Subject: weapon factory=weapons

Posted by ukshoot on Sat, 09 Sep 2006 15:21:47 GMT

View Forum Message <> Reply to Message

how do i go about changing the vehicles on renegade into weapon upgrades i have tried it on level editor but nothing happens when u buy the vehicle i have seen it done on other servers

any ideas?

Subject: Re: weapon factory=weapons

Posted by Zion on Sat, 09 Sep 2006 17:26:15 GMT

View Forum Message <> Reply to Message

Try chaning what the controller does, since the vehicals come from the controller.

Subject: Re: weapon factory=weapons

Posted by futura83 on Sat, 09 Sep 2006 17:37:38 GMT

View Forum Message <> Reply to Message

if you changed the building type of the WF to 'soldier factory', wouldnt it act just like a barracks, with the vehicle screen 'unavailable'?

or do you mean other changes?

Subject: Re: weapon factory=weapons

Posted by ukshoot on Sat, 09 Sep 2006 18:55:22 GMT

View Forum Message <> Reply to Message

i wanted it so if you buyed a apc you got a rocket launcher stuff like that.

Subject: Re: weapon factory=weapons

Posted by futura83 on Sat, 09 Sep 2006 19:01:45 GMT

View Forum Message <> Reply to Message

i just tested that briefly, i changed the object you get when buying a hummvee to a rocket launcher.

now, the rocket launcher spawned at 0,0,0 and i was given some sort of machine gun(like the humvee weapon).

edit: never mind, ive used this mod package as tests several times, and gave the orca machine gun to a gdi char.

gbut the powerup still goes to 0,0,0

p.s. something weird happens when i give the orca gun to a soldier:

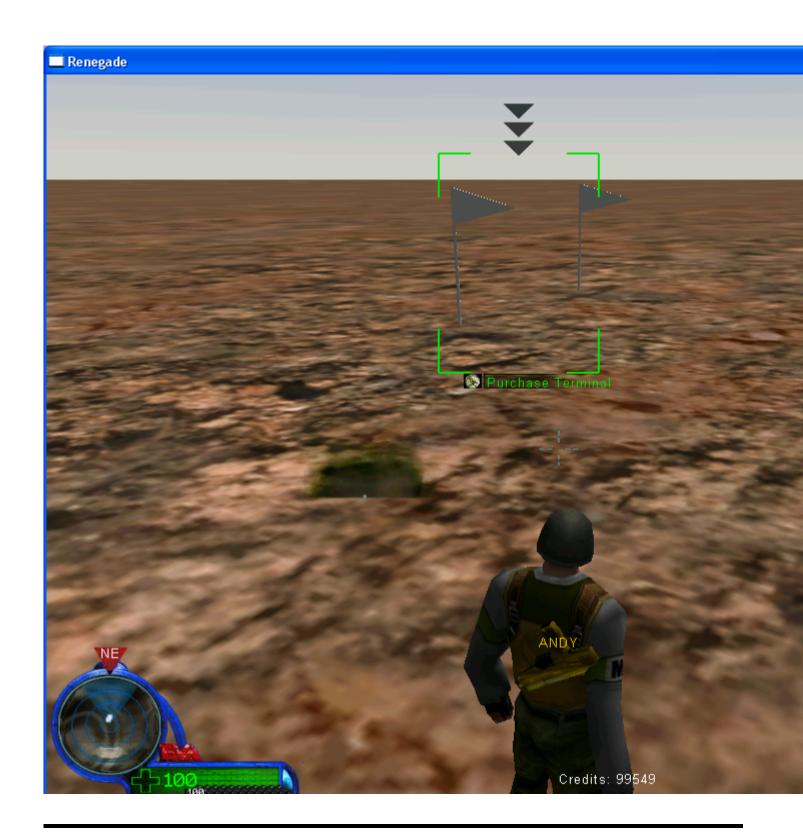
here i am shooting myself, where the bullets are coming from is where i spawned and after using a pt, it shot from where i stood

File Attachments
1) ScreenShot31.png, downloaded 590 times

Page 2 of 11 ---- Generated from Command and Conquer: Renegade Official Forums



2) ScreenShot32.png, downloaded 594 times



Subject: Re: weapon factory=weapons
Posted by ukshoot on Sat, 09 Sep 2006 19:27:51 GMT
View Forum Message <> Reply to Message

i know about that ^^ but what im trying to do is make the airstrip and weapon factory work as a

character classes..

buggy = gdi officer apc = gunner artillery = .....

humve = nod officer apc= SBH MRLS= .....

i have tried eveything in IvI editor no luck so far it must be possible.

i have seen it on some servers

Subject: Re: weapon factory=weapons

Posted by Zion on Sat, 09 Sep 2006 21:04:14 GMT

View Forum Message <> Reply to Message

Just change what models the soldier factories use to the oppesit equivilant.

