Subject: Changing turret Guns?
Posted by cAmpa on Wed, 19 Sep 2007 21:31:33 GMT
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Hey, is it possible to attach new guns (obigun or something else) on a Nod Turret?

First i removed the normal Turret Gun with Clear_Weapon, than i attached some scripts but it doesnt work.

My Problem is, i cant use the scripts for buldings (JFW_Building_Gun etc), because it needs a "building controller" parameter.

Subject: Re: Changing turret Guns?
Posted by IronWarrior on Wed, 19 Sep 2007 21:56:14 GMT
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I've would think so, just click mod on the weapon/object and change the weapon it uses, click save, make sure you save the new preset change and use the new file in the server.

Subject: Re: Changing turret Guns?
Posted by cAmpa on Wed, 19 Sep 2007 22:23:43 GMT
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Hm, Hm, but than i can't create other Turrets with, normal gun, agt gun, obi gun etc because i have only two Turrets where i can change the Weapon? (Nod_turret_Mp and improved)

Subject: Re: Changing turret Guns?
Posted by IronWarrior on Wed, 19 Sep 2007 23:09:44 GMT
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cAmpa wrote on Wed, 19 September 2007 17:23Hm, Hm, but than i can't create other Turrets with, normal gun, agt gun, obi gun etc because i have only two Turrets where i can change the Weapon? (Nod_turret_Mp and improved)

Ah in that case, add a whole new preset for the same object, only thing be different would be the weapon it is using.

Call it something like MP_Turret_NewWep etc.

This way, you get to keep the old default one and get to use you're new version.

Subject: Re: Changing turret Guns?
Posted by Veyrdite on Fri, 21 Sep 2007 06:36:00 GMT

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JFW_Weapon_Change_On_Custom (changes the weapon given to an object)
 Message (message to listen for)
 Powerup (powerup to grant for the weapon)
 Weapon (weapon to select)
What this script does is removes all current weapons held by whatever it's attached to.
It then gives a new powerup followed by a new weapon. This will work for vehicles as well as infantry.
This will remove all weapons (including pistol/C4)
The powerup and weapon need to match.
When doing this for vehicles (and perhaps infantry too in some cases), it is essential that both the primary and secondary ammo fields are filled in.
If you don't want secondary fire, set them both to the same ammo.
If you don't do this and someone activates secondary fire, renegade will crash.
Also, sound issues may arrise if the fire sound for the weapon you are using has a "loop" setting of anything other than 1.

Subject: Re: Changing turret Guns?
Posted by mrÃ£Ã§Å·z   on Fri, 21 Sep 2007 10:39:18 GMT

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JFW_Weapon_Change_On_Custom (changes the weapon given to an object)
Message (message to listen for)
Powerup (powerup to grant for the weapon)
Weapon (weapon to select)
What this script does is removes all current weapons held by whatever it's attached to.
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when i give it obelisk gun does the turret shoot obi rays or does it look like an normally turret shoot but have power of obl?

Subject: Re: Changing turret Guns?
Posted by mrã£Â§Å·z on Tue, 25 Sep 2007 20:50:25 GMT
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i tryed dont work -_-