Subject: M06 Raveshaw Statue
Posted by PsuFan on Tue, 12 Jun 2007 18:20:17 GMT
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Disabling M06 Raveshaw Statue?

Ive had it disabled before, Then all the sudden, it starts giving you 10,000 pts for killing it, Ive edited the objects.dbb, Ive dropped nukes on start up, Im out of ideas... Does anyone know how to do it?

Subject: Re: M06 Raveshaw Statue
Posted by BlueThen on Tue, 12 Jun 2007 18:57:51 GMT
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Click it and delete it? rofl

Subject: Re: M06 Raveshaw Statue
Posted by IronWarrior on Tue, 12 Jun 2007 18:59:24 GMT
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bluethen wrote on Tue, 12 June 2007 13:57Click it and delete it? rofl

Part of the map, wouldnt work.

Subject: Re: M06 Raveshaw Statue
Posted by Cpo64 on Tue, 12 Jun 2007 19:53:21 GMT
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Set its skin to blamo?

Subject: Re: M06 Raveshaw Statue
Posted by IronWarrior on Tue, 12 Jun 2007 20:06:23 GMT
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Cpo64 wrote on Tue, 12 June 2007 14:53Set its skin to blamo?

Its part of the map, like a building, cant put any scripts on it or change it. :/

But there is a way I think, seen it done on an coop map.

Subject: Re: M06 Raveshaw Statue
Posted by bisen11 on Tue, 12 Jun 2007 20:28:04 GMT
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Put an invisible barrier around it perhaps. Or any barrier.

Subject: Re: M06 Raveshaw Statue
Posted by _SSnipe_ on Tue, 12 Jun 2007 23:23:53 GMT
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lol its alive!

Subject: Re: M06 Raveshaw Statue
Posted by Cpo64 on Wed, 13 Jun 2007 00:18:15 GMT
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If its part of the map, how can it give points? :S

Subject: Re: M06 Raveshaw Statue
Posted by _SSnipe_ on Wed, 13 Jun 2007 00:19:04 GMT
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i thought u can delete it thats what i think i did once
ya the statue is not part of map its a object

DSP_Ravashaw.1652031

http://i182.photobucket.com/albums/x144/joe937465/untitled.jpg

hope thats the right staute

Subject: Re: M06 Raveshaw Statue
Posted by PsuFan on Wed, 13 Jun 2007 00:54:16 GMT
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1. Tried editing the points
2. Tried Deleting it (only deletes if you add lsd, which makes the doors not work)

Anything else ?

Subject: Re: M06 Raveshaw Statue
Posted by BlueThen on Wed, 13 Jun 2007 00:58:49 GMT
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Block it with something.

Subject: Re: M06 Raveshaw Statue
Posted by PsuFan on Wed, 13 Jun 2007 01:03:22 GMT
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people grenade over the top, I plan to disable it, not block it, Thanks anyway.

Subject: Re: M06 Raveshaw Statue
Posted by jnz on Wed, 13 Jun 2007 01:08:35 GMT
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Write a script.

Subject: Re: M06 Raveshaw Statue
Posted by BlueThen on Wed, 13 Jun 2007 01:17:13 GMT
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Make the blocker bigger!

Subject: Re: M06 Raveshaw Statue
Posted by Sn1per74* on Wed, 13 Jun 2007 04:35:40 GMT
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Could you move it? Maybe if you moved it below the ground so noone could reach it. But I'm not sure if that will work server side.

Subject: Re: M06 Raveshaw Statue
Posted by Sn1per74* on Wed, 13 Jun 2007 04:54:05 GMT
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joe937465 wrote on Tue, 12 June 2007 19:19i thought u can delete it thats what i think i did once ya the statue is not part of map its a object

DSP_Ravashaw.1652031

http://i182.photobucket.com/albums/x144/joe937465/untitled.jpg

hope thats the right staute

If it loaded with the maps... It's part of the map.

