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Announcements

Site Relaunched 10/13/2016
Welcome back to BFEditor.org! We've upgraded the forum software, removed the spammers, and improved security. Apologies for the downtime! Det

Placing Dynamic Ambient Effects

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Started by [EoD]Junglist, December 30, 2006

8 posts in this topic

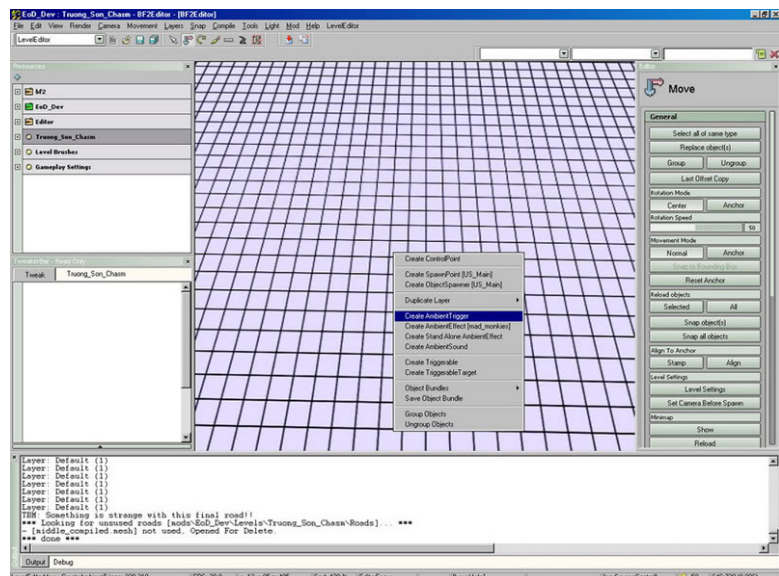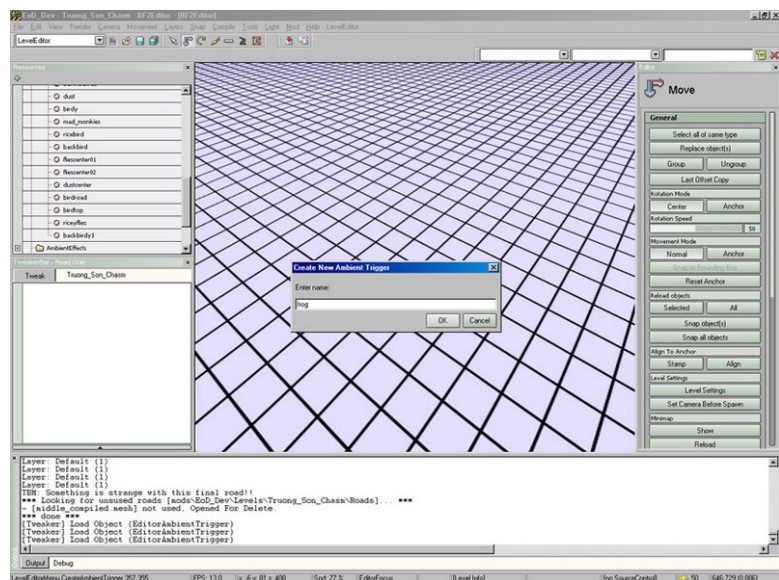
[EoD]Junglist

Member
●●

Members
● 0
295 posts
Gender:Male
Location:UK

Posted December 30, 2006 (edited) · **Report post**   ⤳

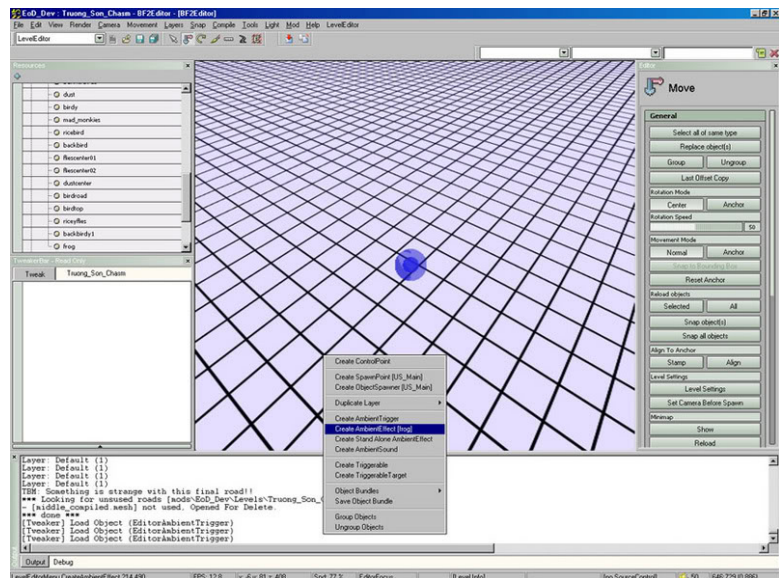On your map, right click and select "Create Ambient Trigger"

