Subject: Charging Gun
Posted by sauron--the--king on Mon, 02 Mar 2009 08:04:54 GMT
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Hello,
I am making a weapon that first has to charge, where you can see an animation, and than shoots.
So the only thing I need to know, is how to get the weapon shooting after about 2 seconds. You
should be able to run while charging the weapon to shoot. The animation of the charging weapon
must be shown at the time you click on the mouse, 2 seconds later it must shoot. Could anyone
help plz?
Kind Regards,
Brian

Subject: Re: Charging Gun
Posted by Veyrdite on Mon, 02 Mar 2009 08:56:34 GMT
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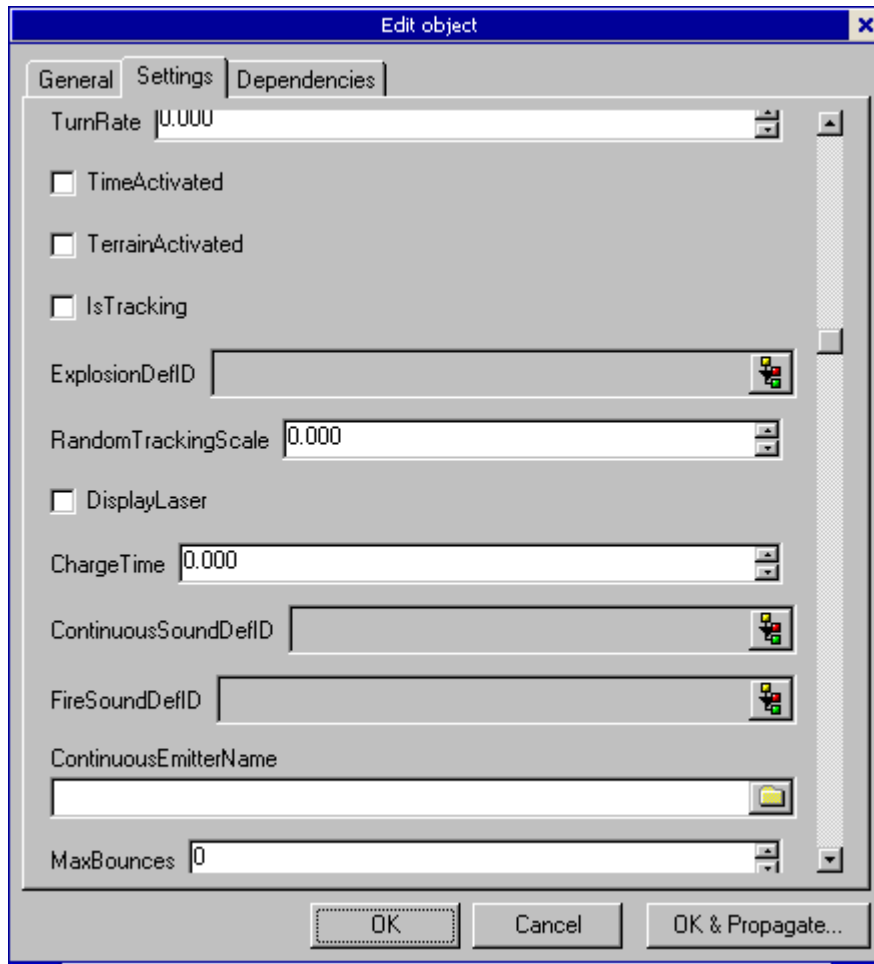
The weapon's ammo preset should have an option called ChargeTime - that is what you need to
edit.

File Attachments
1) chargetime.png, downloaded 585 times

Edit object

General | Settings | Dependencies

TurnRate |0.000

☐ TimeActivated

☐ TerrainActivated

☐ IsTracking

ExplosionDefID

RandomTrackingScale |0.000

☐ DisplayLaser

ChargeTime |0.000

ContinuousSoundDefID

FireSoundDefID

ContinuousEmitterName

MaxBounces |0

OK | Cancel | OK & Propagate...

Subject: Re: Charging Gun
Posted by Dreganius on Mon, 02 Mar 2009 10:48:51 GMT
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I was wondering this myself, for in the Ren40k mod the Assault Cannon will need to 'wind up' before it can begin firing.

Thanks for the help, it'll come in handy for a lot of us!

Subject: Re: Charging Gun
Posted by GEORGE ZIMMER on Mon, 02 Mar 2009 13:29:52 GMT
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Sadly, you can't make it charge then unleash dozens of bullets. It'd have to charge individually for each bullet. Which really sucks.

Still works for single fire weapons, though.

Subject: Re: Charging Gun
Posted by Jerad2142 on Mon, 02 Mar 2009 14:20:37 GMT
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Cabal8616 wrote on Mon, 02 March 2009 06:29Sadly, you can't make it charge then unleash dozens of bullets. It'd have to charge individually for each bullet. Which really sucks.

Still works for single fire weapons, though.
You could script it to play a charging sound when the mouse button was clicked, and then after a certain amount of time transfer some ammo over into you current clip, allowing you to shoot, once you quit shooting for a bit you would then just set the ammo on the current clip back to zero, transferring all the rest of the ammo back to your backpack rounds.

