Posted by Dealman on Mon, 09 Aug 2010 00:55:40 GMT
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Hiya,

I'm trying to figure out how to make Deployable Vehicles to use in my Mod. But I can't figure out how the Scripts work. I know I need to use 2 Ra2Ven Scripts, which I will post below along with a description (Thanks to a thread Jonwil made a long time ago.)

Ra2Ven_deployable_vehicle

Description: Script used to allow deploy abbility to a vehicle.

Attributes:
Animation_Preset:string; Preset name of the Animation (like a standard vehicle.. but with anim.. and having the script Ra2Ven_Deploy_Animation attached to that anim object)
oldTnk_Wh:string; Warhead used to destroy the deployable vehicle.
oldTnk_Dommage:float; Dommage to do to destroy the vehicle.
Explosion_preset:string: This is used as destroy animation.

Ra2Ven_Deploy_Animation

Description: Attach this script to an object that will be a Deploy Animation.

Attributes:
Deployed_Tank_Preset:string; Preset name of the deployed tank.
oldTnk_Wh:string; Warhead used to destroy the animation.
oldTnk_Dommage:float; Dommage to do to destroy the animation.
Animation_Time:float; Time before destroying the animation to spawn the deployed tank.
TimerNumber:int; Set an unique # if the object as more than one script using a timer.

I'm not entirely sure how to accomplish this, I believe I'd have to do Animations for these;

• Deployment (The Animation when the Vehicle is deploying.)
• Deployed (The Animation when the Vehicle is deployed.)
• Undeploying (The Animation when the vehicle is undeploying.)

What I don't know about the Deploy Animations:

• Should all animations be exported separately? Or should all animations be within the same export?
• Should/Can the animations have a specific name?
• What Type should I use for the Animation(s) in LevelEdit? (Such as; WheeledVehicle, DynamicAnimPhys or etc...)

Also, how does the "Animation" used in Settings on a Vehicle Preset work? How do I use it? I took a look at the GDI Hovercraft and it had an Animation named "V_GDI_HCRAFT.V_GDI_HCRAFT".

And what are those Wh(Warhead) and "Dommage" Parameters? Are these used if the Vehicle's supposed to be destroyed after it have been Deployed?

I'd appreciate it if anyone could explain how to use these 2 Scripts, the Description of the Scripts didn't really help me out enough...

Thanks in Advance!