

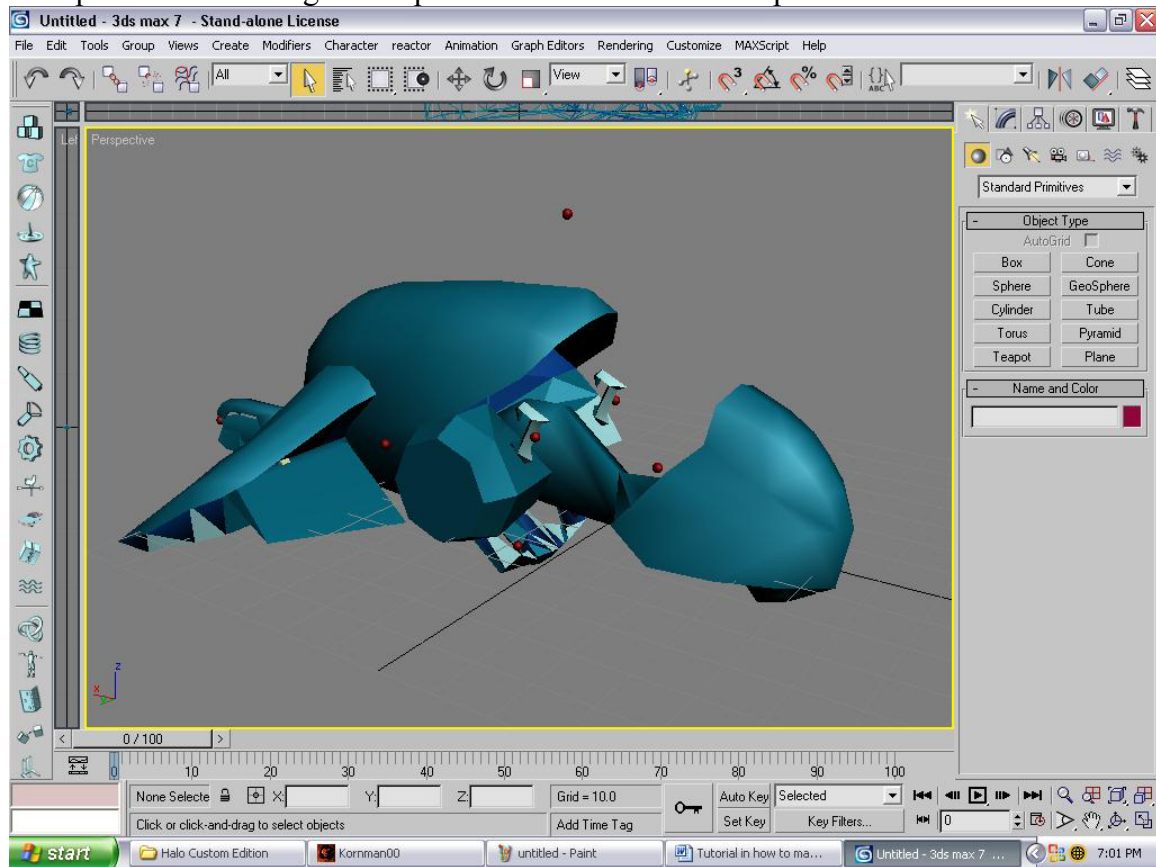
Tutorial in how to make perfect or almost perfect h2 boost on the ghost. (This may apply to other hovering vehicles like spectre and wraith).

Ok, now I assume that you should already know how to do everything b4 starting to tag, but I'm going to go through some things so some stuff aren't forgotten.

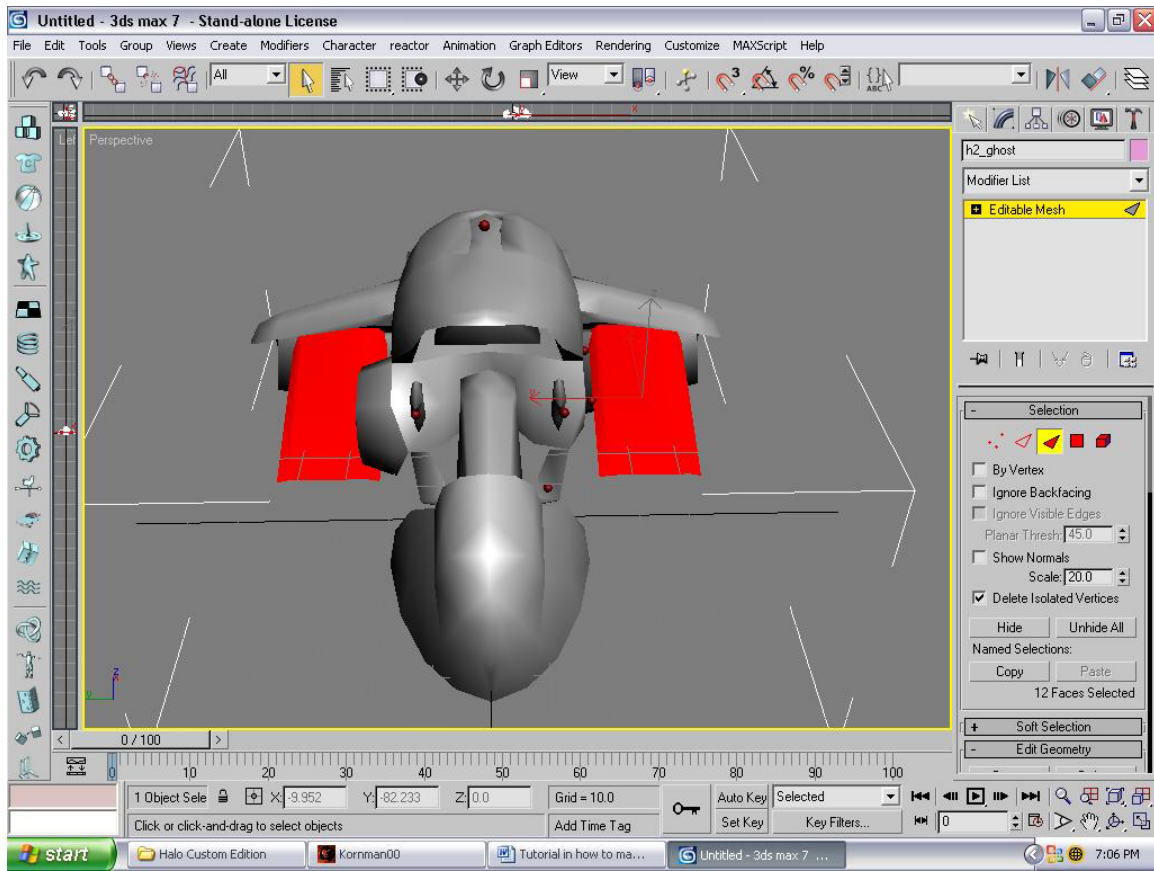
1. - Max and the work.