Subject: Re: Charging Gun
Posted by GEORGE ZIMMER on Mon, 02 Mar 2009 14:54:52 GMT
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Jerad Gray wrote on Mon, 02 March 2009 08:20Cabal8616 wrote on Mon, 02 March 2009 06:29Sadly, you can't make it charge then unleash dozens of bullets. It'd have to charge individually for each bullet. Which really sucks.

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Well yeah, but I kinda doubt this person has the ability to do something like that. Hell, even I don't quite know how to do that.

Subject: Re: Charging Gun
Posted by sauron--the--king on Mon, 02 Mar 2009 18:33:20 GMT
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Dthdealer wrote on Mon, 02 March 2009 09:56The weapon's ammo preset should have an option called ChargeTime - that is what you need to edit.

Hi,
I tried ChargeTime, but this wasn't what I'm looking for.
My weapon is like a steel pipe, it takes about 1 second
before you hit your target, because you have to swing the
weapon first. When I adjust the "ChargeTime", it just waits 1
second before even showing the animation, than it shows the
animation but the enemy is dead before swinging the weapon.
But thanks for trying to help me
Do you or does anyone else know how to get this weapon first swing
and then hurt you opponent?

Kind Regards,
Brian

Subject: Re: Charging Gun
Posted by Dreganius on Tue, 03 Mar 2009 00:54:34 GMT
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Cabal8616 wrote on Tue, 03 March 2009 01:54Jerad Gray wrote on Mon, 02 March 2009
08:20Cabal8616 wrote on Mon, 02 March 2009 06:29Sadly, you can't make it charge then
unleash dozens of bullets. It'd have to charge individually for each bullet. Which really sucks.

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transferring all the rest of the ammo back to your backpack rounds.
Well yeah, but I kinda doubt this person has the ability to do something like that. Hell, even I don't
quite know how to do that.

Well, I'm not necessarily the one who's coding
But thanks, Jerad, that sounds promising.

Subject: Re: Charging Gun
Posted by Veyrdite on Tue, 03 Mar 2009 07:52:37 GMT
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I think there is a JFW script that plays an animation on_fire

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Subject: Re: Charging Gun
Posted by Jerad2142 on Tue, 03 Mar 2009 17:24:36 GMT
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sauron--the--king wrote on Mon, 02 March 2009 11:33Dthdealer wrote on Mon, 02 March 2009
09:56The weapon's ammo preset should have an option called ChargeTime - that is what you
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and then hurt you opponent?
Kind Regards,
Brian
Just slow the projectile down (maybe give it a bit of a spray to make up for its slowness)?

Subject: Re: Charging Gun
Posted by sauron--the--king on Wed, 04 Mar 2009 16:06:34 GMT
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Jerad Gray wrote on Tue, 03 March 2009 11:24sauron--the--king wrote on Mon, 02 March 2009
11:33Dthdealer wrote on Mon, 02 March 2009 09:56The weapon's ammo preset should have an
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But thanks for trying to help me
Do you or does anyone else know how to get this weapon first swing
and then hurt you opponent?
Kind Regards,
Brian
Just slow the projectile down (maybe give it a bit of a spray to make up for its slowness)?

Hi,
If you are slowing the projectile down, I don't think it will matter, because it's an melee weapon, if
you are in melee range of your target you will always hit the enemy within a second. Because you
will most of the time run against the enemy and than "shoot". So the projectile won't travel a
distance most of the time I suppose.
Kind regards,
Brian

Subject: Re: Charging Gun
Posted by GEORGE ZIMMER on Wed, 04 Mar 2009 16:19:55 GMT
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I see what he means. Basically the same thing with Reborn's crowbar- the animation makes it
appear slow, but the actual hit is instant. He wants to make it so the animation and actual
projectile firing are synced.

Subject: Re: Charging Gun
Posted by Jerad2142 on Wed, 04 Mar 2009 17:46:26 GMT
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Well the answer is simple, change the animation, or as I've said, slow the projectile down, no real other way to do it under scripts 3.4.4, never know, 4.0 might have you covered be there is no way telling when thats going to come out...

Cabal8616 wrote on Wed, 04 March 2009 09:19I see what he means. Basically the same thing with Reborn's crowbar- the animation makes it appear slow, but the actual hit is instant. He wants to make it so the animation and actual projectile firing are synced.
And yes I know, but thats quite impossible with 3.4.4, you can only do things like make the project appear like its hitting at the same instance by making it travel slow. You could do some fancy stuff with scripting and damage detection attaching a timer to the object when the weapon shoots you, then when the timer expires if your still in range of the person apply the damage, but that has some obvious flaws...
Personally I'd rather just either redo the animation, or wait for 4.0 and see if they have rigged up animations for first hand models, as then you could use a script to make it so that when you click the animation starts, that way as long as you were holding it charge time would fire and it'd work.

Also keep in mind a lot of people don't play Renegade in first person...

Subject: Re: Charging Gun
Posted by sauron--the--king on Wed, 04 Mar 2009 19:09:44 GMT
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Hey,
I will wait for the 4.0. Maybe then it will be
easier. Thanks for your help guys
Kind regards,
Brian