Subject: Chinook Troop Drop
Posted by Burn on Tue, 14 Aug 2007 03:23:00 GMT

I know I did this before but I completely forgot how to. It's really simple and it's been done before. I referenced back to http://renhelp.laeubi-soft.de/index.php?tut=21 and it helped a little bit but I still need to know a couple things...

I'd like to have a mounted speaker phone that the player can run up to and poke, causing it to drop reinforcements. The only problem is last time I did this they could do it repeatedly- I'd like to limit them to using it once every 2 minutes, let's say. I understand that I have to attach a script to the DSAPO object but I don't really know how, there's no script tab when I click on it. I also know I have to use some variation of JFW_Poke_Send_Custom_Cost and JFW_Play_cinematic_Custom.

Does anyone mind taking the time to explain to me how to do this, or link me to a previous topic that I missed in the search engine?

Thanks again!

Subject: Re: Chinook Troop Drop
Posted by Genesis2001 on Tue, 14 Aug 2007 03:50:24 GMT

JFW_Poke_Send_Custom_Cost

and set the cost to uber high.

-MathK1LL

Subject: Re: Chinook Troop Drop
Posted by Gen_Blacky on Tue, 14 Aug 2007 04:20:20 GMT

some how poke custom to a timer then then poke to the object ?

Subject: Re: Chinook Troop Drop
Posted by Burn on Tue, 14 Aug 2007 17:03:26 GMT

Yeah something like that should work. I just don't know how to make the actual cinematic now, nor do I know how to attach the poke and play script to the mounted radio.

Subject: Re: Chinook Troop Drop
Posted by Gen_Blacky on Tue, 14 Aug 2007 18:15:37 GMT
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renhelp is your friend

Subject: Re: Chinook Troop Drop
Posted by Genesis2001 on Wed, 15 Aug 2007 05:04:11 GMT
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Using Text Cinematics - By Dante

Poke and Buy Tutorial - By Reborn (dude at MP-Gaming) (Video Tutorial)

EDIT: Also, If you are trying to do a Multiplayer Co-Op Mission, use my tutorial.

Objectives in Multiplayer - By MathK1LL (Video hopefully coming soon)

-MathK1LL

Subject: Re: Chinook Troop Drop
Posted by Veyrdite on Wed, 15 Aug 2007 05:46:51 GMT
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Get the DSAPO w3d name and temp/add/mod(if server siding) an object, put in the w3d and
select the "Not Targetable" Checkbox. That way you can attach scripts

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