Subject: vehicle spawn
Posted by Gen_Blacky on Tue, 12 Sep 2006 02:32:01 GMT
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how do i make only certain vecs spawn out of warfactory when buying them from purchase terminal

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Subject: Re: vehicle spawn
Posted by ghost on Tue, 12 Sep 2006 03:22:51 GMT
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Disable them. Just take out the preset so that nothing comes out period and fill up those slots with that 1 veh.

Subject: Re: vehicle spawn
Posted by Kamuix on Tue, 12 Sep 2006 03:28:07 GMT
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Or you could edit the purchase settings, having it purchase nothings

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Subject: Re: vehicle spawn
Posted by Gen_Blacky on Tue, 12 Sep 2006 03:31:14 GMT
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i mean like spwans on the ground just not in war factory cause some of my models are 2 big

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Subject: Re: vehicle spawn
Posted by reborn on Tue, 12 Sep 2006 08:43:14 GMT
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If you do not know how to script then one way would be to add a pokeable object to the map, then when poked triggers a cinematic. Using the cinematic you can make a chinook drop the vehichle off.

Subject: Re: vehicle spawn
Posted by Gen_Blacky on Tue, 12 Sep 2006 12:45:35 GMT
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i dont know what scripts those are like JFW_Preset_Buy_Poke

Subject: Re: vehicle spawn
Posted by jonwil on Tue, 12 Sep 2006 14:17:54 GMT
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If you wanted to go all out (as it were), you could use the ExpVehFac scripts written by WhiteDragon. Read readme16.txt of the latest scripts.dll releases to see how to use them. Note that for the scripts to work 100%, clients will require a suitably recent version of bhs.dll.

Subject: Re: vehicle spawn
Posted by reborn on Tue, 12 Sep 2006 16:11:29 GMT
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Using cinematics it is technically possible to add the extra large vehichles to the game and make them purchasable for people even without bhs.dll, however it it a tacky way of doing things.

Subject: Re: vehicle spawn
Posted by Gen_Blacky on Tue, 12 Sep 2006 21:49:20 GMT
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hmm

Subject: Re: vehicle spawn
Posted by Gen_Blacky on Tue, 12 Sep 2006 22:02:30 GMT
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im not sure exactly how to use them

http://renhelp.laeubi-soft.de/index.php?tut=21

Subject: Re: vehicle spawn
Posted by Gen_Blacky on Wed, 13 Sep 2006 00:19:54 GMT
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Here what i got dosent really work it drop in the middle of air aznd i cant get location 2 work (first time doing this)

-1 Create_Object, 1, "V_NOD_cargop_sm"
-1 Play_Animation, 1, "V_NOD_cargop_sm.M_cargo-drop_sm", 0
-1 Play_Audio, "C130_IDLE_02", 1, "Cargo"
x =-171.1
y =-83.39
z =-2.19

-360 Destroy_Object, 1
-200 Destroy_Object, 4

-1 Create_Real_Object, 5, "A10,", 1, ""
-1 Attach_To_Bone, 5, 1, "Cargo"
-135 Attach_To_Bone, 5, -1, "Cargo"