Now that you decided to make a full working ghost with h2 boost in it, comes the model. If you want to use the current model, skip all this and go straight to part 3.

Max pic of the normal ghost import with JamesD Model importer.



Notice how the model will not be good for use this way, you will have to get the model elsewhere (I will not say this). And import it, and then you'll have to add new model link pieces to where they go and resize to be exact size of the old ghost model in the pic above. Now you'll add planes or if your new model has the boost vent planes ready, should look like this.



Here we got the faces select of what will be our boost, you can give this material name of ghost_boost so this will have its own shader, shader animations and independency. Go ahead and map it correctly (find other tutorials for this). So the bitmaps looks proper on the model.

Now let's say your model is ready and you got all your stuff ready (max related), we are going to export as a JMS file using the model exporter that came with HEK or newer versions made by others for newer version of 3ds Max.

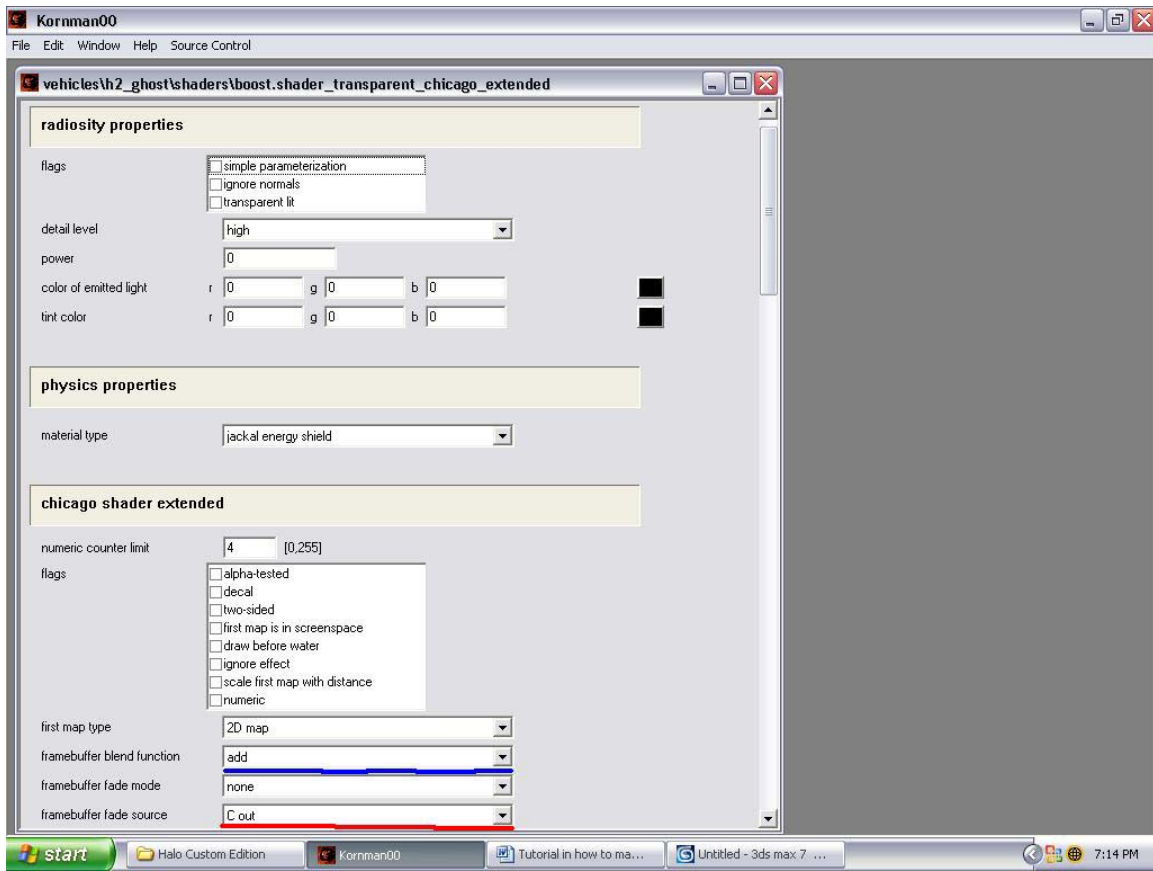
2. - Tool Time.

