
Subject: Airstrike Pictures ;)

Posted by [rrutk](#) on Sun, 22 Feb 2009 18:18:53 GMT

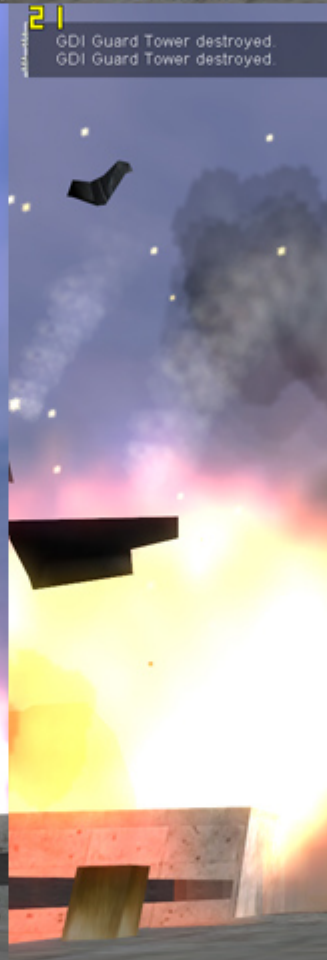
[View Forum Message](#) <> [Reply to Message](#)

Completed my first version of the Airstrike for Museum Mod...

- added GDI&NOD Airstrike (GDI with A-10 Aircraft; NOD with Old SU-27 Aircraft); with PT-Icon
- Airstrike is available via COM Center, as long as COM Center is online (1000 \$)
- it's called via a Beacon (= Airstrike Signal Flare), used Singleplayer Signal Flare for this
- I decided to make it a multiple purpose weapon:
- after placing a signal flare (imediately), the strike will occur a few seconds later (~ 7 seconds to detonation)
- with this, its a offensive or defensive weapon, e.g. against a tank attack
- the strike has the power of a nuke strike (2500 damage), but doubled its damage radius (30 meters scaled)
- the strike will damage ANY unit (GDI AND NOD), so use it with care
- the strike will NOT damage any buildings (except mounted vehicles [Guard Towers, Turrets, Gun Emplacements]) - this would be too easy
- ATM I don't know a way to give points to the player for the damage caused by the strike

File Attachments

1) [GDI_AIRSTRIKE_small.jpg](#), downloaded 663 times



2) [NOD_AIRSTRIKE_small.jpg](#), downloaded 681 times

127

Team	Score
Nod	0
Player	Score

83



88

Team	Score
Nod	0
Player	Score

59



33

Team	Score
Nod	0
Player	Score

31

Subject: Re: Airstrike Pictures ;)
Posted by [mr£\\$Ä-z](#) on Sun, 22 Feb 2009 18:32:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

mine dropped 3 nukes heh

Subject: Re: Airstrike Pictures ;)
Posted by [rrutk](#) on Sun, 22 Feb 2009 19:41:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

made it a combination out of the cinematic effects from level 1 a-10 airstrike plus nuke explosion (without nuke cinematics).

Subject: Re: Airstrike Pictures ;)
Posted by [LR01](#) on Sun, 22 Feb 2009 20:01:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

nice, how is the framerate doing?

Subject: Re: Airstrike Pictures ;)
Posted by [rrutk](#) on Sun, 22 Feb 2009 20:47:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

is a very large map, needs a vis. thats why the FPS is low.

of course, like any other explosion, the FPS will drop at the moment of explosion, if you are near it.

Subject: Re: Airstrike Pictures ;)
Posted by [ArtyWh0re](#) on Sun, 22 Feb 2009 21:49:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

OMG, that looks awesome. Something like this should have been in normal Renegade TBH, like in the missions or even in Multiplayer.

