Apr 2004 17:37:44 GMT

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wow, thanks alot Madtone. I would really appreciate that

Subject: Airstrike. possible?

Posted by [htmlgod](#) on Tue, 13 Apr 2004 20:41:43 GMT

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All you need is the capability of identifying the location of the projectile after it's been fired, after that its all downhill.

Subject: Airstrike. possible?

Posted by [Cpo64](#) on Wed, 14 Apr 2004 05:44:00 GMT

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I have explored several diffrent methods of doing it, even talked to one of the most experenced Renegade Scripters, every single time it came out a negitive.

Subject: Airstrike. possible?

Posted by [Madtone](#) on Wed, 14 Apr 2004 05:57:27 GMT

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Just gives me more of an incentive to try harder!

Subject: Airstrike. possible?

Posted by [Deafwasp](#) on Wed, 14 Apr 2004 09:12:01 GMT

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Why not make it all a firing animation? You see a red beam in your base, you have so long to take out the guy before the airstrike comes in. That way you can at least prevent it.

Subject: Airstrike. possible?

Posted by [htmlgod](#) on Wed, 14 Apr 2004 11:54:14 GMT

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The problem isn't making an animation, its detecting where the strike should hit. You see we must have a projectile fired (in the case of your example, a laser), and then determine where that projectile hits the ground, because that is where the animation must be played.

Subject: Airstrike. possible?

Posted by [kirby651](#) on Wed, 14 Apr 2004 17:30:05 GMT

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how about this: you have a tank. but the secondary fire bone is way up in the sky(off the map) so every time you shoot 2ndary fire a missile launches from the sky and crashes down on your target.

Subject: yea

Posted by [FynexFox](#) on Sun, 18 Apr 2004 00:14:17 GMT

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being part of the team i should help so yes, kirby ahd a good idea but that might be iffy, ya know? lets let that other dude do his work and it's all downhill from there, but I do have an idea, make a grenade, in this case a beacon and make the laster target posinter the grenade lauchner, script it so it goes in a straight line so its gay if you want to be able to move it but hey, it'd work, i hope, if you need more of an explanation tell me.....

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Posted by [Dante](#) on Thu, 22 Apr 2004 06:05:25 GMT

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your best part is to look at the various .txt files in teh always.dat, get familiar, then experiment