Tool your bitmaps(if new) so we can work on the new shaders, even if your using the normal ghost, but having the boost planes you'll need to tool the new bitmap/s.

3. - Guerrilla time.

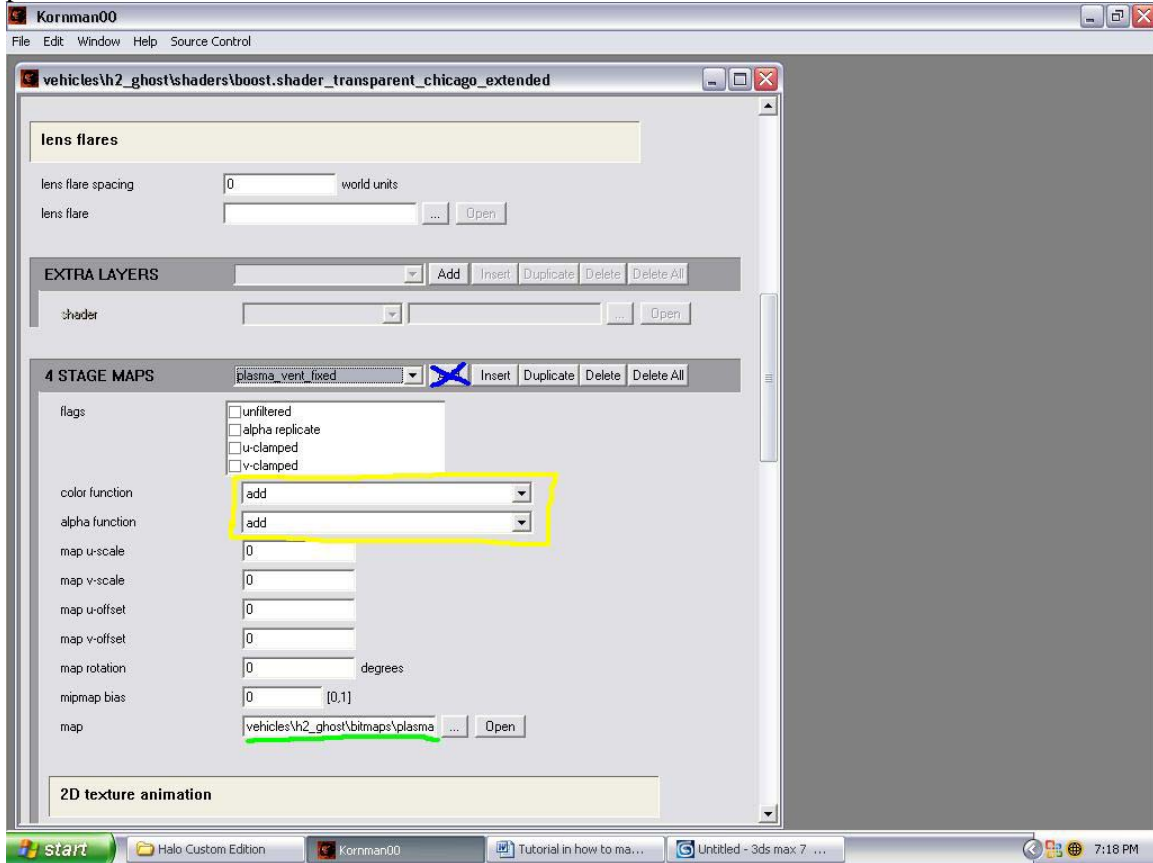
Open Kornman00, not guerrilla, why?, you got more stuff unlocked here and soon you'll know the key to perfect boost, and can only be done with this guerrilla hack, not the normal guerrilla. So we need to make new shaders, for now let' say all we need is our boost, so here's how it will work.

- a. - create a Shader Transparent Chicago Extended, and then you'll edit like this.



