Subject: Re: how do i do these
Posted by reborn on Sat, 16 Jun 2007 13:15:01 GMT

NFHAVOC wrote on Fri, 15 June 2007 17:32how do i nake there be a explosion animation when hot/tech die?there is only a invisible explosion.

I do not know of an existing script that allows you to declare explosion you want and attach it to a player, I could just not of noticed it beofre but I think it doesn;t exist. That's not to say it isn't possible, if you open the source code to SSAOW and on the void M00_GrantPowerup_Created::Killed(GameObject *obj, GameObject *shooter)
{
script add a couple of lines so it looks like this:

void M00_GrantPowerup_Created::Killed(GameObject *obj, GameObject *shooter)
{

if (strstr(Commands->Get_Preset_Name(obj),"CnC_GDI_Engineer_2SF"))
{
DeathPlace = Commands->Get_Position(obj);
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",DeathPlace);
}

 if (stricmp(Get_Parameter("WeaponDef"),"POW_Pistol_Player") == 0)
 {

That will create an ion explosion animation when the hotwire dies, you should from that be able to add your own code for the technician.

NFHAVOC wrote on Fri, 15 June 2007 17:32
and can i make hover bikes(flying recons) server side?

Hmm, try changing there mass in the presets tree in level edit, it will be a case of trial and error but you may get the desired effect. Assuming that is that mass is controlled server side for vehichles, I have never tried.

NFHAVOC wrote on Fri, 15 June 2007 17:32
and how do i get kill messages to appear? they only appear on the server bots screen and the fds screen

Do a console_input on the [msg] that is created, this will msg it to the server too

NFHAVOC wrote on Fri, 15 June 2007 17:32
and how do i set the area where vehicles appear when you buy them?

Move the little car thing that is attached to the building controller to where you want it to create the vehichle.