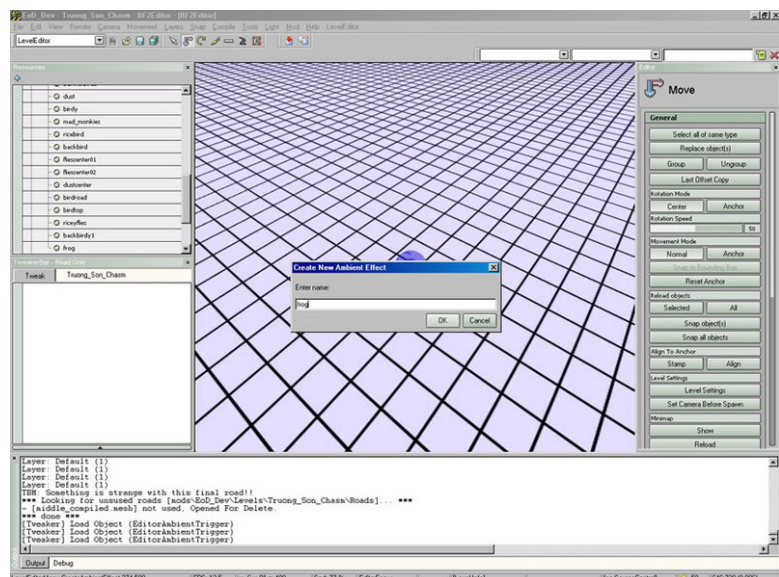Then when prompted, give it a name, I will use "frog"

Then right click and select "Create Ambient Effect [frog]"

In square brackets the name you gave the trigger will be displayed.
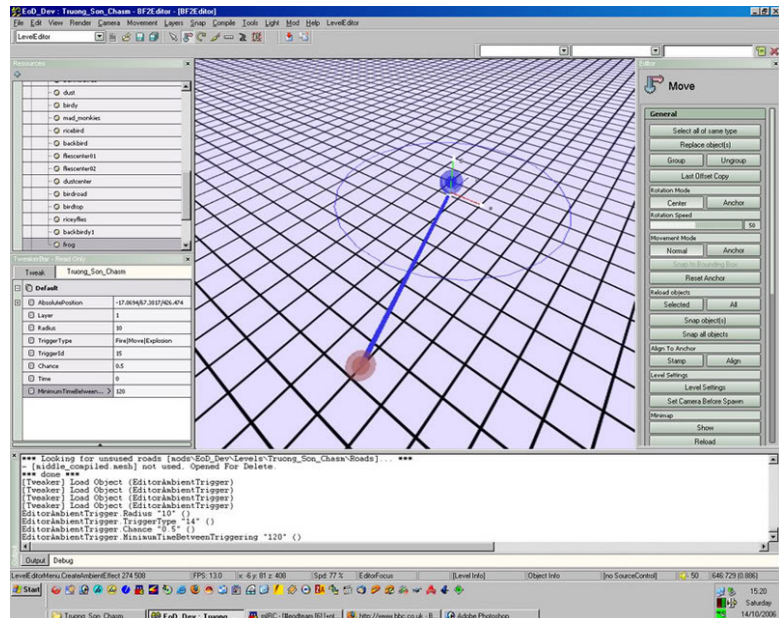

Then give this a name. I will use the same as my trigger "frog"

Now, the blue circle (the trigger) is where you set off the effect, and the pink circle is where the effect will start.

Select the blue circle (the trigger)

In the tweak bar on the left, there are some settings to change.

Radius:

this is the radius around the trigger, when you do something in the radius it will set off the effect.

Trigger Type:

How do you want the effect to be set off? You can choose more than one way.

Time - The trigger will be set off, every so many seconds (the seconds are defined later).

Fire - The trigger will be set off when you fire a weapon

Move - The trigger will be set off when you move

Explosion - The trigger will be set off when an explosion occurs in the radius

Trigger ID:

Leave alone, the editor assigns a unique number to each one

Chance:

What will the chance be, of the effect playing when you enter the radius.