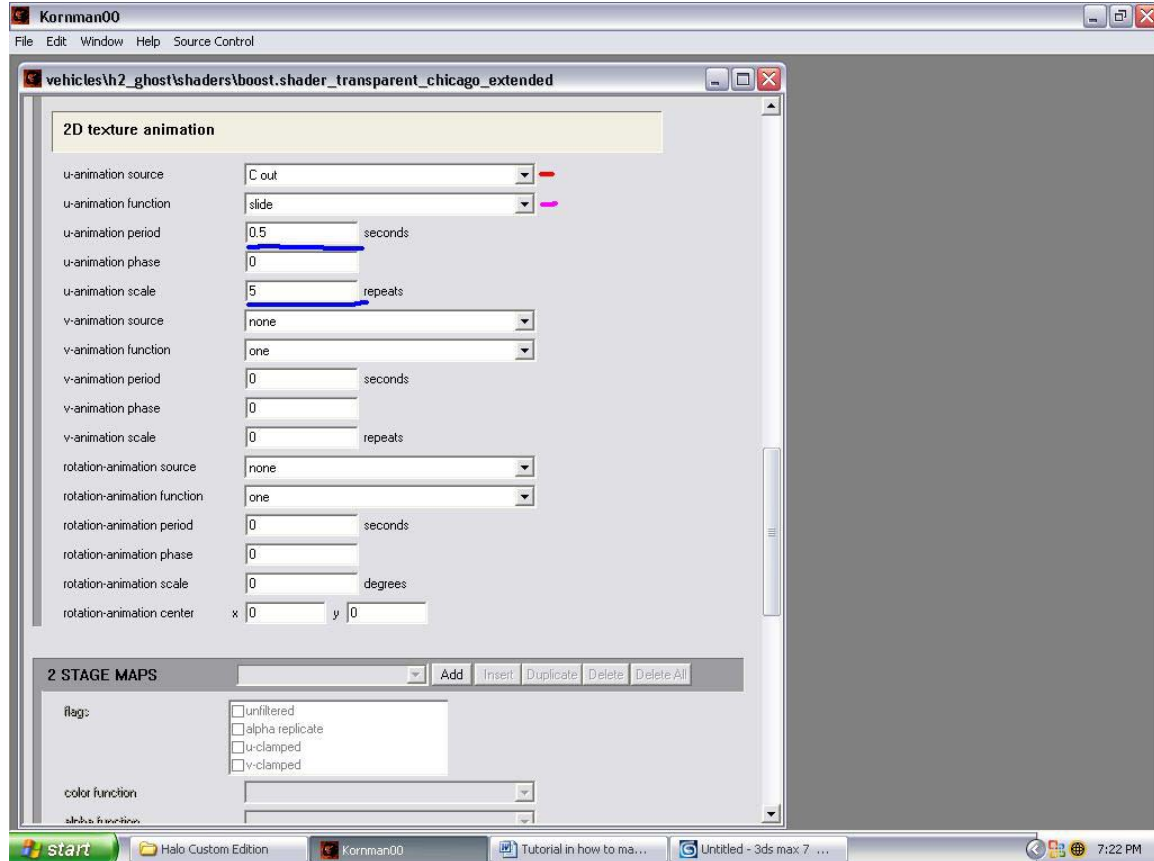
As you can see the area marked in blue will set how this bitmap will work, sometimes is not good to set to alpha vales because your area where it should be transparent will become fully black visible, that will not look proper. Now for the area marked in red is what's going to trigger the shader, if it's at none, it means that it will be on all the time, but this time it will be a "C out"(this will be explained later and it could be in the other ABD outs).

Now in this next picture.



Now the blue cross indicates you'll need to make a new stage map, all you need is one for now. (If you know how the shaders work properly you can add other bitmap effects and animations for a slicker look). So you'll add new stage map select add and add on both options for "color function" and "alpha function found on the yellow area. And the green will be your new bitmap you tooled (bitmap that is your boost...

Now in this picture show bitmap animations.



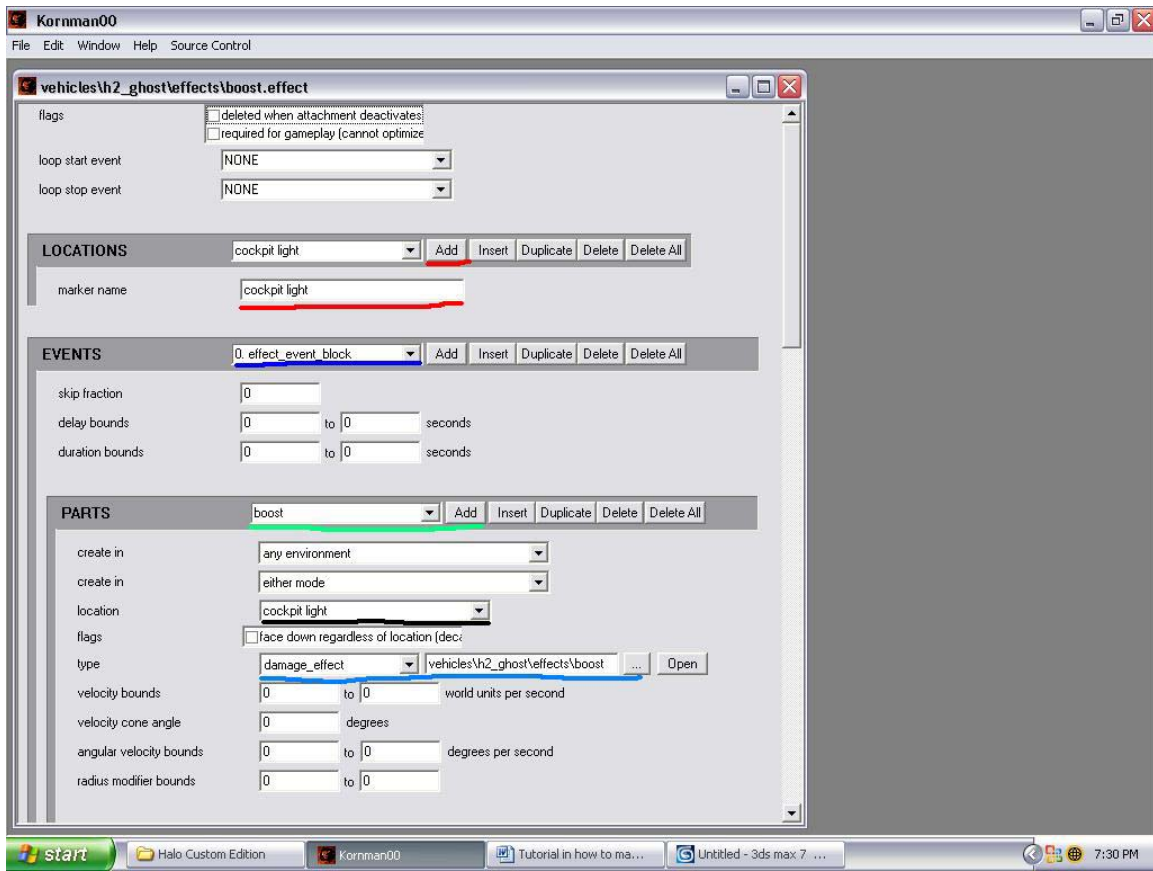
Now we are going to add a little animation feel to the shader by adding animations. In the red area will be the source that triggers it, this time will be “C out”, now the pink will show the animation type, will be slide, that will be horizontal. Blue areas’ will show for how long the animation will last and the scale, now the more time it has the slower it will take for the bitmap to slide the whole bitmap through the plane. Now we save and we are ready to tool our new model (this you should know).

