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Subject: Display Narration In-Game

Posted by [Veyrdite](#) on Fri, 03 Aug 2007 08:39:54 GMT

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I want to setup a single player (as in theres only one spawner etc) with narration. Whether it be displaying a texture or string i dont care.

JFW\_Show\_Info\_texture? Dunno how to use it if it gets what i want.

Also the map is intended for unteamed players, so how can i make someone change their team to Unteamed when they enter a script zone?

Quote:edit:How can i make the player pause for a certain amount of time/like in the tutorial levels

Worked out JFW\_Delay\_Custom

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Subject: Re: Display Narration In-Game

Posted by [Veyrdite](#) on Sat, 04 Aug 2007 00:32:07 GMT

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\*bump\*

My modded railgun cant be selected to use ingame/as if i didn't have a weapon but the railgun icon is on the weaponlist when i pick up the powerup.

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File Attachments

1) [railgun.jpg](#), downloaded 491 times

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**Edit object**

General | Settings | Dependencies

Style: Shoulder

Model: always\weapons\rail\_gun\w\_rail.w3d

IdleAnim:

FireAnim:

BackModel: always\weapons\rail\_gun\w\_rail\_b.w3d

SwitchTime: 2.000

ReloadTime: 2.850

KeyNumber: 7.500

CanSnipe

CanReceiveGenericCnC Ammo

OK Cancel OK & Propagate...

**Edit object**

General | Settings | Dependencies

Rating: 0.100

EjectPhysDefID:

MuzzleFlashPhysDefID:

FirstPersonModel: always\weapons\rail\_gun\f\_gm\_rail.w3d

FirstPersonOffset: X: 0.230 Y: -0.090 Z: -0.100

RecoilImpulse: 0.000

HUDIconTextureName: always\hud\weapon\hud\_6x4\_weapon\_19.tga

ReloadSoundDefID: SFX.Railgun\_Reload

EmptySoundDefID: Pistol\_Empty\_Click

PrimaryAmmoDefID: Ammo\_Railgun2\_Primary\_Player

OK Cancel

**Edit object**

General | Settings | Dependencies

SecondaryAmmoDefID: Ammo\_Railgun2\_Secondary\_Player

ClipSize: 1

MaxInventoryRounds: 45

RecoilTime: 0.000 seconds

RecoilScale: 0.000

AGiveWeaponsWeapon

IconNameID: IDS\_Enc\_Weap\_Civ\_RailGun\_Name

IconTextureName: always\hud\weapon\hud\_sg\_lr\_rg.tga

IconTextureUV: X1: 0.000 Y1: 90.000 X2: 128.00 Y2: 128.00

IconOffset: X: -26.000 Y: 50.000

OK Cancel OK & Propagate...

**Edit object**

General | Settings | Dependencies

HumanFiringAnimation:

OK Cancel

Subject: Re: Display Narration In-Game  
Posted by [Veyrdite](#) on Sat, 04 Aug 2007 04:17:44 GMT  
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Whats the w3d for objects\nod\_radar\v\_nod\_radar.w3d (directory from L.E.). I cant find it in always.dat, always2.dat or always.dbs.

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Subject: Re: Display Narration In-Game  
Posted by [Sn1per74\\*](#) on Sat, 04 Aug 2007 04:19:49 GMT  
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dthdealer wrote on Fri, 03 August 2007 23:17Whats the w3d for objects\nod\_radar\v\_nod\_radar.w3d (directory from L.E.). I cant find it in always.dat, always2.dat or always.dbs.  
v\_nod\_radar.w3d is it.

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Subject: Re: Display Narration In-Game  
Posted by [Veyrdite](#) on Sat, 04 Aug 2007 04:29:35 GMT  
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Quote:I cant find it in always.dat, always2.dat or always.dbs.  
I know, but it isn't there.

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Subject: Re: Display Narration In-Game  
Posted by [Oblivion165](#) on Sat, 04 Aug 2007 04:34:43 GMT  
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Check the M\*\*.mix's

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Subject: Re: Display Narration In-Game  
Posted by [Veyrdite](#) on Sat, 04 Aug 2007 05:00:43 GMT  
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not in those by the looks of it. tried M04-M11

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Subject: Re: Display Narration In-Game  
Posted by [Veyrdite](#) on Sun, 05 Aug 2007 01:08:07 GMT  
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OH STUIPID FLIPPIN BLOODY PROGRAM. IT CRASHES WHEN SAVING AND GIVES ME A BLANK FILE WHEN I REOPEN IT.

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Someone please shoot WestWood. That map took ages.

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**Subject: Re: Display Narration In-Game**  
Posted by [Oblivion165](#) on Sun, 05 Aug 2007 01:16:00 GMT  
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dthdealer wrote on Sat, 04 August 2007 01:00not in those by the looks of it. tried M04-M11

Apparently not because its in M07.mix

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**Subject: Re: Display Narration In-Game**  
Posted by [Veyrdite](#) on Sun, 05 Aug 2007 02:48:21 GMT  
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woops. Too late now anyways, the maps gone. ( )

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