Subject: Re: M06 Raveshaw Statue
Posted by Spyder on Wed, 13 Jun 2007 06:43:51 GMT
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Place a bunch of laser fences around it and on top of it so grenadiers can't shoot it from the top either

I'm smart

BTW The laser fence can be found in: Objects -> Simple -> Simple DSAPO Versions (or something similar to it) -> xxx_Sydney_Sandmwall

Dunno if the preset name is correct, but the path is correct mostly.

Subject: Re: M06 Raveshaw Statue
Posted by Sn1per74* on Wed, 13 Jun 2007 13:15:42 GMT
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psufan wrote on Tue, 12 June 2007 20:03people grenade over the top, I plan to disable it, not block it, Thanks anyway.
He doesn't want to block it.

Subject: Re: M06 Raveshaw Statue
Posted by IronWarrior on Wed, 13 Jun 2007 14:28:45 GMT
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Sn1per74(2) wrote on Wed, 13 June 2007 08:15psufan wrote on Tue, 12 June 2007 20:03people grenade over the top, I plan to disable it, not block it, Thanks anyway.
He doesn't want to block it.

Would look stupid too if it was blocked with lots of laser walls.

Subject: Re: M06 Raveshaw Statue
Posted by PsuFan on Wed, 13 Jun 2007 15:45:32 GMT
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It does look stupid & its not effective, people shoot through the fences or over the top.

I want to disable it, Please do not tell me how to block it.

Subject: Re: M06 Raveshaw Statue
Posted by _SSnipe_ on Wed, 13 Jun 2007 17:10:08 GMT
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i say delete the stplud thing get another model find it add it and replace itr

---

Subject: Re: M06 Raveshaw Statue
Posted by JasonKnight on Wed, 13 Jun 2007 18:07:42 GMT
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psufan wrote on Wed, 13 June 2007 10:45It does look stupid & its not effective, people shoot through the fences or over the top.

I want to disable it, Please do not tell me how to block it.

why not just find the model in the list and change the awarded points to ZERO!!! then it can still be destroyed just you get no points for it.

Subject: Re: M06 Raveshaw Statue
Posted by Yrr on Wed, 13 Jun 2007 18:08:22 GMT
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Use Custom Scripts. Use the statue's ID with Commands->Find_Object and modify the GameObject as usual.

Subject: Re: M06 Raveshaw Statue
Posted by PsuFan on Wed, 13 Jun 2007 19:38:41 GMT
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I made the level from LE, My statue probably doesnt have the same ID. Maybe that is my problem.

Subject: Re: M06 Raveshaw Statue
Posted by Cpo64 on Wed, 13 Jun 2007 20:22:57 GMT
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I know its o/t, but whats wrong with people using a grenade the way its meant to be used?

Subject: Re: M06 Raveshaw Statue
Posted by Sn1per74* on Wed, 13 Jun 2007 22:49:25 GMT
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joe937465 wrote on Wed, 13 June 2007 12:10i say delete the stplud thing get another model find it add it and replace itr
That won't work! Don't you think he woulda tried that by now? Comon hes a smart man.

Subject: Re: M06 Raveshaw Statue
Posted by Spyder on Thu, 14 Jun 2007 06:30:57 GMT
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Then just allow the terrain to be selectable. Select the statue and change the presets.

Subject: Re: M06 Raveshaw Statue
Posted by PsuFan on Fri, 15 Jun 2007 01:12:34 GMT
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JasonKnight wrote on Wed, 13 June 2007 13:07psufan wrote on Wed, 13 June 2007 10:45It does look stupid & its not effective, people shoot through the fences or over the top.

I want to disable it, Please do not tell me how to block it.

why not just find the model in the list and change the awarded points to ZERO!!! then it can still be destroyed just you get no points for it.

Tried it, didnt work.

I think ill try something with matching the ID numbers, because making the map from LE wont give you the same ID as the real one on the map.

Subject: Re: M06 Raveshaw Statue
Posted by PsuFan on Sat, 16 Jun 2007 02:53:57 GMT
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Crap.. ID out of allocated range..

Im out of ideass..

