Posted by BlazeDragoon on Sat, 10 May 2008 20:44:01 GMT
View Forum Message <> Reply to Message

JFW_Vehicle_Extra_2
JFW_Vehicle_Extra_Attach

Those are the two scripts I'm using and I have only gotten them to work somewhat, I can only figure that they are bugged, when I asked jonwil some time back, he just said they should work fine.

What I'm trying to do is create a Mammoth MK2 model that has the mk2 itself, and the other guns on it gunnable by OTHER players, other then the driver. This allows for one driver and 3 gunners. However, there is a few problems I have with these scripts.

1.)When you damage one of the extra objects attached to the vehicle, in this case one of the guns, it does not damage the main vehicle(MK2). The damage only goes one way, meaning if I damage the mk2 it will effect turrets, even if it raises the health in making it have the same health when you attack the MK2. This wasn't to bad either

2.)The "auto booting" does not work. Meaning if I'm GDI and I own the main vehicle, it does not kick people out of the extra objects, or guns. I had to disallow nod from getting inside it all around, since this did not work, so wasn't to do.

So at this point I had the extra objects attached to the main vehicle and working good enough despite these few problems, except a new problem appeard when I was hosting a linux server.

3.)The turrets are not in the correct spots, and they seem to "collide" causing it to be very annoying to drive ingame. I am hosting it on a linux server, where EVERYTHING else I have tried so far works fine, except this. When hosting a lan game on my pc, and having someone else join me, it works perfectly fine. However, the linux server has been no good no matter what I have tried.

Here's a screenshot of the linux issue.

I was wondering if anyone has tried this and knows any possible solutions or ideas to fix the issue:/. That or the cause of the issue. I can provide further information if needed.