Subject: Setting up Health Specific to type of mines?
Posted by BlazeDragoon on Sun, 12 Aug 2007 13:09:17 GMT
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Is it at all to set healths for certain types of mines to be different? As far as I can see you can't.. all mines have to have the same health:S. Any suggestions:<?

Subject: Re: Setting up Health Specific to type of mines?
Posted by Sn1per74* on Sun, 12 Aug 2007 13:40:24 GMT
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Make an identical preset and change the health of that preset?

Subject: Re: Setting up Health Specific to type of mines?
Posted by BlazeDragoon on Sun, 12 Aug 2007 13:54:52 GMT
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?? The preset that defines the health for ALL of the mines is one preset. It's Placed_C4 or Tossed_C4. The problem is that it applies to all C4 and you can't actually adjust health on the C4 weapons. So if I change the health of that it changes the health of all C4. As an example say I want remotes with 100 health and timed mines with 200. As far as I can see.. you can't do that:/.

Subject: Re: Setting up Health Specific to type of mines?
Posted by Gen_Blacky on Sun, 12 Aug 2007 18:56:34 GMT
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make 2 mine presets ?

Subject: Re: Setting up Health Specific to type of mines?
Posted by BlazeDragoon on Mon, 13 Aug 2007 16:58:55 GMT
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I must be missing something here? What good will making a new preset do? The ammo preset or weapon presets for weapons to me, seem to have nothing to do with the health. Ok make a new preset for tossed or placed c4.. what good will this do? How would I make that new preset apply to just one mine.. or any for that matter? Unless I maybe make a new ammo type or something:/.

Subject: Re: Setting up Health Specific to type of mines?
Posted by Tunaman on Mon, 13 Aug 2007 21:54:58 GMT
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If you know C++, look in the SSGM source files for the command that handles "!c4" and see how they check to see if an object is a c4 or not. I'm guessing you could do something similar like this and then change the healths of the certain c4.

Subject: Re: Setting up Health Specific to type of mines?
Posted by Jerad2142 on Mon, 13 Aug 2007 22:49:54 GMT
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Make a script and attach it to the mine, this script would send a custom a distance when it was created, and when the who just dropped the mine got the custom it would reflect the custom to the mine, the mind would get the custom and detect what weapon the player was holding and change its health, and possibly model accordingly.