Subject: Bot maker weapon
Posted by GEORGE ZIMMER on Thu, 28 Dec 2006 16:12:07 GMT
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Yo. I was wondering, is it possible to make a weapon that, when fired, creates a certain amount of bots around my character? Pretty simple, I'm sure. But, well, I dunno how to do it. I'd like it so it creates about 5 bots that spawn surrounding the character. I'm sure I'd just have to use some script to define the X,Y,Z coordinates. But, yea, as I said, I dunno how to do it.

Help would be appreciated

Subject: Re: Bot maker weapon
Posted by Jerad2142 on Thu, 28 Dec 2006 17:17:30 GMT
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Use a beacon and cinematics!
I will walk you through making the cinematic:
First you would go into RenX and make a circle of bones surrounding the 0, 0, 0, axis point (maybe about 4 away from the center). Name these points botspot00, botspot01 and things like that. Export it as Hierarchical Animated Model with the name of "BotCreatePos". Next open note pad and put in the lines:
-1 Create_Object, 0, "BotCreatePos", 0, 0, 0, 0,
-1 Play_Animation, 0, "BotCreatePos.BotCreatePos", 0

-1 Create_Real_Object, 1, "NameOfBotHere", 0, "botspot00"

-1 Create_Real_Object, 2, "NameOfBotHere", 0, "botspot01"

-1 Create_Real_Object, 3, "NameOfBotHere", 0, "botspot02"

etc.

and thats all there is to making a simple cinematic.

Subject: Re: Bot maker weapon
Posted by GEORGE ZIMMER on Thu, 28 Dec 2006 17:45:32 GMT
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lol well thanks, but... I want it to be instant creation. Not a beacon. Plus, a beacon would change the sky, wouldn't it?

Also, uhm, what exactly do I do for the "bones" n such again? Just make some spheres or boxes the size of a character, or what? lol, sorry for the stupid questions.

Subject: Re: Bot maker weapon
Posted by c0vert7 on Thu, 28 Dec 2006 17:54:34 GMT
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I dont think u can properly do this for a main reason... when u create the bot you will be stuck to it..

Subject: Re: Bot maker weapon
Posted by Jerad2142 on Thu, 28 Dec 2006 18:09:03 GMT
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Cabal8616 wrote on Thu, 28 December 2006 10:45lol well thanks, but... I want it to be instant creation. Not a beacon.
You can make a beacon go off immanently if you adjust its arm time.

Cabal8616 wrote on Thu, 28 December 2006 10:45
Plus, a beacon would change the sky, wouldn't it?

You can make it so it is almost completely unnoticeable!

Cabal8616 wrote on Thu, 28 December 2006 10:45
Also, uhm, what exactly do I do for the "bones" n such again? Just make some spheres or boxes the size of a character, or what? lol, sorry for the stupid questions.
Bone can be any size and they are boxes.

c0vert7 wrote on Thu, 28 December 2006 10:54I dont think u can properly do this for a main reason... when u create the bot you will be stuck to it..
The bones will be where the bots are created so you won't be stuck in the bots.

Subject: Re: Bot maker weapon
Posted by Jerad2142 on Thu, 28 Dec 2006 18:13:34 GMT
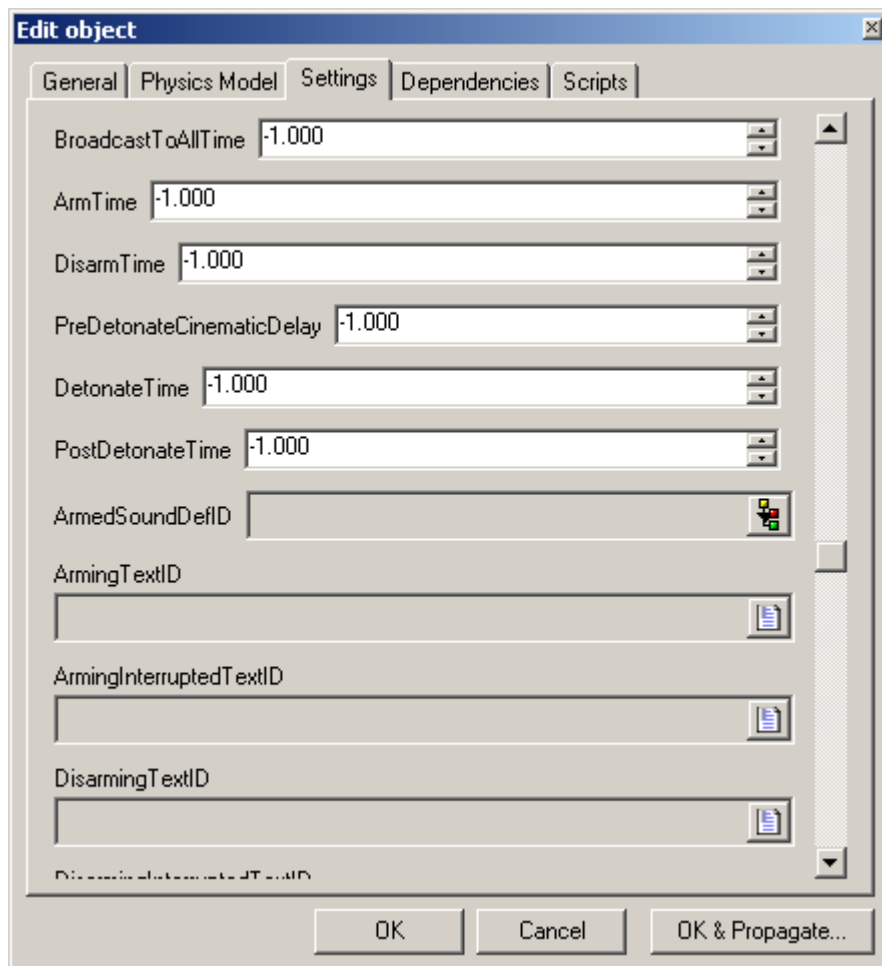View Forum Message <> Reply to Message

If you use these settings the beacon will be instantly created when you fire the weapon. As for the sky, it will go completely clear for one second when the beacon is fired.

File Attachments
1) beacon.png, downloaded 376 times

Subject: Re: Bot maker weapon
Posted by GEORGE ZIMMER on Thu, 28 Dec 2006 18:45:33 GMT
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K... Where exactly do I put this notepad thingie? And what do I name it? lol.

Subject: Re: Bot maker weapon
Posted by Jerad2142 on Thu, 28 Dec 2006 19:30:45 GMT
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In your mod's folder.
Name it what ever you want, the name just has to match what ever you name it in the beacon's
script spot using the "Test_Cinematic" script. Do not forget to put .txt on the end of this scripts
prams!

Subject: Re: Bot maker weapon

Posted by Veyrdite on Sat, 30 Dec 2006 08:55:29 GMT

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just askin for me, how do you name the bot type? by using a tree-route from the menu on your right in le?

Subject: Re: Bot maker weapon
Posted by sharra on Wed, 31 Jan 2007 06:22:15 GMT

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hey can some one please make this and if some one did make it please upload it