Subject: Drop Script Help
Posted by Ferhago on Fri, 08 Aug 2003 10:24:17 GMT

I have a few questions about making c-130 drop scripts.

1. Is it possible to change the weapon a dropped bot is holding?

2. What is the name of the stealth black hand unit? I just need the name I know how to make him stealth and all.

3. Is it possible to change what a dropped bot drops (after you kill it)?

4. I saw someone make the c-130 fly by without swooping down. It dropped bots. How is this done?

5. What does the little -120 or some other number at the beggining of each line mean? I think it means time interval

6.How do you determine where and how far apart the bots will be when dropped?

Thanks in advance to anyone who can help me

Subject: Re: Drop Script Help
Posted by kawolsky on Fri, 08 Aug 2003 11:00:02 GMT

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1.yes,i think
2. dunno
3.i think you can with certain scripts
4.i have no idea
5.the time it takes to for the "thing" to "spawn" or the script to apply
6.don`t know if you can

Subject: Drop Script Help
Posted by General Havoc on Fri, 08 Aug 2003 13:25:37 GMT
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1. Not if your not making a mod package or MIX file. Yes if you are because you need to change the soldier presets.

2. Doesn't exist, you would need to make a preset with the character.

3. Attach "GTH_Drop_Object_On_Death" to the soldier and then specify what you want dropped. The parameters are for the script are Probability=0-100 Object=Preset_Name Drop Height=0.75

4. You need to change the animation of the C130 or use a different animation. You need to ask someone who knows text cinematics better than me.

5. It means frame number. 60 would be one second if the game is running at 60fps. Frames with a "-" in front of them happen before the animation starts playing.

6. You can't control the location but you can cantrol how far apart by putting the drops in closer intervals. Meaning drop at frame 10 then frame 15 would be closer than dropping at frame 10 then at 30.

I would HIGHLY reccommend you reading Dante's tutorial on my website, it will help you understand theingd about the different frames and scripting.
http://www.renhelp.co.uk/Tutorials/TUT_Cinematics also you can find a lot of useful preset listing on my site at http://www.renhelp.co.uk/Tutorials/TUT_Preset

_General Havoc

Subject: Re: Drop Script Help
Posted by boma57 on Fri, 08 Aug 2003 13:30:17 GMT
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1. Is it possible to change the weapon a dropped bot is holding?
- Not that I know of, but you can attach scripts to give him different weapons (he'll still have the original one, too), which you can specify. The script is "M00_Grant_Powerup_Created", and the parameter that goes along with it is the weapon you want.

2. What is the name of the stealth black hand unit? I just need the name I know how to make him stealth and all.
"CnC_Nod_FlameThrower_2SF", and there's a script you'd attach to make him stealth, I do not recall the name of it right now.

3. Is it possible to change what a dropped bot drops (after you kill it)?
Yes, but I'm tired, I'll post it later

4. I saw someone make the c-130 fly by without swooping down. It dropped bots. How is this done?
- You can change the animation that the C-130 uses, as well as the model. In the top of the script:
-1 Create_Object,   1, "V_NOD_cargop_sm"
-1 Play_Animation,   1, "V_NOD_cargop_sm.M_cargo-drop_sm", 0
"V_NOD_cargop_sm" is the name of the W3d file, and "M_cargo-drop_sm" is the w3d animation.

5. What does the little -120 or some other number at the beggining of each line mean? I think it means time interval
- It is the time. I don't know what units it measures it, but 0 is the beginning of the script, and 190 is when the C-130 reaches the "prime dropping point" on the Airstrip.

6.How do you determine where and how far apart the bots will be when dropped?
- By editing the time interval.

Subject: Drop Script Help
Posted by Ferhago on Sat, 09 Aug 2003 04:44:47 GMT
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Those are just cinematic scripts tuts. They didnt help me much.

Anyway I have some more questions.

1. How do you make single player enemy weapons appear? I saw someone drop the anti repair gun and the mendoza fireball launcher. They could be picked up and would not frreze the game. They could be used.