Subject: Re: M06 Raveshaw Statue
Posted by reborn on Sat, 16 Jun 2007 12:10:44 GMT
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psufan wrote on Fri, 15 June 2007 22:53Crap.. ID out of allocated range..

Im out of ideass..

Open the .lvl file for the map, go to level settings in level edit, then make the terrain selectable, go to the statue and double click it, this will give you the exact ID of the object.
Then just delete the object via it's ID on map load.

I'm not entirely sure that will work, but it's worth a try.

Subject: Re: M06 Raveshaw Statue
Posted by PsuFan on Sat, 16 Jun 2007 16:17:36 GMT
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I have the ID number, when I put it on the real map, And change the id, It says its not in range of the map im using. And you dont need to make terrian selectable, Its an object, not terrian.

Subject: Re: M06 Raveshaw Statue
Posted by zunnie on Sat, 16 Jun 2007 16:28:59 GMT
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Create a two dave arrows and:
put JFW_Created_Send_Custom on Arrow1
put JFW_Custom_Destroy_Object / JFW_Destroy_Object_Custom on Arrow2
Have Arrow1 send a custom to Arrow2 which will trigger the destroy object script.

Not sure if that will work but you can try i guess..

Subject: Re: M06 Raveshaw Statue
Posted by PsuFan on Sun, 17 Jun 2007 11:33:08 GMT
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I dropped a nuke on a timer, on top of the statue and it was still there. lol. That destroy method might work better though   ty.

edit: nvm, you cant give the statue scripts.

Subject: Re: M06 Raveshaw Statue
Posted by Spyder on Sun, 17 Jun 2007 12:23:10 GMT
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Create a script zone around it and add a script to the script zone. Add the script:
MX0_Weapon_Obilisk which makes it invincible, it will also remove the point and money thing
when you shoot at it. Even when players hit it they won't get points or credits. You can also add a
script that no damage can be done on that thing.

Subject: Re: M06 Raveshaw Statue
Posted by PsuFan on Sun, 17 Jun 2007 17:37:43 GMT
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lol that didnt do anything.

Im just going to use the orginal LVL file & edit it & include it in data folder files. That will fix the
problem.

Subject: Re: M06 Raveshaw Statue
Posted by Sn1per74* on Sun, 17 Jun 2007 19:09:31 GMT
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So you can load the terrain in LE and just delete the .lsd file and the doors will work? If so I don't
have to go through the .lvl files and delete all the spawners! Please answer this question ASAP.

Subject: Re: M06 Raveshaw Statue
Posted by PsuFan on Sun, 17 Jun 2007 20:17:20 GMT
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If you load terrian in LE, It doesnt load the statue. Making the statue a very unique object indeed.
One of the very few that you can delete, save LE, Close LE, Open LE, And it will still be deleted.

What you have to do: Load Westwood SP Level M06.lvl (from ftp.westwood.com)

Delete All the shit: I even deleted waypoints, bots & other crap
And of corse, delete the statue.

Place all 4 files into your data folder (lvl, isd, idd, ddb)

Subject: Re: M06 Raveshaw Statue
Posted by Sn1per74* on Sun, 17 Jun 2007 20:32:28 GMT

But I'm saying can you just load the terrain from LE and delete the lsd and will the doors work?

Subject: Re: M06 Raveshaw Statue
Posted by PsuFan on Mon, 18 Jun 2007 12:02:08 GMT

I dont know, I tried that but it didnt work. I either had the doors not working and the statue gone, or the statue there and the doors working, I took one out, put one in for a couple files.

Subject: Re: M06 Raveshaw Statue
Posted by Ivan275 on Wed, 27 Jun 2007 03:36:44 GMT

do this, load the objects file into lvl edit, Presets > Tile > " <Artist Tests>" > _DSAPO > DSP_Ravashaw, Click mod, "Physics Model", set "skin blamo"

or try setting Damage points to 0 that should work as well and the statue will be killable

PS. it's not a part of the map, and you can add script to it.

