Subject: Water?
Posted by c0vert7 on Thu, 07 Dec 2006 00:05:28 GMT
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Ok im not sure if this is possible but I would really like to do this. I want to make water that when your in it the water will be all around you and you will be in pretty much more realist water. I want my water to look as if u you were to jump into a pool right now in real life and tell me wat u see. If u understand wat I meant. Not just so u can see the top of the water, I want the whole river in my map when u go through to see a transparent water u can see through yet more realistic. Just doesnt look right having bubbles float to a surface and u dont see any water other than the top of the river.

Subject: Re: Water?
Posted by nopol10 on Thu, 07 Dec 2006 01:41:37 GMT
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Use the RA_Underwater_OnCustom script together with RA_Underwater_Zone. It's APB style water.

Subject: Re: Water?
Posted by Jerad2142 on Thu, 07 Dec 2006 02:17:47 GMT
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And using the script zones you can make it splash when you enter it.

Subject: Re: Water?
Posted by c0vert7 on Thu, 07 Dec 2006 03:49:35 GMT
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Well I have never look at APB yet so anyone mind taking an ss of what it will look like?

Subject: Re: Water?
Posted by nopol10 on Thu, 07 Dec 2006 07:26:58 GMT
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No splashes but nice tint:

How do you make it splash?

File Attachments
1) ScreenShot05.png, downloaded 454 times

Subject: Re: Water?
Posted by crazfulla on Thu, 07 Dec 2006 08:55:05 GMT
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make an explosion anim, and script it to play the anim where the player is located when they enter
a scriptzone. no idea what scripts to use tho.

Subject: Re: Water?
Posted by Jerad2142 on Thu, 07 Dec 2006 20:48:06 GMT
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Attach the script "JFW_Blow_Up_On_Enter" to the script zone, you will have to make your own explosion preset with the water effect though.

Subject: Re: Water?
Posted by BlueThen on Thu, 07 Dec 2006 21:35:04 GMT
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crazfulla wrote on Thu, 07 December 2006 02:55make an explosion anim, and script it to play the anim where the player is located when they enter a scriptzone. no idea what scripts to use tho.

Use the ion thingy affect.

Subject: Re: Water?
Posted by nopol10 on Fri, 08 Dec 2006 01:35:31 GMT
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The Ion effect is a bit too huge. I mean would you like it if you jumped into the sea and then have this bigass explosion when you are only that small? It would also lag the game if everyone just jumped into the water at the same time.

Subject: Re: Water?
Posted by R315r4z0r on Fri, 08 Dec 2006 03:48:51 GMT
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not to mention all the ions and stuff surging through the water

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Subject: Re: Water?
Posted by Jerad2142 on Fri, 08 Dec 2006 07:12:34 GMT
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And don't forget the sound and that it would kill you.

Subject: Re: Water?
Posted by nopol10 on Fri, 08 Dec 2006 08:51:14 GMT
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You can temp the explosion and change the damage to 0 in the explosion thing but it's still not a good idea.

Subject: Re: Water?
Posted by Jerad2142 on Fri, 08 Dec 2006 16:23:53 GMT
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My point was that no matter what that you would have to make a new explosion, or at least modify an old one.

Subject: Re: Water?
Posted by c0vert7 on Sun, 24 Dec 2006 16:10:23 GMT
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Well I did wat u guys said but it didnt work... What do I set teh scripts at? And I just make a big scriptszone over the lake right? and attach the scripts. I need the under water look and to make it regenerate your health about 5 hp every like 2 seconds.

Subject: Re: Water?
Posted by R315r4z0r on Sun, 24 Dec 2006 20:44:05 GMT
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I never used it, but wouldn't you make the script zone the entire under water... and not over the water..

Subject: Re: Water?
Posted by nopol10 on Sun, 24 Dec 2006 23:32:41 GMT
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Attach RA_Underwater_Zone to the Zone which encompasses the whole sea (meaning underwater too). You shouldn't need to change the parameters. Attach RA_Underwater_OnCustom to the soldier (not spawner or anything else) which will be able to experience the water effect. This also means that a soldier with this script attached will die immediately upon contact with the surface of the zone instead of falling all the way and dying because of fall damage. If you exit a vehicle while inside the zone, you won't die (unless you fall too much).

Subject: Re: Water?
Posted by Canadacdn on Mon, 25 Dec 2006 00:09:45 GMT
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How would I be able to make infantry go underwater without dying, but still getting the water effect?

Subject: Re: Water?
Posted by Jerad2142 on Mon, 25 Dec 2006 02:17:56 GMT
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JFW_Set_Screen_Fade scripts.

Subject: Re: Water?
Posted by Canadacdn on Mon, 25 Dec 2006 05:09:13 GMT
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Ah, thanks.