Subject: Re: weapon factory=weapons

Posted by Whitedragon on Sun, 10 Sep 2006 02:31:00 GMT

View Forum Message <> Reply to Message

I've been planning to write a script that will allow you to replace vehicles and characters in the PT with powerups and have it work correctly. But theres no way you can do it unless you know how to script.

Subject: Re: weapon factory=weapons

Posted by IronWarrior on Sun, 10 Sep 2006 03:01:11 GMT

View Forum Message <> Reply to Message

This is so easy. :/

Just replace the warfan controller with the barracks one and place it on the building.

Now you can buy troops in the war.

Subject: Re: weapon factory=weapons

## Posted by Whitedragon on Sun, 10 Sep 2006 03:11:40 GMT

View Forum Message <> Reply to Message

He wants to buy WEAPONS from the wf, not characters.

Subject: Re: weapon factory=weapons

Posted by LR01 on Sun, 10 Sep 2006 07:51:20 GMT

View Forum Message <> Reply to Message

try contact the server?

Subject: Re: weapon factory=weapons

Posted by futura83 on Sun, 10 Sep 2006 09:08:23 GMT

View Forum Message <> Reply to Message

IWarriors wrote on Sat, 09 September 2006 22:01This is so easy. :/

Just replace the warfan controller with the barracks one and place it on the building.

Now you can buy troops in the war.

the 17 doctor wrote on Sat, 09 September 2006 12:37 if you changed the building type of the WF to 'soldier factory', wouldnt it act just like a barracks, with the vehicle screen 'unavailable'?

or do you mean other changes?

so basically, if he did that, the vehicle screen wouldnt be accessible

Subject: Re: weapon factory=weapons

Posted by IronWarrior on Sun, 10 Sep 2006 10:11:25 GMT

View Forum Message <> Reply to Message

Whitedragon wrote on Sat, 09 September 2006 22:11He wants to buy WEAPONS from the wf, not characters.

Ah, me bad.

Subject: Re: weapon factory=weapons

Posted by futura83 on Sun, 10 Sep 2006 10:14:00 GMT

View Forum Message <> Reply to Message

Whitedragon wrote on Sat, 09 September 2006 22:11He wants to buy WEAPONS from the wf, not characters.

wrong!

ukshoot wrote on Sat, 09 September 2006 14:27i know about that ^^ but what im trying to do is make the airstrip and weapon factory work as a character classes..

buggy = gdi officer apc = gunner artillery = .....

humve = nod officer apc= SBH MRLS= .....

i have tried eveything in Ivl editor no luck so far it must be possible.

i have seen it on some servers

he wants to do it so that one teams vehicles screen gives him the others characters

Subject: Re: weapon factory=weapons

Posted by Whitedragon on Sun, 10 Sep 2006 10:18:35 GMT

View Forum Message <> Reply to Message

ukshoot wrote on Sat, 09 September 2006 11:21how do i go about changing the vehicles on renegade into weapon upgrades

ukshoot wrote on Sat, 09 September 2006 14:55i wanted it so if you buyed a apc you got a rocket launcher stuff like that.

Which one is it?

Subject: Re: weapon factory=weapons

Posted by futura83 on Sun, 10 Sep 2006 10:41:34 GMT

View Forum Message <> Reply to Message

it seems he dosnt know

Subject: Re: weapon factory=weapons

Posted by Jonty on Sun, 10 Sep 2006 14:38:57 GMT

View Forum Message <> Reply to Message

What about the Alt+click on extras mode? You could make it so vehicles are disabled and have to alt-click on the normal infantry button to get to the other teams' infantry.

Subject: Re: weapon factory=weapons

Posted by futura83 on Sun, 10 Sep 2006 14:59:09 GMT

View Forum Message <> Reply to Message

then he couldnt have laddered games as ppl would have to enable extras.

