Subject: JUST AN IDEA....
Posted by thrash300 on Thu, 05 Oct 2006 05:20:15 GMT
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Im sure that everyone is fimilliar with commands like: !bl !sellveh !lock and so on, would it be possible to make this command: !teleport, it's just something that I've thought of and I'm going to give a whack at it, but I don't really know if this is possible in the first place. Is it?

Subject: Re: JUST AN IDEA....
Posted by Kamuix on Thu, 05 Oct 2006 05:22:57 GMT
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Sure it is

Subject: Re: JUST AN IDEA....
Posted by light on Thu, 05 Oct 2006 05:23:48 GMT
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It is possible, it's been done before with varying results, but I don't know any servers that still have it.

Subject: Re: JUST AN IDEA....
Posted by Kamuix on Thu, 05 Oct 2006 05:42:33 GMT
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I have a !mount command that mounts you half way into the ground

Subject: Re: JUST AN IDEA....
Posted by StealthEye on Thu, 05 Oct 2006 07:28:54 GMT
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We (BlackIntel) have the command, and it's really useful when ppl get stuck or for seeing who is hillcamping (although that is automatically prevented now). We just do !te player locationname, eg. !te stea nod, where the location can be defined by going there and typing !mkt locationname. It usually is not useful, but there are some cases in which it helps. Recently someone got stuck in the harvester, blocking both the harvy and himself, so I just teleported him back to base.

Subject: Re: JUST AN IDEA....
Posted by IronWarrior on Thu, 05 Oct 2006 07:55:27 GMT
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You can almost do anthing with renegade, but we are fanmaps ues it all the time for testing our server side mods for verious reasons, when a player gets stuck, also at fnfalls we use it to test cheaters, we teleport them behide a ref or an other empty space where we can test them without some nub shooting them or us.

Subject: Re: JUST AN IDEA....
Posted by light on Thu, 05 Oct 2006 08:31:21 GMT
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Yes, its best use is as a moderation tool.

Subject: Re: JUST AN IDEA....
Posted by thrash300 on Fri, 06 Oct 2006 04:25:25 GMT
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LOL, IF YOUR THE HOST AND YOU WANT SOMEBODY DEAD, JUST TELEPORT THEM TO THE ENEMY BASE DEFENCE! But seriously, I was thinking of making it public to every player so that they can teleport themselves to location ????1-5??? Example: !teleportlocation1 !teleportlocation2, maybe I should charge them for it, but will this cause anything to crash? As I suspect that it just might.....

Subject: Re: JUST AN IDEA....
Posted by Ivan275 on Fri, 06 Oct 2006 06:07:57 GMT
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Teleporting won't crash anything, the only thing is if 2 players try to teleport to the same location at the same time they will be stuck together and one of them will have to die or teleport somewhere else to get unsutuck. But I guess you can code something like a 2 second delay for teleporting to the same location...

Subject: Re: JUST AN IDEA....
Posted by thrash300 on Sat, 07 Oct 2006 03:48:21 GMT
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Ivan275 wrote on Fri, 06 October 2006 01:07Teleporting won't crash anything, the only thing is if 2 players try to teleport to the same location at the same time they will be stuck together and one of them will have to die or teleport somewhere else to get unsutuck. But I guess you can code something like a 2 second delay for teleporting to the same location...

Thanks this was REALLY useful, I will keep this in mind.

Subject: Re: JUST AN IDEA....
Posted by StealthEye on Sat, 07 Oct 2006 09:25:20 GMT
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It would be possible to check whether the location is free, or make soldiers which are teleported "ghosts" which do not collide with other soldiers. However that is not easy.
You could randomize the teleport location too, so make 5 teleport locations near to each other and take a different one every time, that would make it less likely to get stuck, but it is ofcourse not perfect.
You might also want to place the locations somewhat in air, to make you stand on someones haed instead of getting stuck into him when someone is on the teleport location.

Subject: Re: JUST AN IDEA....
Posted by LR01 on Sat, 07 Oct 2006 09:43:42 GMT
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You can make a soldier not collide with a other soldier?

Subject: Re: JUST AN IDEA....
Posted by StealthEye on Sat, 07 Oct 2006 15:57:04 GMT
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Yes, I know because it was that piece of code causing the ladder bug. Try to climb a ladder (either in multiplayer or in single player) with 2 players. At the top/bottom of the ladder you can walk through each other.

Subject: Re: JUST AN IDEA....
Posted by ghost on Sat, 07 Oct 2006 17:37:07 GMT
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I have 2 versions of this command.

2) !stuck/!teleportup.
This teleports you about "5 feet" in the air.

3) !Teleport/!tele.
Used ONLY for my mods/admins. This will teleport you to a number of places. ALthough I notice my mods themself abusing it. Since then I disabled it.