Subject: HEEEEEELLLLPPPP!!!!!!!!

Posted by thrash300 on Thu, 09 Nov 2006 02:02:22 GMT

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I am useing SSAOW, and I want to make the characters spawn with weapons that they normally woulden't spawn with. But I do not know which ones are the wright ones to use!

http://img388.imageshack.us/my.php?image=whatisthedifferenceeh3.png

Subject: Re: HEEEEEELLLLPPPP!!!!!!!!

Posted by Jerad2142 on Thu, 09 Nov 2006 03:57:57 GMT

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This would be a lot easier to explain if it were all done in level editor. Although, the maps would then be a .pkg file, and all the computers would have to upload it first.

Subject: Re: HEEEEEELLLLPPPP!!!!!!!!

Posted by thrash300 on Fri, 10 Nov 2006 05:06:44 GMT

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Jerad Gray wrote on Wed, 08 November 2006 21:57This would be a lot easier to explain if it were all done in level editor. Although, the maps would then be a .pkg file, and all the computers would have to upload it first.

Im listening.....

Subject: Re: HEEEEEELLLLPPPP!!!!!!!!

Posted by Jerad2142 on Fri, 10 Nov 2006 05:42:19 GMT

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Give me a second I have to finish this.

Subject: Re: HEEEEEELLLLPPPP!!!!!!!!

Posted by Jerad2142 on Fri, 10 Nov 2006 05:46:29 GMT

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Ok first question are they starting with random weapons of just one.

Dage 1 of 7 Commented from Comment and Congress Benegate Official Forums

Subject: Re: HEEEEEELLLLPPPP!!!!!!!!

Posted by Jerad2142 on Fri, 10 Nov 2006 06:38:04 GMT

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If its not going to be a random weapon all you have to do is change the "WeapondefID" of "CnC_GDI_MiniGunner_0" and "CnC_Nod_MiniGunner_0".

People say a picture is worth a thousand words so:

Subject: Re: HEEEEEELLLLPPPP!!!!!!!!

Posted by thrash300 on Fri, 10 Nov 2006 07:24:18 GMT

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They will start out with weapons of my choice, how do I change the character?......Is this going to be a MOD?

P.S.: I appreciate our help.

Subject: Re: HEEEEEELLLLPPPP!!!!!!!!

Posted by icedog90 on Fri, 10 Nov 2006 09:49:34 GMT

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Please edit your posts next time instead of triple posting. Thanks.

Subject: Re: HEEEEEELLLLPPPP!!!!!!!!

Posted by Jerad2142 on Fri, 10 Nov 2006 21:46:39 GMT

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Yes it will be a mod, the easiest way to do it is to skimpily rename "CnC GDI MiniGunner 0" to "CnC_GDI_MiniGunner_1" and then name a different GDI infantry that you want to spawn for GDI as "CnC GDI MiniGunner 0" (this would be useful if you didn't like scripting). Or you can use the script "JFW Change Spawn Character" (the advantage to using that script is with enough scripting, you could set up a timer so every few seconds [or minutes, hours whatever] it would change what charter you spawned as [just ask if you want a more detailed explanation about this, but to save time I'm not going to explain it now.]).

Subject: Re: HEEEEELLLLPPPP!!!!!!!!

Posted by thrash300 on Sat, 11 Nov 2006 20:56:45 GMT

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Scripting is what I will do. But this will be my first time.

Quote:just ask if you want a more detailed explanation about this.

Please

Please help:

Subject: Re: HEEEEEELLLLPPPP!!!!!!!!

Posted by Jerad2142 on Sat, 11 Nov 2006 23:04:51 GMT

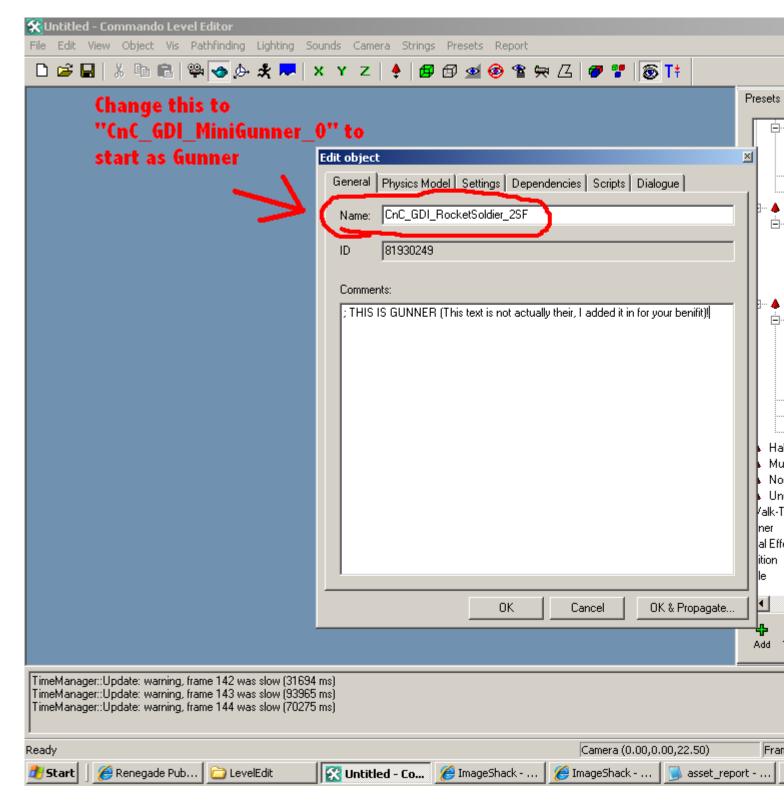
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Ok, that is a different way of doing things I think, I meant you to do the scripting through level editor, then you don't even have to mess with ssaow. EX:

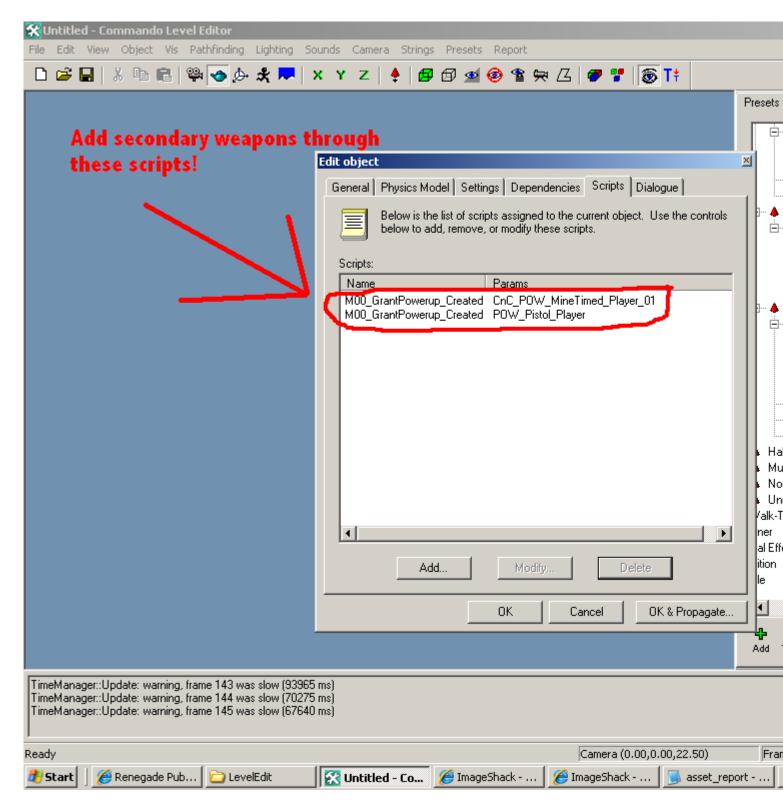
Oh and "POW" is a power up that would appear on the ground, "weapon" is what would directly be given to charter

File Attachments

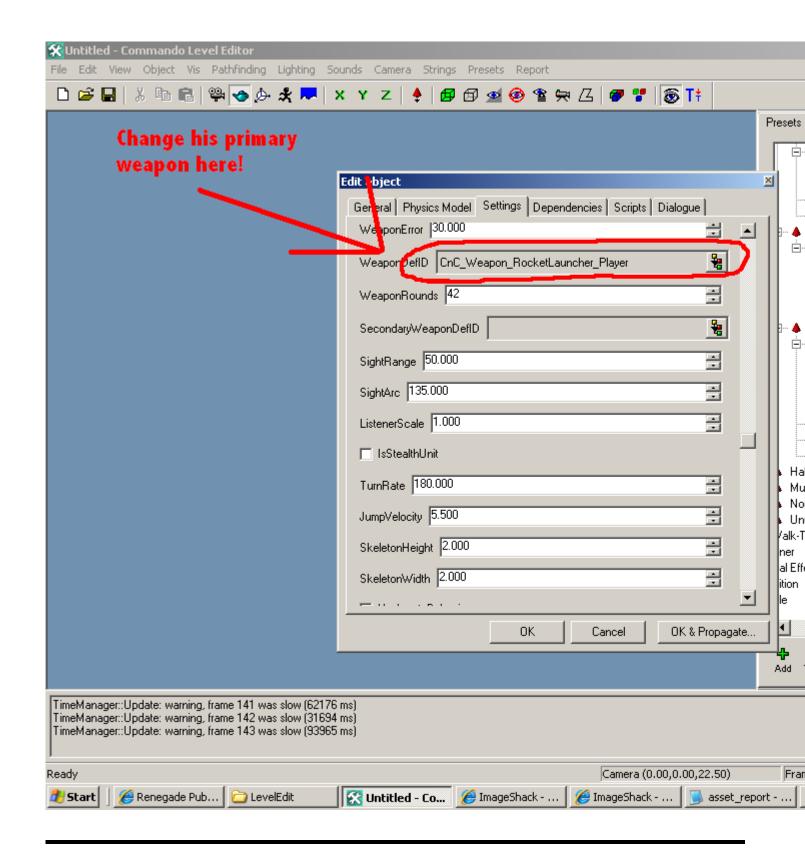
1) namechange.png, downloaded 293 times



2) add secondary weapons.png, downloaded 300 times



3) weapon.png, downloaded 288 times



Subject: Re: HEEEEEELLLLPPPP!!!!!!!!

Posted by thrash300 on Sun, 12 Nov 2006 05:30:47 GMT

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Thanks!, but I much rather stick with SSAOW. So	.:
[/quote]	

EDIT: By the way, whats your name on Renegade? I'll look for you, if thats ok. I enjoy 1 on 1.

Subject: Re: HEEEEELLLLPPPP!!!!!!!!!
Posted by Jerad2142 on Sun, 12 Nov 2006 08:04:08 GMT
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thrash300 wrote on Sat, 11 November 2006 22:30[size=7]EDIT: By the way, whats your name on Renegade? I'll look for you, if thats ok. I enjoy 1 on 1.

I will PM you it.

By the way:

And about the chicken, make a clone of it in the presets because the original will crash the game.