4. - Vehicle Tagging.

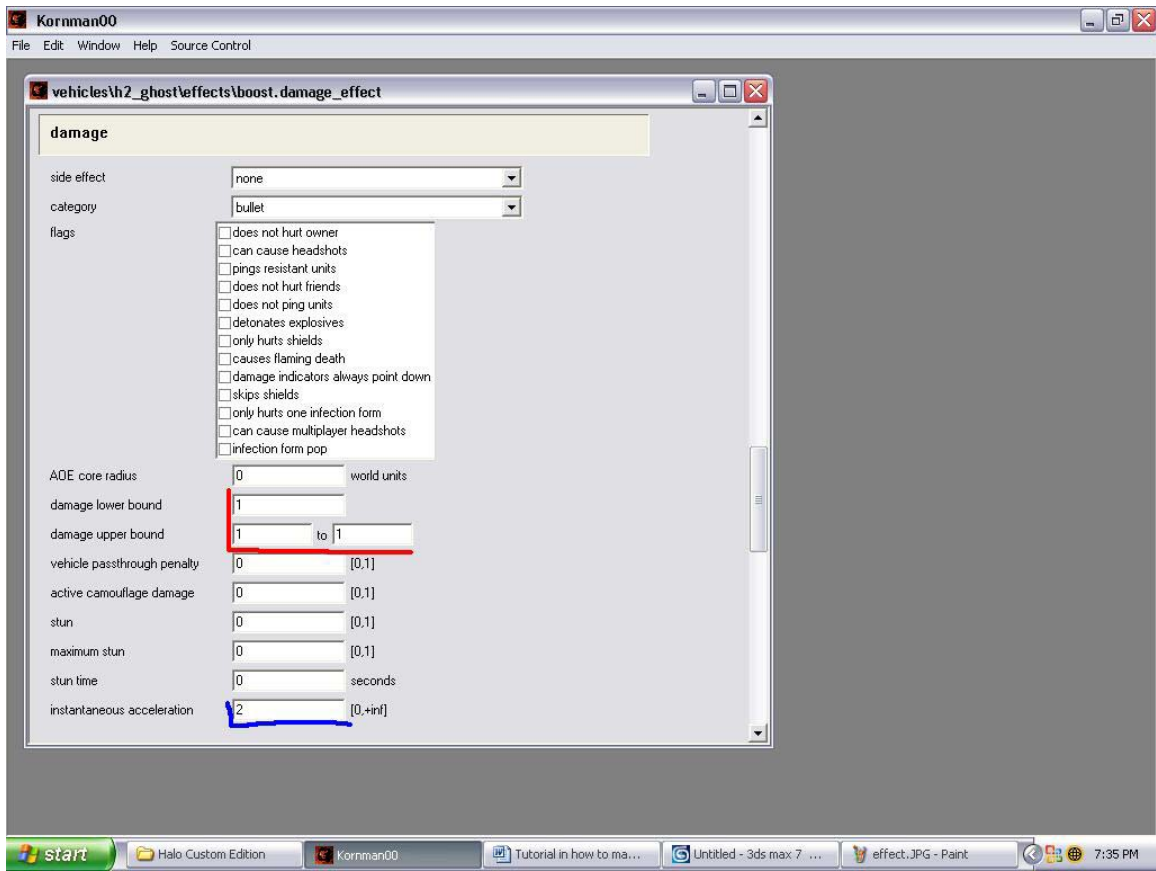
Open your ghost vehicle and save it as “ghost_mp_boost” or other name of choice or folder of choice, I choused “h2_ghost”, in “tags\vehicles\h2_ghost” folder. Now that we have our new vehicle to start with, we move on to adding boost and making it work with “CROUCH” by default this should be in “Ctrl” button under left shift on your keyboard. Ok now you’ll add your new model collision, and animations, if needed.

