Subject: Pentagram
Posted by Deafwasp on Mon, 14 Apr 2003 17:03:46 GMT
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I am making a map called Pentagram, will feature a veinhole monster that is leeching the life out of the now abandoned city. I want to know if it is possible to add working subways to a map.

Ok, how about this. Is it possible to animate a model of a subway train to go around the tracks and stop at each stop for 30 seconds? This way people can walk on and be pushed around the map while in the subway car.

Is this possible? would this cause any problems?

If not I would also like to make it so you die if you walk in front of the train while its moving.

Subject: Pentagram
Posted by Halo38 on Mon, 14 Apr 2003 17:11:05 GMT
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Ii think this would give you an elevator type sceario, you know how the game slows down when they are used in multi player....

Having objects (e.g your character) being moved by the train would cause the simalar type of effect

I'm not sure if your character would actually move with the train as it moved, or your character would remain stationary and as the animation progressed it pushed your character along with it.

Good luck with your map sounds a nice idea.

Subject: Pentagram
Posted by Deafwasp on Mon, 14 Apr 2003 17:14:32 GMT
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But wasn't the elevator problem caused by the game being confused on where the elevator should be?

Won't it be smooth because it is just an animation that moves, pushing things in its path?

Subject: Pentagram
Posted by Halo38 on Mon, 14 Apr 2003 17:24:03 GMT
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I would assume that you would get a simalar problem with the train idea as the animations are

moving in game objects and ren still needs to send data on where these objects and the train are between the players of the map.

It's simalar, but i'm just taking the principles into account

E.g. If you jump on the back of a vechile in ren, your character will remain still if the vechile drives off and when he is clear of you you drop to the ground... so you would need barriers to keep your character on the train. but this means the animation has to move the train and moves the objects simalar to the elevator.

This is all just me guessing, i'm just to be logical about it. but it could work.

Try a small test or two it would be interesting to find the results.

Subject: Pentagram
Posted by [REHT]Spirit on Mon, 14 Apr 2003 17:50:09 GMT
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DeafwaspBut wasn't the elevator problem caused by the game being confused on where the elevator should be?

Won't it be smooth because it is just an animation that moves, pushing things in its path?

That's what elevators are, an animated object pushing another object (Greg Hjelstrom said so)......

Now maybe if you made it a very slow subway train it might work, lol, or you could use the tunnels as a place for people to go (ie, tunnel to the enemy base) and have the train run around and run people over, but then again they say animated objects cause lag. Might want to test these theories in a beta.

Subject: Pentagram
Posted by StoneRook on Mon, 14 Apr 2003 18:00:36 GMT
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You can make trains.....

I have done it...

However - it is exactly like an elevator - if your machine and the server get out of sync - you either fall off - or drop into the blue hell.

Doesn't happen alot - but once is enough.

Also - you impose a lag hit- if the systems that are running it are not "game worthy".

You would be better off using the teleporter script.

If you get creative - you can make "boom" tubes -- just like on Superman.

But - if your really interested - just make a tunnel - have a moving "car" in it - and it will push anything in its way --

just animate it to pause at each station. The player will then have to run out before it goes away.

But - during the "push" the player will be thrown to the back of the car (standard physics) -- which is pretty jarring on the horizontal.

also - your camera goes screwy....

Subject: Pentagram
Posted by Deafwasp on Mon, 14 Apr 2003 19:04:30 GMT
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Ok so lets figure this out...

If you have played Half Life then you remember the opening train ride. Of course I was going to have barriers to keep you on it. I did once try to ride on a harvester in renegade so i know what happens.

What can I do to make this idea work, and not have the elevator conflicts? I dont care what has to be sacrificed to do this as long as it doesent add much lag and you walk into the car and it carries/pushes you.

It wont be like an elevator, you cannot call t. just get on it before it leaves. a nonstop cycle.

Subject: Pentagram
Posted by Deafwasp on Mon, 14 Apr 2003 19:07:26 GMT
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what is a boom tube?

and

Is there no way to avoid problems with this idea? like ladders and elevators in mp?

Subject: Pentagram
Posted by Titan1x77 on Mon, 14 Apr 2003 19:17:10 GMT

creating VIS might be a problem..

i had an animated object on my current map and it would disappear when looking at it from certain angles.

I'd like to know how to make sure it's seen...since it's not animated in commando

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Subject: Pentagram
Posted by Deafwasp on Mon, 14 Apr 2003 20:22:38 GMT

So animations are buggy when it comes to pushing players?