Subject: Re: M06 Raveshaw Statue
Posted by Jerad2142 on Wed, 27 Jun 2007 03:59:35 GMT

Move it -100 under the map.

Subject: Re: M06 Raveshaw Statue
Posted by PsuFan on Wed, 27 Jun 2007 11:55:35 GMT

Those both dont work. Please read the full topic before you post this, This topic was solved 10 days ago. Thx

---

Subject: Re: M06 Raveshaw Statue
Posted by Jerad2142 on Wed, 27 Jun 2007 15:01:23 GMT

Just throwing out ideas to get my post count up then.

Subject: Re: M06 Raveshaw Statue
Posted by mrÃ£Ã§Ä·z on Sat, 15 Mar 2008 21:12:46 GMT
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BUMP! I know how to fix that.

Subject: Re: M06 Raveshaw Statue
Posted by BlueThen on Sat, 15 Mar 2008 21:15:45 GMT
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MadRockz wrote on Sat, 15 March 2008 16:12BUMP! I know how to fix that.
No one fucking cares. Don't bump topics unless you have something to actually contribute to it.

Subject: Re: M06 Raveshaw Statue
Posted by mrÃ£Ã§Ä·z on Sat, 15 Mar 2008 21:16:22 GMT
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lmao

Subject: Re: M06 Raveshaw Statue
Posted by renalpha on Sun, 16 Mar 2008 04:44:29 GMT
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lol put cargo blockers on it
dont block
but just fill the statue up with stuff.
not that hard to come up with.

Subject: Re: M06 Raveshaw Statue
Posted by mrÃ£Ã§Ä·z on Sun, 16 Mar 2008 09:38:50 GMT
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lol You just need to remove the statue with "Enable Terrain

Selectable". Then save the map. Open XCC Mixer and replace the

old .ldd and .lsd with the new .ldd and .lsd.

Then you are done, BUT you can walk throught the statue, thats

how Kamuix removes the Invisible Walls, Objects etc.

Subject: Re: M06 Raveshaw Statue
Posted by Reaver11 on Sun, 16 Mar 2008 10:29:04 GMT
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renalpha wrote on Sat, 15 March 2008 22:44lol put cargo blockers on it
dont block
but just fill the statue up with stuff.
not that hard to come up with.

You can shoot through cargoblockers, and he wanted it gone

Subject: Re: M06 Raveshaw Statue
Posted by PsuFan on Sun, 16 Mar 2008 15:23:53 GMT
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I deleted the object in LE but it started apppearing on the level anyway. I ended up just putting the
lvl file in data folder once I edited the lvl from the FTP. (creating the lvl yourself does not work)

Subject: Re: M06 Raveshaw Statue
Posted by Reaver11 on Sun, 16 Mar 2008 17:20:27 GMT
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PsuFan wrote on Sun, 16 March 2008 09:23I deleted the object in LE but it started apppearing on
the level anyway. I ended up just putting the lvl file in data folder once I edited the lvl from the
FTP. (creating the lvl yourself does not work)

The statue is stored in the .lsd file

The statue is a level-tile

Tile -> <artist tests> -> _dsapo -> DSP_Ravashaw

It has damage points set to 100. There you get the score from.

The easiest way is to Blocked it of with junk.

What you could try is rig a destroy script to the ip as soon as the level loads the statue is being
destroyed.

Subject: Re: M06 Raveshaw Statue
Posted by PsuFan on Sun, 16 Mar 2008 18:31:54 GMT
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I dont know why no one reads because this was solved almost a year ago. And you cant block it

---

with junk because people will find ways through or use c4. Blockers dont stop 100% of bullets.

Subject: Re: M06 Raveshaw Statue
Posted by mrÃ£Ã§Ä·z on Sun, 16 Mar 2008 19:54:01 GMT
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Do what i did

Subject: Re: M06 Raveshaw Statue
Posted by Zion on Mon, 17 Mar 2008 02:20:56 GMT
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I'm going to poke this and correct you all.

