Subject: my ceiling guns/other things as well
Posted by HRWormy on Sun, 26 Feb 2006 00:24:36 GMT
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Ok here is my deal, i have self taught myself how to use leveledit, but here is the deal, i have made ceiling guns, put them on the map, but they do not fire, i added script JFW_GAURD_DUTY to the guns, but no luck, i need to know what script i should add to make them fire, also , it seems whenever i temp an object, or mod one and make it, when i add the .ldd to my server it will not allow the map to load, i have tried many times and have come to the conclsion that it is when i temp or mod any object, any suggestions?, ok and last one, i am trying to make a buggy/humvee with repair guns instead of machine guns, will this work server side, and how is it done if it is possible without any extras downloading client side

Subject: Re: my ceiling guns/other things as well
Posted by Napalmic on Sun, 26 Feb 2006 01:44:43 GMT
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JFW_Guard_Duty is for vehicles... try M00_Base_Defense or something similar. Temp objects won't work for client and crash if you're doing something like that serverside or in Renegade so just modify the existing presets and use them.

It's possible to change the humvee like that just edit it's weapon under Munitions->Ammo etc.

Subject: Re: my ceiling guns/other things as well
Posted by Tunaman on Sun, 26 Feb 2006 02:14:15 GMT
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I am working with Wormy on making the humvees/buggies into repair vehicles. What I want to do is to be able to add a new vehicle(the repair buggy/humvee) into the PT, would this be possible? This way you could be able to use the original humvee and buggy, and also use the special repair version. So far I've been able to make this work clientside in my hosted games, but I am unable to serverside...

Subject: Re: my ceiling guns/other things as well
Posted by nopol10 on Sun, 26 Feb 2006 09:56:14 GMT
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You could just add the repair ammo as a secondary weapon to the exiting buggy/hummvee.