Subject: Paradrop beacons
Posted by bisen11 on Tue, 24 May 2005 18:51:06 GMT
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How do you make beacons that will call in a chinnook, or c130 to parachute in ai bots at the location you placed a beacon?

Oh and incase anyone is wondering. There's nothing like that at Renhelp.

Subject: Paradrop beacons
Posted by WNxCABAL on Tue, 24 May 2005 20:13:31 GMT
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MOST of it is at renhelp

http://renhelp.co.uk/?tut=21

Subject: Paradrop beacons
Posted by bisen11 on Tue, 24 May 2005 22:14:22 GMT
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That tut is too general. I already got a text document with all the drop info and i just need to know how to attach it to a beacon. Ive attached it to a daves arrow so im sure you can do the same thing with beacons.... but how?

Subject: Paradrop beacons
Posted by WNxCABAL on Tue, 24 May 2005 22:40:46 GMT
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agh not too sure about that one.
I was going to say attach the script to a beacon but you can't add scripts to beacons as far as I'm aware.

Subject: Paradrop beacons
Posted by bisen11 on Wed, 25 May 2005 02:09:32 GMT
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They did paradrop beacons in some of the Tiberium evolution mods so i know its possible to do it somehow. Though i get the feeling that no one here knows how....

Subject: Paradrop beacons
Posted by Oblivion165 on Wed, 25 May 2005 02:16:09 GMT
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I really wish he would of went into more detail on those text cinematics. It doesnt even say how to start, or where to put that information.

Subject: Paradrop beacons
Posted by bisen11 on Wed, 25 May 2005 03:29:39 GMT
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Well my freind told me how i can just take a c130 mod or use xcc mixer to take out a good thing from a mission map and put it in your level folder. Then use jfw_timer_play_cinematic on a daves arrow. But that only works for one speciefic location. I want a beacon so you can make it go wherever you place it :/

Subject: Paradrop beacons
Posted by WNxCABAL on Wed, 25 May 2005 07:31:30 GMT
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Oblivion165I really wish he would of went into more detail on those text cinematics. It doesnt even say how to start, or where to put that information.

One way you can learn is extract the intro cinematic from the first level of renegade, read through the lines and get an idea of what makes the intro into what it is.

Subject: Paradrop beacons
Posted by Dan on Wed, 25 May 2005 10:04:27 GMT
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Why dont you attach it to the ammo or whatever of the Beacon, instead of the daves arrow?

Subject: Paradrop beacons
Posted by WNxCABAL on Wed, 25 May 2005 11:18:24 GMT
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I thought about that when looking into it last night, but you can only select the munitions presets I think, not all.

the munitions settings are different to those of the dave's arrows

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Subject: Paradrop beacons
Posted by laeubi on Wed, 25 May 2005 22:31:00 GMT
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A becon itself is a Cinematic, so if you e.g. change the Ion Cannon Cinematic to point to your "new" Cinematic it will do this whenever you plant a Ion Cannon beacon.

Subject: Paradrop beacons
Posted by bisen11 on Thu, 26 May 2005 00:32:18 GMT
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But i would like it to be a seperate beacon from the ion. Like a temp so that i can use it in a .mix..... And all of this is easier said than done.

Subject: Paradrop beacons
Posted by laeubi on Thu, 26 May 2005 06:29:09 GMT
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Well.. ok of course you can add a new preset like I did for my RA Mod.

Here are some screens that shows the important settings:

the new prest is named "all_paradrop"

In this you select the wanted Cinematic

c130.txt isd my Bot Drop Cinematic.

Subject: Paradrop beacons
Posted by bisen11 on Thu, 26 May 2005 13:02:41 GMT
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That makes sense. Now how would i then change it into a powerup so that you can pick it up?

Subject: Paradrop beacons
Posted by laeubi on Thu, 26 May 2005 17:07:19 GMT
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just temp the Beacon Weapon + Ammo, then create a weaponspawner, and you should be fine

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Subject: Paradrop beacons
Posted by bisen11 on Thu, 26 May 2005 22:53:02 GMT
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Thanks a ton, Laeubi. It worked