Subject: Display Narration In-Game

Posted by Veyrdite on Fri, 03 Aug 2007 08:39:54 GMT

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I want to setup a single player (as in theres only one spawner etc) with narration. Whether it be displaying a texture or string i dont care.

JFW_Show_Info_texture? Dunno how to use it if it gets what i want.

Also the map is intended for unteamed players, so how can i make someone change their team to Unteamed when they enter a script zone?

Quote:edit:How can i make the player pause for a certain amount of time/like in the tutorial levels Worked out JFW_Delay_Custom

Subject: Re: Display Narration In-Game

Posted by Veyrdite on Sat, 04 Aug 2007 00:32:07 GMT

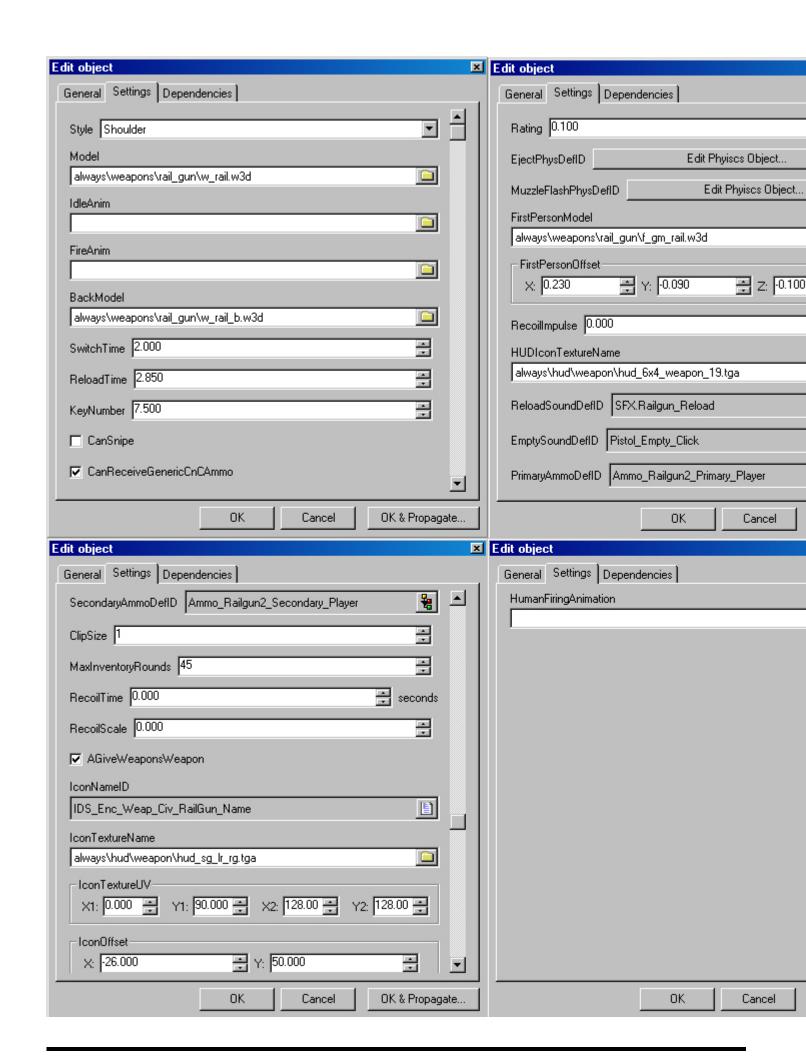
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My modded railgun cant be selcted to use ingame/as if i didn't have a weapon but the railgun icon is on the weaponlist when i pick up the powerup.

File Attachments

1) railgun.jpg, downloaded 412 times

^{*}bump*



Subject: Re: Display Narration In-Game

Posted by Veyrdite on Sat, 04 Aug 2007 04:17:44 GMT

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Whats the w3d for objects\nod_radar\v_nod_radar.w3d (directory from L.E.). I cant find it in always.dat, always2.dat or always.dbs.

Subject: Re: Display Narration In-Game

Posted by Sn1per74* on Sat, 04 Aug 2007 04:19:49 GMT

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dthdealer wrote on Fri, 03 August 2007 23:17Whats the w3d for

objects\nod_radar\v_nod_radar.w3d (directory from L.E.). I cant find it in always.dat, always2.dat or always.dbs.

v nod radar.w3d is it.

Subject: Re: Display Narration In-Game

Posted by Veyrdite on Sat, 04 Aug 2007 04:29:35 GMT

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Quote:I cant find it in always.dat, always2.dat or always.dbs.

I know, but it isn't there.

Subject: Re: Display Narration In-Game

Posted by Oblivion165 on Sat, 04 Aug 2007 04:34:43 GMT

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Check the M**.mix's

Subject: Re: Display Narration In-Game

Posted by Veyrdite on Sat, 04 Aug 2007 05:00:43 GMT

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not in those by the looks of it. tried M04-M11

Subject: Re: Display Narration In-Game

Posted by Veyrdite on Sun, 05 Aug 2007 01:08:07 GMT

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OH STUIPID FLIPPIN BLOODY PROGRAM. IT CRASHES WHEN SAVING AND GIVES ME A BLANK FILE WHEN I REOPEN IT.

Someone please shoot WestWood. That map took ages.

Subject: Re: Display Narration In-Game

Posted by Oblivion 165 on Sun, 05 Aug 2007 01:16:00 GMT

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dthdealer wrote on Sat, 04 August 2007 01:00not in those by the looks of it. tried M04-M11

Apparently not because its in M07.mix

Subject: Re: Display Narration In-Game

Posted by Veyrdite on Sun, 05 Aug 2007 02:48:21 GMT

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woops. Too late now anyways, the maps gone. ()