
Subject: Airstrike Pictures ;)

Posted by [rrutk](#) on Sun, 22 Feb 2009 18:18:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

Completed my first version of the Airstrike for Museum Mod...

- added GDI&NOD Airstrike (GDI with A-10 Aircraft; NOD with Old SU-27 Aircraft); with PT-Icon
- Airstrike is available via COM Center, as long as COM Center is online (1000 \$)
- it's called via a Beacon (= Airstrike Signal Flare), used Singleplayer Signal Flare for this
- I decided to make it a multiple purpose weapon:
- after placing a signal flare (imediately), the strike will occur a few seconds later (~ 7 seconds to detonation)
- with this, its a offensive or defensive weapon, e.g. against a tank attack
- the strike has the power of a nuke strike (2500 damage), but doubled its damage radius (30 meters scaled)
- the strike will damage ANY unit (GDI AND NOD), so use it with care
- the strike will NOT damage any buildings (except mounted vehicles [Guard Towers, Turrets, Gun Emplacements]) - this would be to easy
- ATM I dont know a way to give points to the player for the damage caused by the strike

File Attachments

1) [GDI_AIRSTRIKE_small.jpg](#), downloaded 990 times



29 GDI Guard Tower destroyed.
GDI Guard Tower destroyed.

Team: GDI Score: 29
Player: PC1 Score: 29

21 GDI Guard Tower destroyed.
GDI Guard Tower destroyed.

Team: Nod Score: 21
Player: EVA Score: 21



2) [NOD_AIRSTRIKE_small.jpg](#), downloaded 1009 times

127

Team	Score
Nod	0
Player	Score
Player	0

83



88

Team	Score
Nod	0
Player	Score
Player	0

59



33

Team	Score
Nod	0
Player	Score
Player	0

31

Subject: Re: Airstrike Pictures ;)
Posted by [mr£Ä\\$Ä-z](#) on Sun, 22 Feb 2009 18:32:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

mine dropped 3 nukes heh

Subject: Re: Airstrike Pictures ;)
Posted by [rrutk](#) on Sun, 22 Feb 2009 19:41:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

made it a combination out of the cinematic effects from level 1 a-10 airstrike plus nuke explosion (without nuke cinematics).

Subject: Re: Airstrike Pictures ;)
Posted by [LR01](#) on Sun, 22 Feb 2009 20:01:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

nice, how is the framerate doing?

Subject: Re: Airstrike Pictures ;)
Posted by [rrutk](#) on Sun, 22 Feb 2009 20:47:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

is a very large map, needs a vis. thats why the FPS is low.

of course, like any other explosion, the FPS will drop at the moment of explosion, if you are near it.

Subject: Re: Airstrike Pictures ;)
Posted by [ArtyWh0re](#) on Sun, 22 Feb 2009 21:49:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

OMG, that looks awesome. Something like this should have been in normal Renegade TBH, like in the missions or even in Multiplayer.

Subject: Re: Airstrike Pictures ;)
Posted by [rrutk](#) on Sun, 22 Feb 2009 23:57:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

Because some people asked, this is the way I've done it:

Airstrike Management

Airstrike Manager (Main): 100621
- JFW_Reflect_Custom_Delay: 7

Airstrike Manager (Sound 1): 100622

- JFW_Reflect_Custom

Airstrike Manager (Sound 2): 100623

- JFW_Reflect_Custom_Delay: 3

NOD:

Original Beacon:

- DAK_Vehicle_Regen_DAK

- TFX_Replace_When_Repaired: Airstrike_Signal_Flare_NOD

Replaced Beacon:

- JFW_2D_Sound_Custom: SFX_My_Siren

- JFW_2D_Sound_Custom_Team: 971, Sound_Airstrike_Warning_NOD, 0

- JFW_2D_Sound_Custom_Team: 971, Sound_Airstrike_Warning_GDI, 1

- JFW_2D_Sound_Custom_Team: 970, Sound_Airstrike_EnRoute_GDI, 1

- JFW_2D_Sound_Custom_Team: 970, Sound_Airstrike_EnRoute_NOD, 0

- JFW_Blow_Obj_Up_On_Custom: Explosion_Main_Airstrike, 9697

- JFW_Created_Send_Custom: 100621, 9697

- JFW_Created_Send_Custom: 100622, 970

- JFW_Created_Send_Custom: 100623, 971

- JFW_Destroy_Self_Timer: 10, 90

- Test_Cinematic: nod_airstrike.txt

CnC_Nod_Aircraft_Beta:

- JFW_Destroy_Self_Timer: 10, 100

GDI:

Original Beacon:

- DAK_Vehicle_Regen_DAK

- TFX_Replace_When_Repaired: Airstrike_Signal_Flare_GDI

Replaced Beacon:

- JFW_2D_Sound_Custom: SFX_My_Siren

- JFW_2D_Sound_Custom_Team: 961, Sound_Airstrike_Warning_NOD, 0

- JFW_2D_Sound_Custom_Team: 961, Sound_Airstrike_Warning_GDI, 1

- JFW_2D_Sound_Custom_Team: 960, Sound_Airstrike_EnRoute_GDI, 1

- JFW_2D_Sound_Custom_Team: 960, Sound_Airstrike_EnRoute_NOD, 0

- JFW_Blow_Obj_Up_On_Custom: Explosion_Main_Airstrike, 9696

- JFW_Created_Send_Custom: 100621, 9696

- JFW_Created_Send_Custom: 100622, 960

- JFW_Created_Send_Custom: 100623, 961

- JFW_Destroy_Self_Timer: 10, 91

- Test_Cinematic: gdi_airstrike.txt

GDI_A10_Flyover:

- JFW_Destroy_Self_Timer: 10, 100

GDI Cinematic File:

```
;
;
; Available Cinematic Script Commands
;
; time/frame Create_Object, id (slot), preset_name, x, y, z, facing, animation
; id can be -1 to mean do not store this object, and do not destroy
; 0 Create_Object, 0, .44 Magnum, 0, 0, 0, 180, "Human.jump"
;
; time/frame Destroy_Object, id (slot)
; 0 Destroy_Object, 0
;
; time/frame Play_Animation, id (slot), animation_name, looping, sub_obj_name
; 0 Play_Animation, 0, "Human.Jump", false
;
; time/frame Control_Camera, id ( slot )
; use id -1 for disabling control;
; note this will also disable star control and disbale the hud
; 0 Control_Camera, 0
;
;
;
;***** CHEAT SHEET *****
;
;Start frame create_object slot number model x,y,z,facing animation name( model*hierarchy*.anim
)
;Start frame Play_Animation slot number anim name ( model*hierarchy*.anim ) looping Sub
Object
;Start frame Play_Audio wave filename slot number bone name
; * no slot # / bone name = 2D Audio
;0= NO LOOP ( kills object when finshed ) 1= LOOP
;
;***** GDI Airstrike *****
; This is the GDI Airstrike with v_gdi_a10.w3d
;
;*****
;
; ***** Aircraft
;
-0 Create_Real_Object, 7, "GDI_A10_Flyover"
-0 Play_Animation, 7, "V_GDI_A10.V_GDI_A10", 1
```

```
; ***** Path
;
-0 Create_Object, 8, "airstrike"
-0 Play_Animation, 8, "airstrike.airstrike", 0
-0 Attach_To_Bone, 7, 8, "PLANE"

; ***** Explosion
;
-140 Create_Object, 9, "X1G_AG_Effects", 0
-140 Play_Animation, 9, "X1G_Effects.X1G_Effects", 0

; ***** CleanUp
;
-400 Destroy_Object, 7
-400 Destroy_Object, 8
-400 Destroy_Object, 9
```

Text announcements are missing, because I dont know a f... script for simple text messages (no, message_display_custom is bugged.).

You will need this files (x1g_effects is changed to have detonation at 0,0,0):

File Attachments

- 1) [airstrike.W3D](#), downloaded 173 times
 - 2) [x1g_effects.w3d](#), downloaded 163 times
-

Subject: Re: Airstrike Pictures ;)
Posted by [renalpha](#) on Mon, 23 Feb 2009 00:01:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

looks great, its serverside too i believe.

Subject: Re: Airstrike Pictures ;)
Posted by [sterps](#) on Thu, 26 Feb 2009 08:51:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

This mod is excellent, i always wanted A-10 strikes, gunboats, recons bikes, SSM launchers. thank you!

Just add those and the extra buildings like the shrine of nod and Adv. Comm. centres that control beacon purchases, helipads that air units are built from, repair bay, conyards that heal buildings, silos, sams etc, into a .mix type map and released with these goodies in it, then you will be playing c&c mode like the way it was supposed to be in all its glory.

Btw where do you get those skins for the med and mammoth tanks from?

Subject: Re: Airstrike Pictures ;)

Posted by [rrutk](#) on Thu, 26 Feb 2009 12:51:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

steps wrote on Thu, 26 February 2009 10:51 This mod is excellent, i always wanted A-10 strikes, gunboats, recons bikes, SSM launchers. thank you!

Just add those and the extra buildings like the shrine of nod and Adv. Comm. centres that control beacon purchases, helipads that air units are built from, repair bay, conyards that heal buildings, silos, sams etc, into a .mix type map and released with these goodies in it, then you will be playing c&c mode like the way it was supposed to be in all its glory.

Btw where do you get those skins for the med and mammoth tanks from?

If there would be an easy way to convert pgk->mix may be I would do it with some maps, but at this stage, no. It will stay a pgk or may be later a standalone:

Cross the fingers, may be, I will have a very BIG SURPRISE and a BIG PRESENT FOR YA to include in one of the next versions. OMG, i hope, all things run well! It will result in some levels/maps you all want to play

With that and with some help I'm looking for (good mappers & texture artists for some thing, e.g. good VIS systems) it has the potential to be a really HQ mod.

PS: hmm, die tank models are not skins, but w3d-models. In the readme I told all the sources/creators for the material I know.

Subject: Re: Airstrike Pictures ;)

Posted by [bisen11](#) on Thu, 26 Feb 2009 15:26:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

That's pretty awesome.

Subject: Re: Airstrike Pictures ;)

Posted by [mrÄÅŞÄ-z](#) on Thu, 26 Feb 2009 17:12:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

I have Diffrent Airstrikes (Chat Command Serverside) i will post them later