The statue is called via a call box, therefore it is stored in objects.ddb as a tile, like Reaver said.

There are two options.

You can either:
1). Move the call box down, which will spawn the object lower
2). Edit the object from the presets tree.

The reason the ID system you tried didn't work is because the object is spawned, and given the ID on spawn, this will vary the ID.

The reason the statue is like this is because you can actually destroy it in the campaign.

I thought you guys would have knew this by now?

Subject: Re: M06 Raveshaw Statue
Posted by Zion on Mon, 17 Mar 2008 02:24:02 GMT
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Goddamn lag...

Subject: Re: M06 Raveshaw Statue
Posted by PsuFan on Mon, 17 Mar 2008 03:33:55 GMT
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mad, how am I supposed to know what you did

mero, I think i tried editing the perset tree and it didnt work, dont really remember. And ovously if i

---

deleted the object in LE and it was still in the level, moving it from LE wouldnt move it in the map. Unless your saying edit the peset and move the world box lower then where the statue is?

Subject: Re: M06 Raveshaw Statue
Posted by mrÃ£Ã§Ä·z on Mon, 17 Mar 2008 16:17:16 GMT
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MadRockz wrote on Sun, 16 March 2008 03:38lol You just need to remove the statue with "Enable Terrain

Selectable". Then save the map. Open XCC Mixer and replace the

old .ldd and .lsd with the new .ldd and .lsd.

Then you are done, BUT you can walk throught the statue, thats

how Kamuix removes the Invisible Walls, Objects etc.

Subject: Re: M06 Raveshaw Statue
Posted by The Executor on Mon, 17 Mar 2008 16:20:21 GMT
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He already said it would not work, "NO"

Subject: Re: M06 Raveshaw Statue
Posted by mrÃ£Ã§Ä·z on Mon, 17 Mar 2008 16:23:31 GMT
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MSwindows wrote on Mon, 17 March 2008 10:20 He already said it would not work, "NO"
LMAO it works for me, you guys dont know much about LE should

i post a .mix of the map?

Subject: Re: M06 Raveshaw Statue
Posted by Gen_Blacky on Mon, 17 Mar 2008 17:32:06 GMT
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Zion Fox wrote on Mon, 17 March 2008 03:20I'm going to poke this and correct you all.

The statue is called via a call box, therefore it is stored in objects.ddb as a tile, like Reaver said.

There are two options.

You can either:
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I thought you guys would have knew this by now?

^

MadRockz wrote on Mon, 17 March 2008 10:17MadRockz wrote on Sun, 16 March 2008 03:38lol You just need to remove the statue with "Enable Terrain

Selectable". Then save the map. Open XCC Mixer and replace the

old .ldd and .lsd with the new .ldd and .lsd.

Then you are done, BUT you can walk throught the statue, thats

how Kamuix removes the Invisible Walls, Objects etc.

lol thats very ugly and not a good way to do it.

Subject: Re: M06 Raveshaw Statue
Posted by The Elite Officer on Mon, 17 Mar 2008 19:41:05 GMT
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Don't be a faggot.

Subject: Re: M06 Raveshaw Statue
Posted by Goztow on Mon, 17 Mar 2008 19:49:32 GMT
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TEO warning + 1: totally unnecessary spam and disrespect.

Subject: Re: M06 Raveshaw Statue

Posted by The Elite Officer on Mon, 17 Mar 2008 19:52:09 GMT
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X_X Just delete that damn thing!

Subject: Re: M06 Raveshaw Statue
Posted by Goztow on Mon, 17 Mar 2008 19:53:26 GMT
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The Elite Officer wrote on Mon, 17 March 2008 20:52X_X Just delete that damn thing!
X_X Just refrain to writing that thing next time!

Subject: Re: M06 Raveshaw Statue
Posted by IAmFenix on Mon, 17 Mar 2008 19:54:57 GMT
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Zion Fox wrote on Sun, 16 March 2008 20:20I'm going to poke this and correct you all.

The statue is called via a call box, therefore it is stored in objects.ddb as a tile, like Reaver said.