0 = no chance

1 = everytime

Tip: Use any variable between 0 and 1, ie 0.1 or 0.2 or 0.3 etc etc

Time:

Leave as 0 unless you have selected time as a trigger type. If you have, this is the time you set for that. So if I chose time as the trigger type and set this setting to 60, the effect would play every 60 seconds, regardless of weather someone is in the radius.
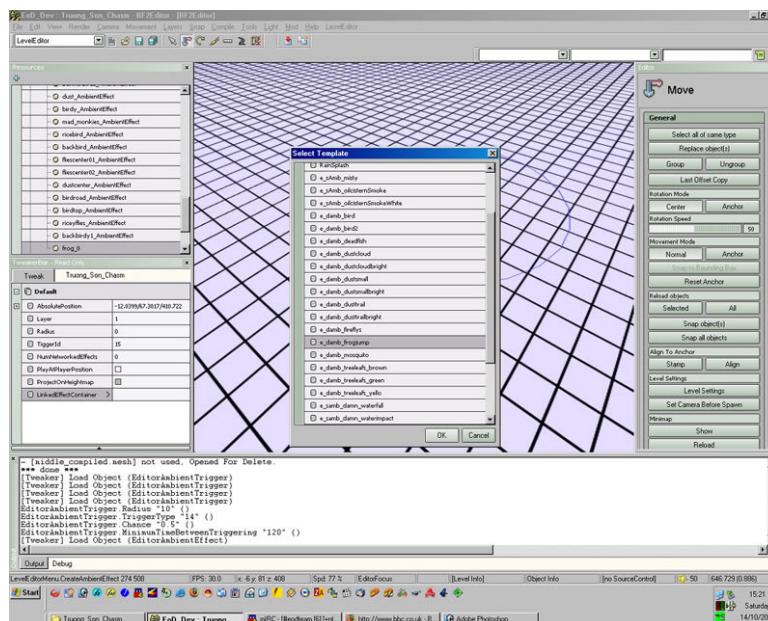
MinimumTimeBetweenTrigger:

Once set off, what is the minimum amount of time, before the trigger radius becomes active again.

Now, select the pink circle (the effect)

Theres only one thing you really need to change here, and that is the "linkedeffectcontainer"

Click this and change it to the effect you want to play. I have chosen e_damb_frogjump

(However, should you be placing an effect in the air, and want the effect to play in the air, you will need to un-check the box "ProjectOnHeightmap".

Otherwise, no matter how high you place your effect in the air, it will play on the ground.)

Click save, pack your map and you're done!

Edited March 15, 2008 by [EoD]Junglist

Bensta
Expert
●●●●

Moderators
● 0
1,781 posts
Gender:Male
Location:England

Posted December 30, 2006 · Report post

Nice tut man well done 🙂

[PTG]shogun
Member
●●

Members
● 0
69 posts

Posted December 31, 2006 · Report post

thanks i needed this 🙂

Sir.Darthmaster
Member
●●

Members
● 0
134 posts
Gender:Male
Location:Verrebroek, Belgium

Posted January 5, 2007 · Report post

Oh thanks i didn't know about the projectonheightmap, Something i'll have to remember 😝

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josh_sg1
Member

Posted February 22, 2008 · Report post

This tutorial is not working. I am trying to make a new effect called e_rain

Can you start over and create a tutorial for stand alone ambient effects?

Make it how to create one from start to finish with your own texture, sound, emitter and particle.

Members
● 0
90 posts

mschoeldgen[Xww2]

God-like
●●●●●

[Moderators](#)
● 0
8,876 posts
Gender:Male
Interests:Simulators, FP Games, Bass playing

Posted February 22, 2008 · Report post

Note that this tutorial is for **dynamic** ambient effects, like rising birds or the mosquitos. Static effects like waterfalls or smoke are simply placed on the map like other statics.

Your (josh_sg1's) effect is not working due to the problems we discussed in your thread.

[EoD]Junglist

Member
●●

Members
● 0
295 posts
Gender:Male
Location:UK

Posted March 15, 2008 · Report post

Sorry, should have made that clearer in the thread title mschoeldgen.

Have altered it now. I think I wrote one for rain somewhere actually, may not have posted it.

I'll have a look when I get home.

[EoD]Junglist

Member
●●

Posted March 15, 2008 · Report post

Ok, put a tut up.

It's ok if you have your own rain effect, if not you will need one which I will upload when on my home PC next.

http://bfeditor.org/forums/index.php?
showt...st=0#entry75248

Hope that helps.

Members
● 0
295 posts
Gender:Male
Location:UK

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