Subject: upgrade power ups
Posted by Titan1x77 on Sat, 01 Mar 2003 11:41:14 GMT
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such as the stealth suit ....how do i make these available to pick-up and use in a MP map?

Subject: upgrade power ups
Posted by General Havoc on Sat, 01 Mar 2003 13:16:10 GMT
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I haven't actually tried Dante's stealth suit yet i will give it ago later and see how to get it working. Otherwise Dante will be the one to ask about using this powerup unless someone else has and will tell you how to use the script and on what preset.

Subject: upgrade power ups
Posted by General Havoc on Sat, 01 Mar 2003 18:09:57 GMT
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I got them working on a map now. For this i take it you have the custom scripts.dll installed and also in your mod folder.

1) Bring up your map in leveledit.

2) On the preset tree go to OBJECT > SPAWNER > POWERUP SPAWNERS > INFANTRY TYPE POWERUPS > ARMOUR SPAWNERS >

3) At the root of Armour Spawners click "Add Temp"

4) Name your preset something like stealth armour and click the settings tab.

5) Click the Pick Presets button then choose anything you wish really. I used POWERUP > SOLDIER POWERUPS > ARMOUR POWERUPS > POW_ARMOUR_025

6) Go to the scripts tab and add "TDA_Stealth_Armour" set the parameter at any value you wish (time).

7) Make your object on your map and export your map

VIII) if you used armour then harm yourself and pick up the armour.

This works on armour for cerain although i see no reason why the script won't work on other things like weapons and things. I said to add temp because that way it adds support for Mix files. Making temps instead of normal ones is no different in terms of PKG format.

Subject: upgrade power ups
Posted by General Havoc on Sat, 01 Mar 2003 18:26:46 GMT
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Your gonna have to ask Dante about this but it appears that the timer isn.t working properly for the stealth armour. It turns you stealth but it doesn't run out. i set the timer to 1 and to 60 but it still doesn't run out. Unless it uses some rediculous scale like 1=100 minutes i don't think it's working.

Subject: upgrade power ups
Posted by Titan1x77 on Sun, 02 Mar 2003 06:38:33 GMT
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Dante you care to help me out on this one?

Thanks for your time to help test it havoc!!

Subject: upgrade power ups
Posted by Titan1x77 on Sun, 02 Mar 2003 08:19:41 GMT
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problem solved!!

Map is complete

Subject: upgrade power ups
Posted by General Havoc on Sun, 02 Mar 2003 09:06:01 GMT
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hmmm did you manage to get the timer working then? All i can think of is to use it on a powerup crate and not something that adds to the player itself?

Subject: upgrade power ups
Posted by Titan1x77 on Tue, 04 Mar 2003 12:54:48 GMT
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check out my map to see it in action....timer didnt work nor did i want it too

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Subject: upgrade power ups
Posted by snipefrag on Tue, 04 Mar 2003 13:27:52 GMT
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kool i have seen these in my brother maps and i know they dont have any code so they dont work, did dante make new scripts for them?

Subject: upgrade power ups
Posted by Titan1x77 on Tue, 04 Mar 2003 15:10:25 GMT
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jon wil has made a updated version of the custom scripts.....where the timer will work in the new script

i havent used the new script yet myself....he's looking for testers tho

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Subject: upgrade power ups
Posted by PiMuRho on Tue, 04 Mar 2003 16:28:38 GMT
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Personally, I'd rather have the stealth powerup without a timer, like it was in C&C.

If the powerup is gained from a crate, where you have an equal chance of it blowing you up, then it all balances out.

Subject: upgrade power ups
Posted by General Havoc on Tue, 04 Mar 2003 16:54:32 GMT
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Yeah i'm working with jon wil testing the current and the new version of the dll with the scripts. So far when we last spoke we tested out version 1.1 on some of the current scripts and it's faulty. I think he is working hard on getting it working though so that should be good if we can get the scripts working. Hopefully at the release of my tutorials people will start to use the script more in their maps because some of the things that can be done using scripts are stunning. I just wish good luck to jon getting the new DLL fixed.

Subject: upgrade power ups
Posted by Deafwasp on Tue, 04 Mar 2003 16:56:59 GMT
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Yes, no timer. For one thing, it doeent stop you from dying, so I don't care. I have killed stealth troopers from miles away, I am very good at spotting them. For one thing, stealth troops still kick up dirt when running around.

even if the timer don't run down, is the timer visible? hope not.

So, is the tiberium sheild working?

Subject: upgrade power ups
Posted by General Havoc on Tue, 04 Mar 2003 17:30:59 GMT
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When the new version of the script DLL is released all maps using the stealth script will have their timers working to the time specified, keep this in mind if you use any of the listed scripts that JW mention were effected by issues related to timers and things that use higher and lower bounds. You can enter a high number for the stealth armour script to make it last. Unless dante used a number like -1 to indicate unlimited time in his script you'll have to enter a high number thats i likelt never to be reached by the timer.