
Subject: Water?

Posted by [c0vert7](#) on Thu, 07 Dec 2006 00:05:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

Ok im not sure if this is possible but I would really like to do this. I want to make water that when your in it the water will be all around you and you will be in pretty much more realist water. I want my water to look as if u you were to jump into a pool right now in real life and tell me wat u see. If u understand wat I meant. Not just so u can see the top of the water, I want the whole river in my map when u go through to see a transparent water u can see through yet more realistic. Just doesnt look right having bubbles float to a surface and u dont see any water other than the top of the river.

Subject: Re: Water?

Posted by [nopol10](#) on Thu, 07 Dec 2006 01:41:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

Use the RA_Underwater_OnCustom script together with RA_Underwater_Zone. It's APB style water.

Subject: Re: Water?

Posted by [Jerad2142](#) on Thu, 07 Dec 2006 02:17:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

And using the script zones you can make it splash when you enter it.

Subject: Re: Water?

Posted by [c0vert7](#) on Thu, 07 Dec 2006 03:49:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

Well I have never look at APB yet so anyone mind taking an ss of what it will look like?

Subject: Re: Water?

Posted by [nopol10](#) on Thu, 07 Dec 2006 07:26:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

No splashes but nice tint:

How do you make it splash?

File Attachments

1) [ScreenShot05.png](#), downloaded 745 times

Attach the script "JFW_Blow_Up_On_Enter" to the script zone, you will have to make your own explosion preset with the water effect though.

Subject: Re: Water?

Posted by [BlueThen](#) on Thu, 07 Dec 2006 21:35:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

crazfulla wrote on Thu, 07 December 2006 02:55make an explosion anim, and script it to play the anim where the player is located when they enter a scriptzone. no idea what scripts to use tho.

Use the ion thingy affect.

Subject: Re: Water?

Posted by [nopol10](#) on Fri, 08 Dec 2006 01:35:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

The Ion effect is a bit too huge. I mean would you like it if you jumped into the sea and then have this bigass explosion when you are only that small? It would also lag the game if everyone just jumped into the water at the same time.

Subject: Re: Water?

Posted by [R315r4z0r](#) on Fri, 08 Dec 2006 03:48:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

not to mention all the ions and stuff surging through the water

Subject: Re: Water?

Posted by [Jerad2142](#) on Fri, 08 Dec 2006 07:12:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

And don't forget the sound and that it would kill you.

Subject: Re: Water?

Posted by [nopol10](#) on Fri, 08 Dec 2006 08:51:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

You can temp the explosion and change the damage to 0 in the explosion thing but it's still not a good idea.

Subject: Re: Water?

Posted by [Jerad2142](#) on Fri, 08 Dec 2006 16:23:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

My point was that no matter what that you would have to make a new explosion, or at least modify an old one.

Subject: Re: Water?

Posted by [c0vert7](#) on Sun, 24 Dec 2006 16:10:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

Well I did wat u guys said but it didnt work... What do I set teh scripts at? And I just make a big scriptzone over the lake right? and attach the scripts. I need the under water look and to make it regenerate your health about 5 hp every like 2 seconds.

Subject: Re: Water?

Posted by [R315r4z0r](#) on Sun, 24 Dec 2006 20:44:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

I never used it, but wouldn't you make the script zone the entire under water... and not over the water..

Subject: Re: Water?

Posted by [nopol10](#) on Sun, 24 Dec 2006 23:32:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

Attach RA_Underwater_Zone to the Zone which encompasses the whole sea (meaning underwater too). You shouldn't need to change the parameters. Attach RA_Underwater_OnCustom to the soldier (not spawner or anything else) which will be able to experience the water effect. This also means that a soldier with this script attached will die immediately upon contact with the surface of the zone instead of falling all the way and dying because of fall damage. If you exit a vehicle while inside the zone, you won't die (unless you fall too much).

Subject: Re: Water?

Posted by [Canadacdn](#) on Mon, 25 Dec 2006 00:09:45 GMT

[View Forum Message](#) <> [Reply to Message](#)

How would I be able to make infantry go underwater without dying, but still getting the water effect?

Subject: Re: Water?

Posted by [Jerad2142](#) on Mon, 25 Dec 2006 02:17:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

JFW_Set_Screen_Fade scripts.

Subject: Re: Water?

Posted by [Canadacdn](#) on Mon, 25 Dec 2006 05:09:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

Ah, thanks.
