Subject: orca drop mod...
Posted by ohmybad on Sat, 05 Apr 2003 22:17:40 GMT
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What would I do to create a orca that could fly through anything?

Subject: orca drop mod...
Posted by Blazer on Sat, 05 Apr 2003 22:22:13 GMT
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you could do it with a cinematic, but you wouldnt be able to interactively control it

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Subject: orca drop mod...
Posted by JCOOL91 on Sun, 06 Apr 2003 01:07:29 GMT
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All you have to do is change the collision options

Subject: orca drop mod...
Posted by [REHT]Spirit on Tue, 08 Apr 2003 02:04:10 GMT
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Make the normal CnC_GDI_Orca and attach M00_Disable_Physical_Collision_JDG to the object. So the script would look something like this:

-1 Create_Real_Object 1, "CnC_GDI_Orca"
-1 Attach_Script 1, "M00_Disable_Physical_Collision_JDG"

(this is assuming all you want it to do is spawn an orca, not have a chinook drop it in, etc).

You should still be able to control it if you haven't attached a disable transitions script on it.

Edit: This is if you're doing it through c130 script, if you just want to do it in your mod find the orca preset you're going to use and attach the script there.

Subject: orca drop mod...
Posted by Madtone on Tue, 08 Apr 2003 02:22:41 GMT
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hmmm, not sure about this one..

i think General havoc would be able to tell how exactly how.

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umm

/me shouts "GENERAL HAVOC???", "ARE YA THERE?"

but yeah, ask him and im sure he can either give you a rough idea or tell you exactly how to do it.

Hope i helped (lol, yeah right)! =)

Subject: orca drop mod...
Posted by General Havoc on Tue, 08 Apr 2003 15:29:25 GMT
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I may be able to help. I don't know if it is possible to set the W3D settings to no collision because it may cause problems but then again i have never tried it so thats one option. This is how the C130 Cargo plane works but i'm not sure if it would have any side effects when the vehicle is manned. Another is to create the Orca and attach the "M00_Disable_Physical_Collision_JDG" to the preset itself, ot as Spirit said use a cinematic, which would require other scripts to activte it. I am not sure on what you are trying to do but you can teleport an abject through a wall if it's to get something onto the map or out of the map. Give it a go.

_General Havoc

Subject: ahhh
Posted by ohmybad on Tue, 08 Apr 2003 19:54:42 GMT
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Works Great thanks for your help!...also try this for your Apache

-300 Create_Real_Object, 4, "CnC_Nod_Apache"
-415 Attach_Script, 8, "M00_Disable_Physical_Collision_JDG", ""

-331 Create_Real_Object, 5, "MXO_Nod_Obelisk"
-331 attach_to_bone,   5, 4, "wheelp01

  made this out of what you told me(atleast some of it)

Subject: orca drop mod...
Posted by JCOOL91 on Tue, 08 Apr 2003 19:57:08 GMT
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what way worked ???
may i try it?

Subject: eh?
Posted by ohmybad on Tue, 08 Apr 2003 20:03:11 GMT
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that help?

Subject: orca drop mod...
Posted by JCOOL91 on Tue, 08 Apr 2003 20:04:19 GMT
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sure ill help you whats ur msn