5. - Making the boost effect.

Create a new effect tag and do the following to the next pic.

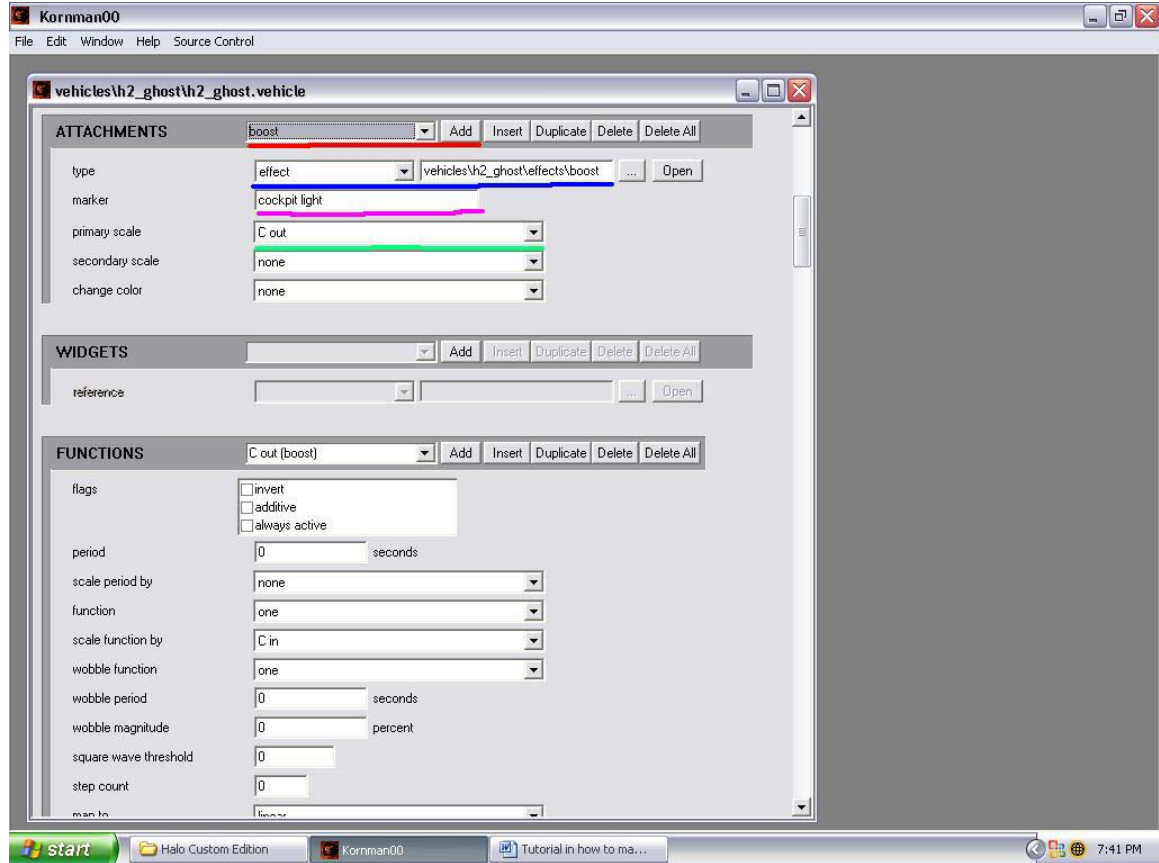


You'll add a location, this time I'll be using an existing location on the ghost, that is "cockpit light" (location will be a marker found on your model, and for boost you should never EVER add damage effects or boost to multiple markers, this will only make your vehicle fly up and kill you, no real boost.). now on the blue area you'll set an event and for parts in the green area, you'll add one and set to any environment and in either mode, black are will be your location, this is where the effect will take place, where the boost will set It's force on, the "cockpit light", now for the light blue area will be "damage_effect", now this we will have to create so let's create a new "damage_effect" tag and leave all like it is and add what you'll see in the next picture.