Am I better off rethinking my subway idea?

Subject: Pentagram
Posted by StoneRook on Mon, 14 Apr 2003 21:01:35 GMT

yes

Subject: Pentagram
Posted by maytridy on Mon, 14 Apr 2003 21:43:24 GMT

You could make it so that there was a train at a station and stayed for about 30 seconds, like you said. Then, have the train run though a teleport zone, teleporting you to a location, into a clone of the train you just transported out of, but at a different station. The train would never actually move far at all, it would just create an illusion of a really fast train. Just a thought. It's a little confusing, but with some tweaking, it may work.

Subject: Pentagram
Posted by Deafwasp on Mon, 14 Apr 2003 22:24:36 GMT

that would still require it to move, which negates the whole purpose of using the teleportation script. Also you will be able to travel by foot in the tunnels (so watch out for the train) i THINK PEOPLE WOULD NOTICE THE TRAIN GOING *WHoops, caps...* 5 feet and then resetting.

Either the train would go all around the track or not at all.

Subject: Pentagram
Posted by maytridy on Mon, 14 Apr 2003 22:25:43 GMT
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Ok, never mind that idea then, i guess you dont understand what im trying to say. :rolleyes:

Subject: Pentagram
Posted by Ingrownlip on Mon, 14 Apr 2003 22:37:08 GMT
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Or how about a AI controlled vehicle (that follows waypoints) that allows players to jump in it? Maybe that would work.

It probably will just stop working as soon as the player is inside the vehicle.

Subject: Pentagram
Posted by bigwig992 on Mon, 14 Apr 2003 22:37:58 GMT
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A long time ago I was going to make a map called CTF_Subway Systems. I had an idea much like yours, but, after finishing the basic part of the tunnel, i just, gave up. As for the train, my idea was to model it, and bone it as a vehicle. Then have invisible blockers down the tunnel inbetween the two tracks (too keep the train to one side). Then just hop in and drive around with the train, but since you have the vehicle blocker, and the wall of the tunnel on each side, you can only go forwards, or backwards. Then just give it a shit load of health, and make it untargetable. Expirient with "occupents visable", and while you drive by people, they will see the stiff looking guys inside the train. No lag, no issues that you would have with elevators. Just, a vehicle, that you can jump in and out of at any time.

Subject: Pentagram
Posted by Dante on Mon, 14 Apr 2003 22:38:57 GMT
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actually, you are thinking way too hard...

create a train as a vehicle, give it a waypath (through the subway) have it follow.... write a custom script with a timer that tells the train to stop for x amount of seconds (where the player could get inside it) then go again after the time expires either on that waypath again, or a waypath to another station...

by the way, most SP subways you have played on, aren't moveing, the texture outside of the window is...

Subject: Pentagram
Posted by maytridy on Mon, 14 Apr 2003 22:55:14 GMT
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Great ideas. Just have like a modified harvy (train) that follows waypoints, and make it so you can like walk in and out out when you please. not like a tank, where you press a button, but you just walk in and out.

Subject: Pentagram
Posted by Deafwasp on Mon, 14 Apr 2003 23:37:30 GMT
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Ahhh! so obvious! Thanx Dante!

oh and thanx to ingrownlip and bigwig, all great ideas that I could use.

I am probably gunna try the Dante idea though.

Subject: Pentagram
Posted by Deafwasp on Tue, 15 Apr 2003 00:13:58 GMT
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My next question is, can I add doors onto the vehicle that only open for the time it is stoped then it closes again?

Subject: Pentagram
Posted by Deafwasp on Tue, 15 Apr 2003 13:29:42 GMT
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Subject: Pentagram
Posted by Deafwasp on Tue, 15 Apr 2003 23:24:35 GMT
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Subject: Pentagram
Posted by maytridy on Wed, 16 Apr 2003 00:32:14 GMT
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Probably not. But I don't know much about scripts and stuff.

Subject: Pentagram
Posted by Deafwasp on Wed, 16 Apr 2003 17:21:46 GMT
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anybody?

Subject: Pentagram
Posted by maytridy on Wed, 16 Apr 2003 17:25:10 GMT
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You could have some sort of zone, so when the train enters it, the train stops, (just like the harvy, via waypoints) and when the train stops, the doors open too. Kinda like a tiberium zone.

Subject: Pentagram
Posted by Deafwasp on Wed, 16 Apr 2003 17:34:00 GMT
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hmmm... Sounds right.