
Subject: paradrops and airstrikes for new maps
Posted by [Stallion](#) on Thu, 23 Nov 2006 07:38:33 GMT

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I was looking around to find info about planting a beacon to get a paradrop and/or airstrike, but from what I have found it would only be good if your running the server yourself. I'm trying to figure out if it is possible to do this for a new map. Perhaps there's a current script that most if not all the regular servers already have?

Subject: Re: paradrops and airstrikes for new maps
Posted by [Jerad2142](#) on Thu, 23 Nov 2006 09:21:52 GMT

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Just use cinematics to make the air strike, or para drop (up to my knowledge Jonwill has not made any air strike scripts yet).

Subject: Re: paradrops and airstrikes for new maps
Posted by [Stallion](#) on Thu, 23 Nov 2006 09:28:02 GMT

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According to the totorial I found that would require making the cinimatic as a text file. So, would that mean that I would have to have that file be external to the map or is there a way to have it sealed within the map?

Subject: Re: paradrops and airstrikes for new maps
Posted by [reborn](#) on Thu, 23 Nov 2006 10:31:56 GMT

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If you want help making paradrops as part of a serverside function for your map then let me know.. I will post a tutorial.

I can't think of a way to make it just for the map, but then again I am not a map maker. It might be possible.

Subject: Re: paradrops and airstrikes for new maps
Posted by [Stallion](#) on Thu, 23 Nov 2006 11:08:02 GMT

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lol, I'm stuck with yet another one of those problems. It figures that the first map I try to make would seem totally incompatable to what I'm used to doing.

Subject: Re: paradrops and airstrikes for new maps
Posted by [reborn](#) on Thu, 23 Nov 2006 11:13:38 GMT
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i opened some .mix files and have noticed cinematic.txt file inside them.. it might be possible to do what you want as part of your map.

Infact I think it is... I will write you a tutorial for doing it server side, then it may just be a case of adding the cinematic to the .mix file when it's ready. I am pretty sure it can be done using default ren scripts too...

Infact the more I think about it the more I reckon it will be possible.

Subject: Re: paradrops and airstrikes for new maps
Posted by [Canadacdn](#) on Thu, 23 Nov 2006 16:25:45 GMT
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Yeah, I've hooked up a paradrop cinematic to a beacon in a map before. It can be done.

Subject: Re: paradrops and airstrikes for new maps
Posted by [Jerad2142](#) on Thu, 23 Nov 2006 20:10:35 GMT
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But it will be a mod.

Subject: Re: paradrops and airstrikes for new maps
Posted by [zunnie](#) on Thu, 23 Nov 2006 23:11:00 GMT
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Not if you temp the beacon itself, then it wont be a mod which requires including objects.ddb

It is a custom map so people have to download it anyway so you can just temp the beacon preset like 3 or 4 times and have each one do something else.

Subject: Re: paradrops and airstrikes for new maps
Posted by [Jerad2142](#) on Thu, 23 Nov 2006 23:24:17 GMT
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Well if people have to download it anyway it might as well be a mod.

Subject: Re: paradrops and airstrikes for new maps
Posted by [zunnie](#) on Thu, 23 Nov 2006 23:26:57 GMT
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Jerad Gray wrote on Thu, 23 November 2006 18:24Well if people have to download it anyway it might as well be a mod.

Yes, but including objects.ddb in a map is a bad idea. It is better to temp objects.

And, most servers have objects.aow (ssaow) in their data folders which would override the the settings included in the objects.ddb

If this were for a serverside mod for use with ssaow then you would have to use the objects.ddb(renamed to .aow) because in this case you cant temp or add anything except spawners and purchase options.

Subject: Re: paradrops and airstrikes for new maps
Posted by [Stallion](#) on Fri, 24 Nov 2006 00:21:31 GMT
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It will be in a new map and I will be temping several beacon for different effects.

Reborn, hold off on the tutorial as I have check out one already and I'm just uncertain as to how to implement it into my new map. Here's the tutorial I came accross:
<http://www.renegadecentral.com/tutorials.htm#addbotcin>
(This tutorial doesn't show how to make an air strike work though, so that part is still needed.)

Now if you think your tutorial would work better or be a better form, hell if it even tells how to put it into a new map then by all means go ahead and make it. I just don't want for you to waste your time if this is already explained in the tutorial above.

Also I was poking around in a mix file myself looking for the same thing, but haven't been able to test how to put it in yet. If you or anyone comes across the best or for that matter any working way to implement it into a new map before I do, feel free to post it here.

By the way, does anyone have any ideas on making parachutes for players?

Subject: Re: paradrops and airstrikes for new maps
Posted by [Veyrdite](#) on Fri, 24 Nov 2006 21:33:35 GMT
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parachutes have already been made and used in some mods/maps.

Subject: Re: paradrops and airstrikes for new maps
Posted by [Stallion](#) on Sat, 25 Nov 2006 03:00:14 GMT
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So I've heard, but how would I do it for my map?