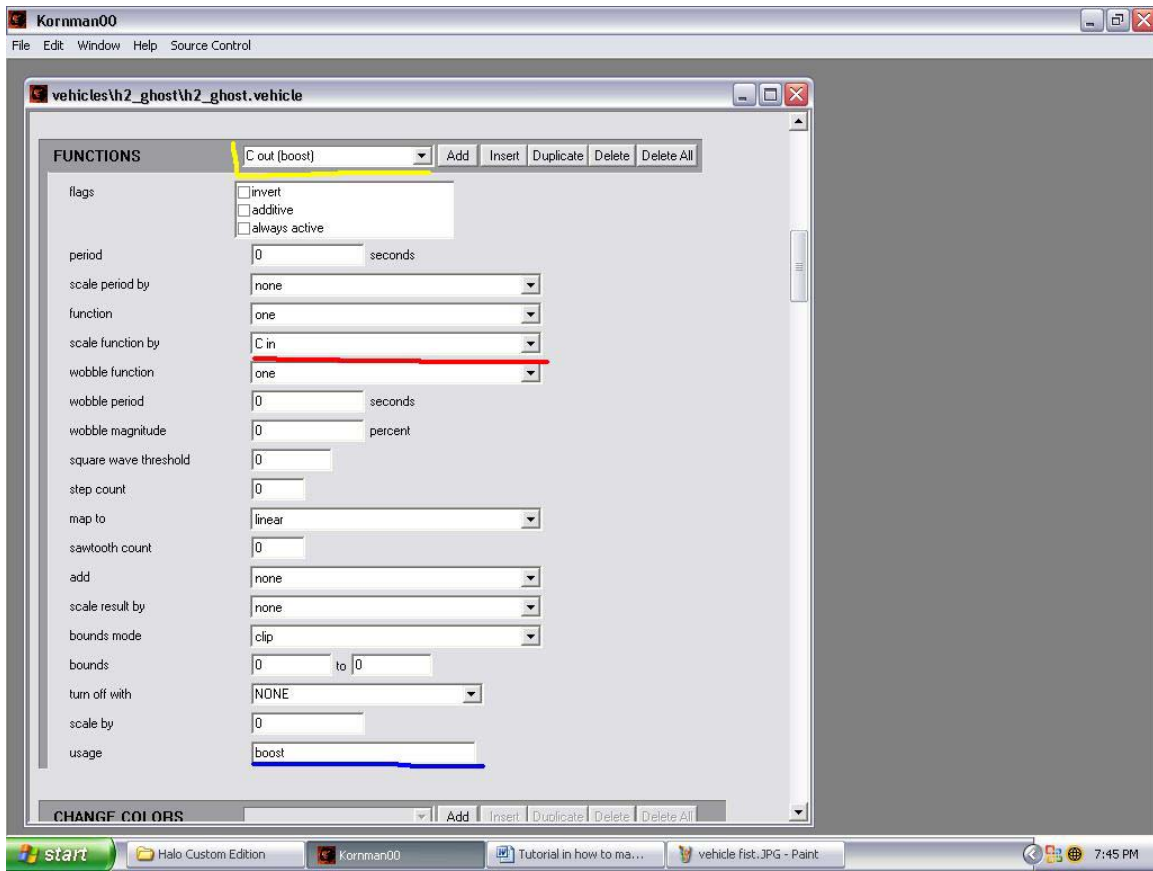


Red area will mark your damage bound, this won't really matter for hovering vehicles, it but vehicles like the banshee will need different inputs. (Some stuff will be explained on the end of this tutorial). So you'll just add 1 to every damage bound value, and add 2 to your instantaneous acceleration, (this is what makes the damage impact, make the difference on your speed, if you set it to 1, you'll boost a bit slower and will not get too much speed, 2 is a good choice. Save it as what ever you like, I save it as "boost.damage_effect", and I choose this on my damage_effect option in the boost.effect, and save them both.

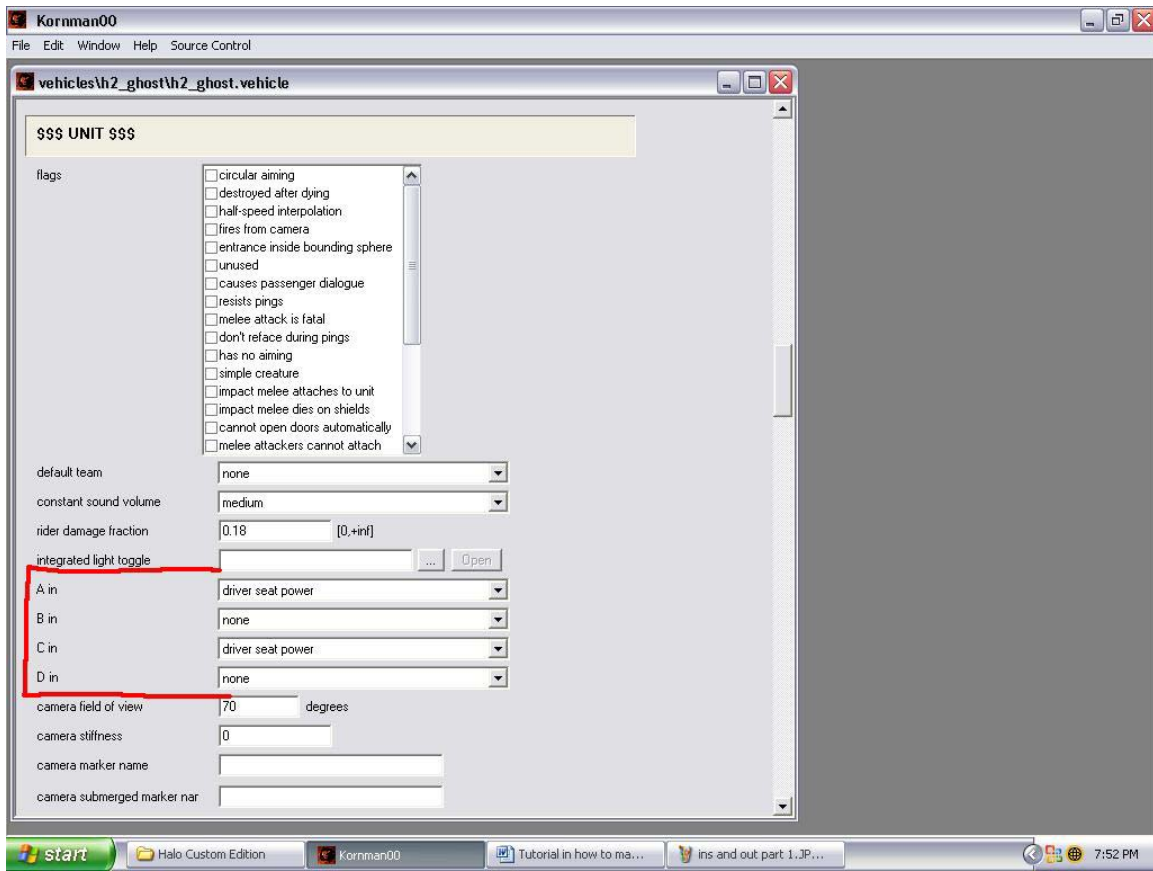
Now to add this to your ghost, open your vehicle tag and go under attachments.