Subject: Re: weapon factory=weapons

Posted by LR01 on Sun, 10 Sep 2006 15:49:08 GMT

View Forum Message <> Reply to Message

what is the point of ladderd games?

Subject: Re: weapon factory=weapons

Posted by futura83 on Sun, 10 Sep 2006 15:51:57 GMT

View Forum Message <> Reply to Message

true.

but when a ladder does get made, then there will be a point in them.

Subject: Re: weapon factory=weapons

Posted by LR01 on Sun, 10 Sep 2006 15:59:40 GMT

View Forum Message <> Reply to Message

how did the laddersystem worked?

if it worked with points, then wont you rank rises far in the sky when you play in a laddered co-op server?

Subject: Re: weapon factory=weapons

Posted by futura83 on Sun, 10 Sep 2006 16:05:39 GMT

View Forum Message <> Reply to Message

that is a bad thing; on co-op games, wins will rise, kills will rise, and so will points, whereas deaths

will be less frequent.

i dont know when it went down, but it was shortly after i started playing, as my first username(futura83) actually has a few stats displayed for it.

Subject: Re: weapon factory=weapons

Posted by LR01 on Sun, 10 Sep 2006 16:11:08 GMT

View Forum Message <> Reply to Message

My online name, LR01 is about rank 2000

(I started playing Renegade 3 years ago)

But back to the topic, isn't weapons bug things done with scripts?

Subject: Re: weapon factory=weapons

Posted by futura83 on Sun, 10 Sep 2006 16:13:40 GMT

View Forum Message <> Reply to Message

thw wf controller has something about it that makes the wf create vehicles the way it does.

this explains why the wf and airstrip have dif sections on the preset tree.

Subject: Re: weapon factory=weapons

Posted by ukshoot on Sun, 10 Sep 2006 18:57:26 GMT

View Forum Message <> Reply to Message

i have tried what i know of level editor...NOT ALOT

- 1,adjusted the wf/airstrips to character classes and changed all vehicles to players and weapons. Does not work wf/strip just make normal vehicles regardless of changes
- 2, replaced the wf/strip to barr/hon controller .Does not work the vehicle screen just goes blank as in something is being built. nothing gets made when finished

Subject: Re: weapon factory=weapons

Posted by Zion on Sun, 10 Sep 2006 21:55:19 GMT

ukshoot wrote on Sun, 10 September 2006 19:57i have tried what i know of level editor...NOT ALOT

1,adjusted the wf/airstrips to character classes and changed all vehicles to players and weapons .Does not work wf/strip just make normal vehicles regardless of changes

Close the level editor and save the presets, then take objects.ddb from the presets folder, rename to objects.aow (if you have ssaow (recommended)) and place in servers data folder.

Subject: Re: weapon factory=weapons

Posted by ukshoot on Mon, 11 Sep 2006 18:43:14 GMT

View Forum Message <> Reply to Message

Merovingian wrote on Sun, 10 September 2006 16:55ukshoot wrote on Sun, 10 September 2006 19:57i have tried what i know of level editor...NOT ALOT

1,adjusted the wf/airstrips to character classes and changed all vehicles to players and weapons .Does not work wf/strip just make normal vehicles regardless of changes

Close the level editor and save the presets, then take objects.ddb from the presets folder, rename to objects.aow (if you have ssaow (recommended)) and place in servers data folder.

Does not work and ssaow disables most of my characters?

Subject: Re: weapon factory=weapons

Posted by Zion on Mon, 11 Sep 2006 19:50:09 GMT

View Forum Message <> Reply to Message

Edit the disable section of SSAOW, it's near the bottom of the ini.

Subject: Re: weapon factory=weapons

Posted by ukshoot on Tue, 12 Sep 2006 18:28:52 GMT

View Forum Message <> Reply to Message

mutant charaters can now be purchased but objects.aow still does not make it so vehicles are now characters / weapons

Subject: Re: weapon factory=weapons

Posted by Zion on Tue, 12 Sep 2006 19:04:03 GMT

View Forum Message <> Reply to Message

Make sure the preset names for the controlers are edited and you save it as objects.ddb (by closing LE when you're finished and clicking yes to save presets).