Subject: Roadkill script?
Posted by Slave on Fri, 22 Jun 2007 22:33:01 GMT
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Everyone loves blood. That's why I have this random request.

Would someone be able to make a script that does the following:

Detect when a vehicle roadkills an infantry unit,
and play this emitter at the death location of said infantry.

Subject: Re: Roadkill script?
Posted by jnz on Fri, 22 Jun 2007 23:02:51 GMT
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client side or server side?

Subject: Re: Roadkill script?
Posted by Slave on Fri, 22 Jun 2007 23:08:14 GMT
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Either way will do. Whatever is most suitable / closest to possible. I'm having something in mind
for a mod both the client and host will need.

I forgot to say thanks in my original post.

Subject: Re: Roadkill script?
Posted by _SSnipe_ on Sat, 23 Jun 2007 00:05:34 GMT
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lol blood rules!

Subject: Re: Roadkill script?
Posted by Sn1per74* on Sat, 23 Jun 2007 04:07:37 GMT
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In ressurection mod it will say (name) got run over by a (vehicle) at (a speed) so I'm guessing that
would be a roadkill detection. Ask Yrr.

Subject: Re: Roadkill script?
Posted by Veyrdite on Sat, 23 Jun 2007 04:15:21 GMT
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set vehicle collision to push (it'll still kill people when running over them), i think there is a script that detects pushing collision, then you could send a custom or something.

Subject: Re: Roadkill script?
Posted by YSLMuffins on Sat, 23 Jun 2007 04:40:33 GMT
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Oh my gosh.

Subject: Re: Roadkill script?
Posted by Jerad2142 on Sat, 23 Jun 2007 16:30:57 GMT
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dthdealer wrote on Fri, 22 June 2007 22:15set vehicle collision to push (it'll still kill people when running over them), i think there is a script that detects pushing collision, then you could send a custom or something.
You can set the collision to what ever you want, unless it is using a cinematic style animation of is in a movie, it well not use that.

Subject: Re: Roadkill script?
Posted by Slave on Sat, 23 Jun 2007 21:37:34 GMT
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dthdealer wrote on Fri, 22 June 2007 23:15set vehicle collision to push (it'll still kill people when running over them), i think there is a script that detects pushing collision, then you could send a custom or something.

I don't know the workings of customs. Even if I would be able to send one out on squish. Where would it go?

I would appreciate it if someone could create a prefab script that does just this. Or helps me out creating one. I have zero coding experience....

Subject: Re: Roadkill script?
Posted by Nightma12 on Mon, 25 Jun 2007 13:06:46 GMT
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haha!

i want that on my ren

Subject: Re: Roadkill script?
Posted by Slave on Fri, 29 Jun 2007 23:06:40 GMT
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Bumpzor.

To give this splatterparty a push in the back, here are the emitters. Feel free to abuse.

```
File Attachments
1) blood.zip, downloaded 122 times
```

Subject: Re: Roadkill script?
Posted by BlueThen on Fri, 29 Jun 2007 23:08:04 GMT
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There needs to be chunks with blood, not just blood!

Subject: Re: Roadkill script?
Posted by Slave on Fri, 29 Jun 2007 23:10:38 GMT
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noodles!

2 emitters would need to be linked.

I believe that's done using gmax, and create an aggregate thingy? I don't know really.