Subject: Two Questions
Posted by Altzan on Sun, 30 Nov 2008 02:59:44 GMT
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1) How to use JFW_Weapon_Buy
I used this script for a script zone. I put in Cnc_Ramjet_Rifle_Player (or something) as weapon,
500 as cost, and 2 as teamtype. I walk over it with both GDI and NOD, both times money is
subtracted but I didn't get the weapon. What did I do wrong?

2) When a script is activated (for instance the one above) is there a way to make an
announcement appear in the chat area (again, for instance "Player has bought A Ramjet Rifle"?

Subject: Re: Two Questions
Posted by samous on Sun, 30 Nov 2008 03:17:39 GMT
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Altzan wrote on Sat, 29 November 2008 18:591) How to use JFW_Weapon_Buy
I used this script for a script zone. I put in Cnc_Ramjet_Rifle_Player (or something) as weapon,
500 as cost, and 2 as teamtype. I walk over it with both GDI and NOD, both times money is
subtracted but I didn't get the weapon. What did I do wrong?

U might of typed something rong, but it might not be u at all. For me, the ramjet preset never
works... and idk why. Could be a glitch in the game, try it with other weapons first.

Subject: Re: Two Questions
Posted by Altzan on Sun, 30 Nov 2008 03:17:39 GMT
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EDIT: Solved the first one - I needed POW_Ramjet_Player instead.

Question 2 still stands then.

Subject: Re: Two Questions
Posted by Altzan on Sun, 30 Nov 2008 04:10:02 GMT
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Also, there are powerups for health and whatnot. Anyone know how to make powerups that give
you...
stealth suit?
flying abilities (JFW_Flying_infantry i have no idea how to use)?
attach a regenerate health script to the player?

Subject: Re: Two Questions
Posted by ErroR on Sun, 30 Nov 2008 10:03:27 GMT
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Altzan wrote on Sun, 30 November 2008 06:10Also, there are powerups for health and whatnot.
Anyone know how to make powerups that give you...
stealth suit?
flying abilities (JFW_Flying_infantry i have no idea how to use)?
attach a regenerate health script to the player?
the flying infantry one is not so good (you can't enter vehicles and use scope and the animation u
were doing will loop) try looking for a jetpack script (JFW_JETPACK i think, it is enabled/disabled
with a chat command)
The stealth suit powerup doesn't work because it doesn't have a stealth_infantry script attached to
it, try doing it

Subject: Re: Two Questions
Posted by Altzan on Sun, 30 Nov 2008 18:01:20 GMT
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ErroR wrote on Sun, 30 November 2008 04:03
the flying infantry one is not so good (you can't enter vehicles and use scope and the animation u
were doing will loop) try looking for a jetpack script (JFW_JETPACK i think, it is enabled/disabled
with a chat command)
The stealth suit powerup doesn't work because it doesn't have a stealth_infantry script attached to
it, try doing it

What would you type to enable the jetpack?
And do you happen to know what to add to stealth suit? I know it's powerup field is blank, I just
don't know what to attach to it to make it work.

Subject: Re: Two Questions
Posted by ErroR on Sun, 30 Nov 2008 18:06:59 GMT
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u type the command that has to be typed (u chose it)

Subject: Re: Two Questions
Posted by Altzan on Sun, 30 Nov 2008 18:33:22 GMT
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ErroR wrote on Sun, 30 November 2008 12:06u type the command that has to be typed (u chose
it)

I tried with 123 as enable but it said I needed a key to press to actually toggle flying on and off,

---

enable just gives me theability to fly.

I figured out how to use JFW_Flying_Infantry_Enter so that's solved, I actually prefer that.

I'm experimenting with JFW_Enable_Stealth_on_Custom but I don't know jow to assign the target as the player himself/herself.