Subject: Are These Things Possible?
Posted by Sanada78 on Mon, 15 Sep 2003 16:42:34 GMT
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I have a few questions of things that I want to know if they're possible to do with Renegade. They're generally for DM purposes and I want to know if they can be done.

First Question:

I noticed in the Power Up objects in Level edit, there're Power Ups that weren't used like the "Tissue Nanites", "Uplink", "Stealth Suit" etc. I can imagine these were intended for DM but never implemented.

Is it possible to actually use them? I remember someone saying there's a way to get the Stealth Suit to work, granting the person who picks it up stealth. Can this also be done with the others? Let?s say that the Tissue Nanites give the ability to run faster until you die and re-spawn. The Double Damage power up makes your weapons do double the damage. The Uplink gives you radar.

Second Question:

This would just be for fun. Could a script be made of something that makes a sound play when you reach a certain kill count? Say you tell it to play sound.wav when player reaches 10 kills. It would play it so just you here it, just like you only here the "Yo" sound when your PM'ed.

Third Question:

This is also for fun. Is it possible for it to play a sound when you headshot someone? NOT when you hit them in the head, but kill them via the head. Could a script be made so when the infantry unit is killed by the head, a sound is played just like described above. I know the head is a separate W3D model, that's how you do more damage when it's shot, I'm just thinking it might be possible because of this.

Um, that?s all for now.

I not to bothered about the second and third, they?re just really fort the hell of it. They seem a bit out of the blue, but it would be great if it could be done. The first one is what I really would like to know about. Thanks.