Subject: Upgrade Powerups? how to get working properly?
Posted by JasonKnight on Sun, 18 Feb 2007 00:35:16 GMT
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Ok, I am trying to learn how to modify the weapon spawners, and for the most part I understand how to turn them on and get everything working. but these Upgrade Powerup's confuse the living heck out of me.

This is what I want to do with them

Got Working
POW_Adrenaline_Syringe = Increase Max Health
POW_Mobius_Shield = Increase Max Armor

Wondering how to get working.
POW_Anti-Sound_Emitter = Silences Footsteps
POW_Double Damage = Double Damage of Current Weapon
POW_Gernade_Vest = Die and you explode taking poeple out around you
POW_Neuro_Link = Shows Both teams on Radar
POW_Stealth_Suit = Name says it all
POW_Tiberium_Shield = Immune to Tiberium
POW_Tissue_Nanites = Tiberium Heals You

these are what I want to figure out how to get working. I know very little about the scripts, but I am trying to learn them. I have a list of every script (the readme's from the scripts) and can search through them, but I dont know or understand how to implement them in leveledit.

any help would be nice thanks.

Subject: Re: Upgrade Powerups? how to get working properly?
Posted by Veyrdite on Sun, 18 Feb 2007 06:48:33 GMT
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some of them you would change the skin type on the model (not texture)/mutant for healing, tib suit for immunity. exploding on death would be changin gthe death explosion. double damage would probably require projectile replacement.radar would require a script, or activate a hack actually, that would probably work. dunno how to do any of the rest with scripts.
search the stealth suit up in these forums, its already been answered

Subject: Re: Upgrade Powerups? how to get working properly?
Posted by JasonKnight on Sun, 18 Feb 2007 19:31:49 GMT
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i'll take a closer look in the search. first time i came up kinda dry, it sent me to that renhelp.net, which told me stuff I already know...

as for the immune and tib heal, yes I know there is an area to grant sheid and in there there is skinchemtrooper, skinmutant and shieldchemtrooper. but none of them work. but then, after each time I picked them up, i did jump back in a apache and flew down the the tiberium, so that could be whats making it go away if it is actually giving it.

Subject: Re: Upgrade Powerups? how to get working properly?
Posted by Veyrdite on Fri, 23 Feb 2007 08:46:04 GMT
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reforums search at the top
Quote: but then, after each time I picked them up, i did jump back in a apache and flew down the the tiberium, so that could be whats making it go away if it is actually giving it.
whats giving what away, the apache?

Subject: Re: Upgrade Powerups? how to get working properly?
Posted by JasonKnight on Fri, 23 Feb 2007 22:34:49 GMT
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dthdealer wrote on Fri, 23 February 2007 16:46reforums search at the top
Quote: but then, after each time I picked them up, i did jump back in a apache and flew down the the tiberium, so that could be whats making it go away if it is actually giving it.
whats giving what away, the apache?

I was just thinking out loud.

anyway, fact of the matter is that yes I am able to set leveledit to make it so that it is sopposed to grant the shield or skin of the mutant or chemtrooper, but it doesnt actually work. it doesn't make them immune or heal by tiberium.

I also have figured out how to let me add scripts to the items, but as soon as I add script commands the server just keeps restarting over and over again.

Subject: Re: Upgrade Powerups? how to get working properly?
Posted by zunnie on Sat, 24 Feb 2007 17:36:19 GMT
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Quote:

I also have figured out how to let me add scripts to the items, but as soon as I add script commands the server just keeps restarting over and over again.

What script are you adding to it? The grantshield thing doesnt work
as far as i know, it can only be done by a script.

Are you using ssaow 1.5? The scripts.dll and bhs.dll that are included
in ssaow 1.5 should be in your leveledit/moddir/scripts folder.

Subject: Re: Upgrade Powerups? how to get working properly?
Posted by JasonKnight on Mon, 26 Feb 2007 08:14:54 GMT
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i have an install of SSAOW 1.5 and SSGM 2.0

from what I have been told SSAOW1.5 uses the old scripts like 2.3 or soemthing like that

and SSGM2,0 uses the new scripts 3.1

There was a script called grant stealth, let me get the acual name really quick

jepordy song

JFW_Enable_Stealth_On_Custom

thats the only one I found,

there are other stealth scripts in there, just its a generator for a building to make a building stealth objects around it, there is one for vehicals so that any vehical that gets around said area is stealthed, there is then 1 that is invisible and alto not able to be targeted, its just there. then there is the stealth zone.

Subject: Re: Upgrade Powerups? how to get working properly?
Posted by JasonKnight on Mon, 26 Feb 2007 21:44:17 GMT
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everytime i add in these scripts the server refuses to stay up, it keeps restarting itself....

any script i do, not matter what it is...