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**Subject:** Tank design recruiting

Posted by [Stallion](#) on Fri, 24 Nov 2006 04:18:44 GMT

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I want a very special tank for my map. It will (if possible) be a mech type where it walks, crouches to very low height, jumps, has one gun, has a turbo boost (which would mearly be a second gun muzzle on the back that I would set up in I.e. to make the actual turbo), and walks slowly.

If this is possible, would anyone care to take on the challenge?

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**Subject:** Re: Tank design recruiting

Posted by [Canadacdn](#) on Fri, 24 Nov 2006 06:27:12 GMT

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I don't think vehicles can jump in Renegade. Or crouch.

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**Subject:** Re: Tank design recruiting

Posted by [Stallion](#) on Fri, 24 Nov 2006 06:29:53 GMT

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I wouldn't be suprised if it can't be done, but figured someone might be able to set it up with the movements of a soldier. If it's not possible I do still need someone to be able to make the tank itself. I know I can at least give it a turbo boost.

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**Subject:** Re: Tank design recruiting

Posted by [Jerad2142](#) on Fri, 24 Nov 2006 06:52:08 GMT

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Both can be done!!!

The Jumping can be done through the weapon recoil feature, and the crouch can be done through key press hooks and animation.

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**Subject:** Re: Tank design recruiting

Posted by [Stallion](#) on Fri, 24 Nov 2006 07:21:02 GMT

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The weapon recoil was actually how I was going to do the turbo booster. Will the crouch part be possible in a new map without having to edit the scripts?

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**Subject:** Re: Tank design recruiting

Posted by [Jerad2142](#) on Fri, 24 Nov 2006 07:56:49 GMT

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You will have to use scripts to get the crouch to work.

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Subject: Re: Tank design recruiting

Posted by [Stallion](#) on Fri, 24 Nov 2006 08:26:45 GMT

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My problem isn't using scripts, it's having to make one or use one that other servers wouldn't have. Is the script one that is already there and if so what would it be?

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Subject: Re: Tank design recruiting

Posted by [Jerad2142](#) on Fri, 24 Nov 2006 08:40:59 GMT

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Yes, actually you will need a few scripts:

JFW\_Enable\_Disable\_Animation\_On\_Custom

JFW\_Timer\_Custom\_On\_Off

MDB\_Send\_Custom\_On\_Key

You will also need a object on the level with the script "JFW\_Reflect\_Custom" attached to it.

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Subject: Re: Tank design recruiting

Posted by [reborn](#) on Fri, 24 Nov 2006 09:15:26 GMT

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Stallion, from what you have been discussing recently is sounds more like you want to make a small mod rather then a kick-ass map.

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Subject: Re: Tank design recruiting

Posted by [Stallion](#) on Fri, 24 Nov 2006 10:04:12 GMT

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It does seem that way, but it's more that I keep coming up with these awesome ideas I keep wanting to put into it.

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How would I need to use those scripts? (I know how to put them into it, but what if any special settings if any would I need to set each script to?)

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Subject: Re: Tank design recruiting

Posted by [danpaul88](#) on Fri, 24 Nov 2006 11:07:32 GMT

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The saying 'less is more' comes to mind at this time.

If you put too many different things into it, people might just get confused and move on to something else, try not to forget that.

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Subject: Re: Tank design recruiting

Posted by [c0vert7](#) on Fri, 24 Nov 2006 14:32:38 GMT

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Yes to clear it, me and stallion are working on this map, I am making the terrain based on his ideas. When the terrain is done he will be doing the level edit stuff cause I am too lazy and he wants to learn some of the basic stuff like that. He knows most of level edit but he never really worked on maps and placing buildign controllers, pts, spawners, waypaths, ect. And that too was my worry, this map is gonna have a bit too many features. And not many servers will host it for the fact some players can have the advantage over the others. E.G he wants armor u can buy that can go up to like 2000 hp. Someone joins in late and there are like 3 people with all these after they saved there cash up. He cant kill them no matter how hard he tries.

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Subject: Re: Tank design recruiting

Posted by [Jerad2142](#) on Fri, 24 Nov 2006 19:29:55 GMT

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This is how you would set up a crouch toggle:

The object "100334" has the script "JFW\_Reflect\_Custom" attached to it.

The object "Invisibleboxtostopmovement" is not a real preset, you will have to make your own invisible object to stop it from moving when it is crouched.

Make sure that the crouch animation is a real animation, (or you could use the script "JFW\_Set\_Model\_On\_Custom" to change its model to a crouched model and then use "JFW\_Set\_Model\_On\_Custom" again to change its model back to the default model when it receives the custom 2.

#### File Attachments

1) [crouchtoggle.png](#), downloaded 479 times

Scripts:

Name	Params
JFW_Create_Destroy_Object_On_Custom_Bone	0.00 0.00 0.00,0.00,InvisibleBoxToStopMovement,1,2,bone
JFW_Custom_Send_Ordered_Customs	100334,100334,100334,100334,100334,100334,100334,100334,1,2,1,2,1,2,1,2,955959
JFW_Enable_Disable_Animation_On_Custom	CrouchAnimation,0,0.00,-1.00,0,1,2
Reborn_Deployable_Vehicle_Player	CrouchKey,100334,955959

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**Subject: Re: Tank design recruiting**

Posted by [Veyrdite](#) on Fri, 24 Nov 2006 21:30:22 GMT

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couldn't you just merge different bones from different models for the mech?

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**Subject: Re: Tank design recruiting**

Posted by [Stallion](#) on Sat, 25 Nov 2006 03:14:02 GMT

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I've never made a tank at all before, I was actually hoping for someone to do it for me.

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**Subject: Re: Tank design recruiting**

Posted by [Stallion](#) on Mon, 26 May 2008 14:26:05 GMT

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I'm still looking for someone to make me a mech type of tank, anyone wanna volunteer?

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