2. Whats the animation I should use to get the plane to just fly overhead and drop its cargo?

3. How am I supposed to know the xyz coordinates of the place I want the bot to drop?

4. The time interval things. When the stated time elapses sometimes my bots just fall out of the back of the plane as soon as the plane is created. This means it is stuck in the air way off the airstrip

5 (off topic) I want to try my hand at making maps. What will I need and where can I find some good tutorials

6. What do the numbers in between all the lines mean?

Example: -150 Attach_Script, 8, "M08_Enable_Stealth"

EDIT: I couldnt find a SINGLE animation that worked. Or at least I couldnt get to work

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Subject: Drop Script Help
Posted by boma57 on Sat, 09 Aug 2003 06:36:18 GMT
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1. How do you make single player enemy weapons appear? I saw someone drop the anti repair gun and the mendoza fireball launcher. They could be picked up and would not frreze the game. They could be used.
If you have LevelEdit, open it up. (If you don't have it, the answer to question 5 has a link) On the right, in the preset bar, go under Objects and basically you'll find a list of things you can drop (You can also drop things by their W3D filename, but the preset method is easier). Whatever the preset is named, that's what you put in the script. If you're not sure what a preset is, just click on Make and to create it in the LevelEdit window.

2. Whats the animation I should use to get the plane to just fly overhead and drop its cargo?
I don't know which animation you mean off-hand, and looking through all of the animations available would be a real pain. The best thing I can recommend is looking at other cinematic scripts and see if they use anything like the animation you want, but you could always search through the always.dat w3ds if you need that exact animation, it'll probably just take awhile. You could also make your own animation, but that would only work in a mod or custom map.

3. How am I supposed to know the xyz coordinates of the place I want the bot to drop?
Once again LevelEdit comes in handy. If you create the terrain of the map you want to use the drop script with, you can position an object (any object) where you would want it to be created, and LevelEdit will give you it's XYZ coordinates if you double click on it and go to the position tab. It also displays the XYZ location of the camera in the status bar at the bottom if you don't want to create the object.

4. The time interval things. When the stated time elapses sometimes my bots just fall out of the back of the plane as soon as the plane is created. This means it is stuck in the air way off the airstrip
Are you trying to create an airplane that you can enter, fly around in and drop off bots, or just drop bots out of the normal C-130 plane? If you're creating an aircraft, just increase the time interval, they don't have to go in order or anything. I would give a few hundred "units" (whatever the interval is measured with) inbetween when the plane is created and the bots start dropping. If you're just dropping bots out of the back of the normal C-130, make sure you give them enough time inbetween. If they're too close together, they'll stick.

5 (off topic) I want to try my hand at making maps. What will I need and where can I find some good tutorials
You'll need to get GMax from http://www.discreet.com and the other Renegade Mod Tools are found at ftp://ftp.westwood.com/pub/renegade/tools/RenegadeToolsInstaller2.exe

As for tutorials, there's a giant list here. The best for the basics of map making would probably be Eqvaliser's which are found at the bottom of the first post in the thread.

6. What do the numbers in between all the lines mean?
Example: -150 Attach_Script, 8, "M08_Enable_Stealth"[/quote]
Those are identification numbers, used to do what they sound like, identify things. For example, if you create an object and identify it as number 1, you'll also have to use the same identification number when attaching a script or another object to it.

Subject: Drop Script Help
Posted by Ferhago on Sat, 09 Aug 2003 07:10:53 GMT
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Thanks for the help. Only two problems I have left.

I can drop the anti repair gun but not the mendoza gun for some reason.

I was wanting to drop the SP sniper rifle that has a red tracer too. But it didnt show up. I entered all the sniper rifle entries in my drop script figuring one of them would be right. but it didnjt drop.

And as for animations. Will it be c-130 or cargo plane or something along that line in its title?

Also. How do you make a helicopter drop off your bots?