There are two options.

You can either:
1). Move the call box down, which will spawn the object lower
2). Edit the object from the presets tree.

The reason the ID system you tried didn't work is because the object is spawned, and given the ID on spawn, this will vary the ID.

The reason the statue is like this is because you can actually destroy it in the campaign.

I thought you guys would have knew this by now?
This happens to be a more logical answer.
But I presume if you were to move it up to 400 it should be invisible to the normal view.

Subject: Re: M06 Raveshaw Statue
Posted by Zion on Mon, 17 Mar 2008 21:20:18 GMT
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PsuFan wrote on Mon, 17 March 2008 03:33mad, how am I supposed to know what you did

mero, I think i tried editing the perset tree and it didnt work, dont really remember. And ovously if i deleted the object in LE and it was still in the level, moving it from LE wouldnt move it in the map. Unless your saying edit the peset and move the world box lower then where the statue is?

You obviously don't understand how call boxes (otherwise known as proxies) work then. I never said move the statue, as that won't effect it. I said move the call box.

However, some callboxes are hidden, so you'll either need to know where it is, or figure out some other way of getting it.

Call boxes are part of the terrain, so you will need to enable terrain selectable.

Or follow the other method and, like Reaver said, edit it from the presets tree giving it 0 points.

But anyway, this topic has been solved, why are we still discussing it?

On creators consent, I vote that a moderator locks this topic.

Subject: Re: M06 Raveshaw Statue
Posted by PsuFan on Tue, 18 Mar 2008 02:09:33 GMT
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I wasnt aware we had moderators, But you miss understood what I ment about moving the statue. And I dont think the statue is a terrain so I dont know why everyone keeps "enable terrain selectable".

Subject: Re: M06 Raveshaw Statue
Posted by Reaver11 on Tue, 18 Mar 2008 09:26:11 GMT
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PsuFan wrote on Mon, 17 March 2008 20:09I wasnt aware we had moderators, But you miss understood what I ment about moving the statue. And I dont think the statue is a terrain so I dont know why everyone keeps "enable terrain selectable".

Tha statue is PART of the TERRAIN. All terrain data is stored in the .lsd file. Tiles are terrain. Tiles made it easier to add animated models later into the map. ()

And indeed Enable Terrain Selectable and then delete the statue wont work (it will only work when you are making the mod clientside)

I would stick with the plan of Zion

Subject: Re: M06 Raveshaw Statue
Posted by The Executor on Tue, 18 Mar 2008 15:36:45 GMT

Why is it when I play the map I don't see the statue? It is not there. This confuses me.....

Subject: Re: M06 Raveshaw Statue
Posted by Reaver11 on Tue, 18 Mar 2008 19:06:13 GMT

MSwindows wrote on Tue, 18 March 2008 15:36Why is it when I play the map I don't see the statue? It is not there. This confuses me.....'

Probably it is that you only make the terrain and play it as pkg.

Or you replaced the original .lsd

Subject: Re: M06 Raveshaw Statue
Posted by Zion on Tue, 18 Mar 2008 22:59:07 GMT

Reaver11 wrote on Tue, 18 March 2008 09:26Tha statue is PART of the TERRAIN. All terrain data is stored in the .lsd file. Tiles are terrain. Tiles made it easier to add animated models later into the map. ()

This is untrue.

Doors are part of the tiles presets tree, however are not terrain.

The call boxes that call these presets ARE part of the terrain w3d file. THIS is why you have to enable terrain selectable, and select the call box.

Subject: Re: M06 Raveshaw Statue
Posted by Reaver11 on Wed, 19 Mar 2008 10:42:08 GMT

Ah well little error over here, just thought it is stored in the .lsd thus terrain issue ty for correcting that little thingy

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Subject: Re: M06 Raveshaw Statue
Posted by Zion on Wed, 19 Mar 2008 17:28:05 GMT

Infact, the Terrain presets tree contains terrain files. The Tiles tree contains hierachical(s?) (animated) models.

So we were both a little wrong.