Subject: Al deploy beacon? scripts.dll or objects.ddb... Posted by theplague on Fri, 27 May 2005 07:01:42 GMT

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is it possible to get AI to deploy a beacon? or even create a active beacon as if someone deployed it in either objects.ddb or scripts.dll?

Subject: Re: Al deploy beacon? scripts.dll or objects.ddb... Posted by ghostSWT on Fri, 27 May 2005 16:26:01 GMT View Forum Message <> Reply to Message

There is a gdi bot with a ion as a weapon, in c130 drop script he is called "GDI_MiniGunner_IonCannon_JDG" I'm sure you can spawn him with scripts.dll and have him lay a beacon, oh... i never actually seen/spawned GDI_MiniGunner_IonCannon_JDG so I'm not sure how he works.

I know there is a way to have an ion spawn and then detonate but the way i know is complicate, I'm sure someone will tell you an easy way... i hope.

Subject: Al deploy beacon? scripts.dll or objects.ddb... Posted by Sn1per XL on Fri, 27 May 2005 19:02:19 GMT

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There is a script called "mx0_plant_ion_beacon_DLS" you can use to make anyone plant an ion beacon beacon.

Subject: Al deploy beacon? scripts.dll or objects.ddb... Posted by theplague on Fri, 27 May 2005 22:45:05 GMT

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tytyty

Subject: Re: Al deploy beacon? scripts.dll or objects.ddb... Posted by theplague on Sat, 04 Jun 2005 08:07:47 GMT

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so is mx0 plant nuke beacon DLS to plant a nuke???

Subject: Re: Al deploy beacon? scripts.dll or objects.ddb... Posted by RFTrinity on Sun, 12 Jun 2005 01:53:11 GMT

yes

Subject: Re: Al deploy beacon? scripts.dll or objects.ddb... Posted by theplague on Sun, 12 Jun 2005 07:43:52 GMT View Forum Message <> Reply to Message

:S it's the 10 second beacons... any 30 second beacon scripts?

Subject: Re: Al deploy beacon? scripts.dll or objects.ddb... Posted by reborn on Sun, 12 Jun 2005 21:24:00 GMT

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That isn't really neccessary...

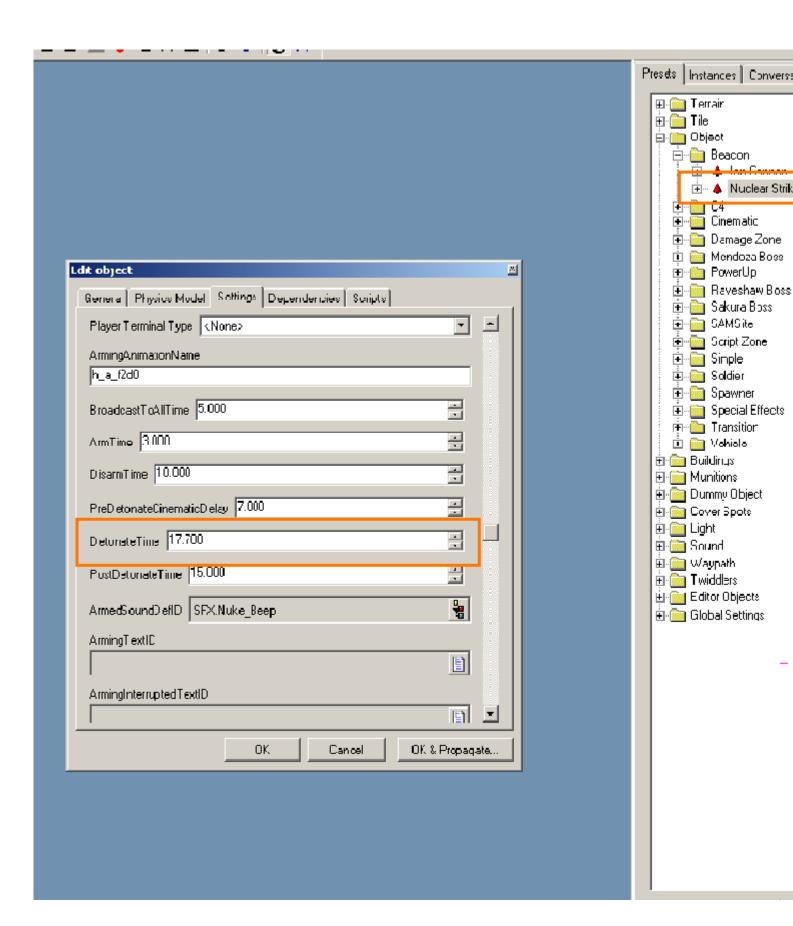
If the script looks for the ten second nuke then edit the detonate time on the object to be longer..

In the top right of my screen shot is the object for the ten second nuke, this is marked by the orange box...

If you hit mod on this and then go to the setting tab, scroll down to the other highlighted orage box marked in the screen shot and change the value to what you want it to be... (the normal one is about 47 seconds i think) hope this helps

File Attachments

1) nuke.gif, downloaded 246 times



Subject: Re: Al deploy beacon? scripts.dll or objects.ddb... Posted by theplague on Mon, 13 Jun 2005 00:55:17 GMT

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lol, i was trying to avoid that cos i was using the 10 second for something else... but oh well.

thx

Subject: Re: Al deploy beacon? scripts.dll or objects.ddb... Posted by danpaul88 on Mon, 13 Jun 2005 20:54:31 GMT View Forum Message <> Reply to Message

then temp the 10 second and make the copy 30 seconds

Subject: Re: Al deploy beacon? scripts.dll or objects.ddb... Posted by theplague on Tue, 14 Jun 2005 10:22:27 GMT View Forum Message <> Reply to Message

:S lol, why didn't i think of that, thx