Subject: Now taking tutorial requests
Posted by jonwil on Sun, 09 Feb 2014 11:17:32 GMT
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If anyone wants me to do some tutorials along the lines of the ones I recently posted (e.g. construction yard, helipad etc) let me know and I will do my best.

Do not ask for tutorials if:
1.The information you want is already out there in existing tutorials
or 2.The stuff you want done has anything to do with 3D modeling or requires work in 3ds max (since that's something I have no skills in)

Once I remind myself of how it all works and remember all the special case logic for it, I may write a complete series of tutorials on naval units (including how to use Naval Yards, how to make boats, how to make subs, how to set up collision detection etc)

Subject: Re: Now taking tutorial requests
Posted by danpaul88 on Sun, 09 Feb 2014 11:32:31 GMT
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you should put your tutorials in the documentation

Subject: Re: Now taking tutorial requests
Posted by danpaul88 on Sun, 09 Feb 2014 14:31:10 GMT
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An example copied from one you posted here;

http://www.danpaul88.co.uk/ttdocs/page_tutorial_construction_yard.html

Subject: Re: Now taking tutorial requests
Posted by jonwil on Sun, 09 Feb 2014 21:40:28 GMT
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Ok I think the next tutorial (once I get past fixing various issues and back to tutorial writing) will be a tutorial on collision detection and the new collision detection features and collision types in 4.1 along with how they are set up for things like the APB naval units and the TSR amphibious APC and hover MRLS.

Then after that will come a tutorial on how to set up a naval yard.

Subject: Re: Now taking tutorial requests
Posted by Mauler on Sun, 09 Feb 2014 21:41:33 GMT
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Nice thanks for taking the time to do that

Subject: Re: Now taking tutorial requests
Posted by zunnie on Sun, 09 Feb 2014 21:59:16 GMT
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Very nice, can't wait for the Naval Yard one That's gonna be awesome

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Subject: Re: Now taking tutorial requests
Posted by Jerad2142 on Tue, 11 Feb 2014 19:53:15 GMT
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I was never able to get fog to recolor in ECW, anything special you need to do besides setting fog color and range to get the fog to be colored something other than the stock colors?

Subject: Re: Now taking tutorial requests
Posted by Gen_Blacky on Tue, 11 Feb 2014 22:02:48 GMT
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danpaul88 wrote on Sun, 09 February 2014 04:32you should put your tutorials in the documentation

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Subject: Re: Now taking tutorial requests
Posted by jonwil on Mon, 17 Feb 2014 00:42:22 GMT
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ok, so tutorials on my to-do-when-I-have-time list:
Collision detection/water/beach/boats/subs/amphibious units/hover units/etc
NavalFactoryGameObj (for naval yards)
danpaul's ore scripts
test_cinematic (specifically the changes to cinematics in scripts 4.x vs the stock script)

Subject: Re: Now taking tutorial requests
Posted by danpaul88 on Mon, 17 Feb 2014 00:44:54 GMT

jonwil wrote on Mon, 17 February 2014 00:42
danpaul's ore scripts

Those already have quite extensive documentation...

Subject: Re: Now taking tutorial requests
Posted by jonwil on Mon, 17 Feb 2014 00:48:03 GMT

danpaul88 wrote on Mon, 17 February 2014 08:44jonwil wrote on Mon, 17 February 2014 00:42
danpaul's ore scripts

Those already have quite extensive documentation...
True but a simple guide as to the settings most appropriate for stock renegade can't go astray.