Subject: Laser Walls
Posted by Hades on Sun, 27 Jul 2008 07:55:54 GMT
View Forum Message <> Reply to Message

This is the second time its happened to me , i put laser walls in a map and they shift up or sideways to where they should be

---

Subject: Re: Laser Walls
Posted by mrÃ£Ã§Ä·z on Sun, 27 Jul 2008 08:06:36 GMT
View Forum Message <> Reply to Message

You cant rotate objects serverside, just the Z rotation works

---

Subject: Re: Laser Walls
Posted by Xpert on Sun, 27 Jul 2008 22:02:32 GMT
View Forum Message <> Reply to Message

Looks like you're trying to make blockers for snipe games.

Why don't you use the M08_Rubble_Stub instead of the Simple_Sydney_SandM_Wall. It's wider and less headaches.

You should use Simple_Sydney_SandM_Wall only when you need to block small sections like tunnel entrances or something.

Subject: Re: Laser Walls
Posted by pvtschlag on Mon, 28 Jul 2008 08:18:36 GMT
View Forum Message <> Reply to Message

madrackz wrote on Sun, 27 July 2008 04:06You cant rotate objects serverside, just the Z rotation works

Not true, you can set the transform of an object with PhysicalGameObj::Set_Transform(Matrix3D *mat)

Subject: Re: Laser Walls
Posted by Hades on Tue, 29 Jul 2008 08:49:43 GMT
View Forum Message <> Reply to Message

Awesome thanks xpert , also where you at these days

Subject: Re: Laser Walls
Posted by Ryu on Tue, 29 Jul 2008 10:34:51 GMT
View Forum Message <> Reply to Message

Hades wrote on Tue, 29 July 2008 09:49Awesome thanks xpert , also where you at these days :p

Guess who, liar! ;o

Subject: Re: Laser Walls
Posted by mrÃ£Ã§Ä·z   on Wed, 30 Jul 2008 15:42:50 GMT
View Forum Message <> Reply to Message

pvtschlag wrote on Mon, 28 July 2008 03:18madrackz wrote on Sun, 27 July 2008 04:06You cant rotate objects serverside, just the Z rotation works

Not true, you can set the transform of an object with PhysicalGameObj::Set_Transform(Matrix3D *mat)
serverside? pic?

Subject: Re: Laser Walls
Posted by pvtschlag on Thu, 31 Jul 2008 00:20:54 GMT
View Forum Message <> Reply to Message

Yes it can be done serverside.

Screenshot

Subject: Re: Laser Walls
Posted by Xpert on Thu, 31 Jul 2008 02:55:37 GMT
View Forum Message <> Reply to Message

nice lol.

Subject: Re: Laser Walls
Posted by CarrierII on Thu, 31 Jul 2008 17:45:08 GMT
View Forum Message <> Reply to Message

Ryu wrote on Tue, 29 July 2008 11:34Hades wrote on Tue, 29 July 2008 09:49Awesome thanks xpert , also where you at these days

Guess who, liar! ;o

What the?