Subject: Re: Airstrike Pictures ;)
Posted by [rrutk](#) on Sun, 22 Feb 2009 23:57:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

Because some people asked, this is the way I've done it:

Airstrike Management

Airstrike Manager (Main): 100621

- JFW_Reflect_Custom_Delay: 7

Airstrike Manager (Sound 1): 100622

- JFW_Reflect_Custom

Airstrike Manager (Sound 2): 100623

- JFW_Reflect_Custom_Delay: 3

NOD:

Original Beacon:

- DAK_Vehicle_Regen_DAK
- TFX_Replace_When_Repaired: Airstrike_Signal_Flare_NOD

Replaced Beacon:

- JFW_2D_Sound_Custom: SFX_My_Siren
- JFW_2D_Sound_Custom_Team: 971, Sound_Airstrike_Warning_NOD, 0
- JFW_2D_Sound_Custom_Team: 971, Sound_Airstrike_Warning_GDI, 1
- JFW_2D_Sound_Custom_Team: 970, Sound_Airstrike_EnRoute_GDI, 1
- JFW_2D_Sound_Custom_Team: 970, Sound_Airstrike_EnRoute_NOD, 0
- JFW_Blow_Obj_Up_On_Custom: Explosion_Main_Airstrike, 9697
- JFW_Created_Send_Custom: 100621, 9697
- JFW_Created_Send_Custom: 100622, 970
- JFW_Created_Send_Custom: 100623, 971
- JFW_Destroy_Self_Timer: 10, 90
- Test_Cinematic: nod_airstrike.txt

CnC_Nod_Aircraft_Beta:

- JFW_Destroy_Self_Timer: 10, 100

GDI:

Original Beacon:

- DAK_Vehicle_Regen_DAK
- TFX_Replace_When_Repaired: Airstrike_Signal_Flare_GDI

Replaced Beacon:

- JFW_2D_Sound_Custom: SFX_My_Siren
- JFW_2D_Sound_Custom_Team: 961, Sound_Airstrike_Warning_NOD, 0
- JFW_2D_Sound_Custom_Team: 961, Sound_Airstrike_Warning_GDI, 1
- JFW_2D_Sound_Custom_Team: 960, Sound_Airstrike_EnRoute_GDI, 1
- JFW_2D_Sound_Custom_Team: 960, Sound_Airstrike_EnRoute_NOD, 0
- JFW_Blow_Obj_Up_On_Custom: Explosion_Main_Airstrike, 9696
- JFW_Created_Send_Custom: 100621, 9696
- JFW_Created_Send_Custom: 100622, 960
- JFW_Created_Send_Custom: 100623, 961
- JFW_Destroy_Self_Timer: 10, 91
- Test_Cinematic: gdi_airstrike.txt

GDI_A10_Flyover:


```

. ***** Path
;

-0 Create_Object, 8, "airstrike"
-0 Play_Animation, 8, "airstrike.airstrike", 0
-0 Attach_To_Bone, 7, 8, "PLANE"

. ***** Explosion
;

-140 Create_Object, 9, "X1G_AG_Effects", 0
-140 Play_Animation, 9, "X1G_Effects.X1G_Effects", 0

. ***** CleanUp
;

-400 Destroy_Object, 7
-400 Destroy_Object, 8
-400 Destroy_Object, 9

```

Text announcements are missing, because I dont know a f... script for simple text messages (no, message_display_custom is bugged.).

You will need this files (x1g_effects is changed to have detonation at 0,0,0):

File Attachments

- 1) [airstrike.W3D](#), downloaded 115 times
- 2) [x1g_effects.w3d](#), downloaded 102 times

Subject: Re: Airstrike Pictures ;)
 Posted by [renalpha](#) on Mon, 23 Feb 2009 00:01:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

looks great, its serverside too i believe.

Subject: Re: Airstrike Pictures ;)
 Posted by [sterps](#) on Thu, 26 Feb 2009 08:51:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

This mod is excellent, i always wanted A-10 strikes, gunboats, recons bikes, SSM launchers. thank you!

Just add those and the extra buildings like the shrine of nod and Adv. Comm. centres that control beacon purchases, helipads that air units are built from, repair bay, conyards that heal buildings, silos, sams etc, into a .mix type map and released with these goodies in it, then you will be playing c&c mode like the way it was supposed to be in all its glory.

I have Diffrent Airstrikes (Chat Command Serverside) i will post them later