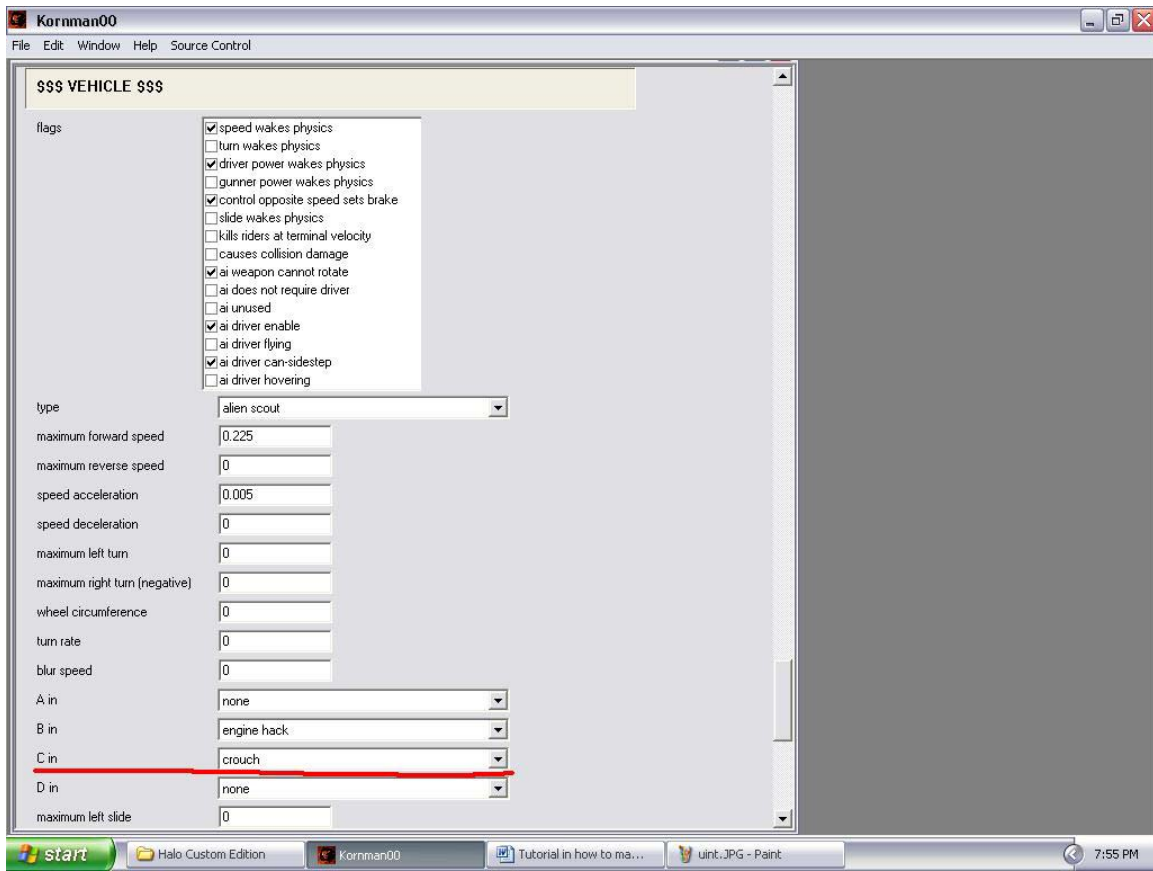
Here in the red area you'll add new and for blue you will choose your effect and browse to it and select it, for pink area will be the marker we set in the effect, (location of effect), and in the green area will show what triggers it, that will be "C out" for right now. Now you'll need to make another of this and select sound looping and select the sound looping of ghost boost (this tag does not exist neither the sounds, but you'll need to get that on your own also). And we move on to the next phase, "Functions"



Here it's very important that it's done right, in the yellow are you'll add a new function, if you can't you'll have to use one of them, and make sure your function is set to "C out", if it's a different letter all you did for the shaders and anything that had this "C out" value, you'll have to change it to what ever letter your using here, but since my tutorial is with "C out" C out it is. The red are will mark scale function will be the inverse "C in" and the blue just put a name there that will tell you what it's for, like boost, and your new Function will be called "C out (boost)". Now we go to the next step.



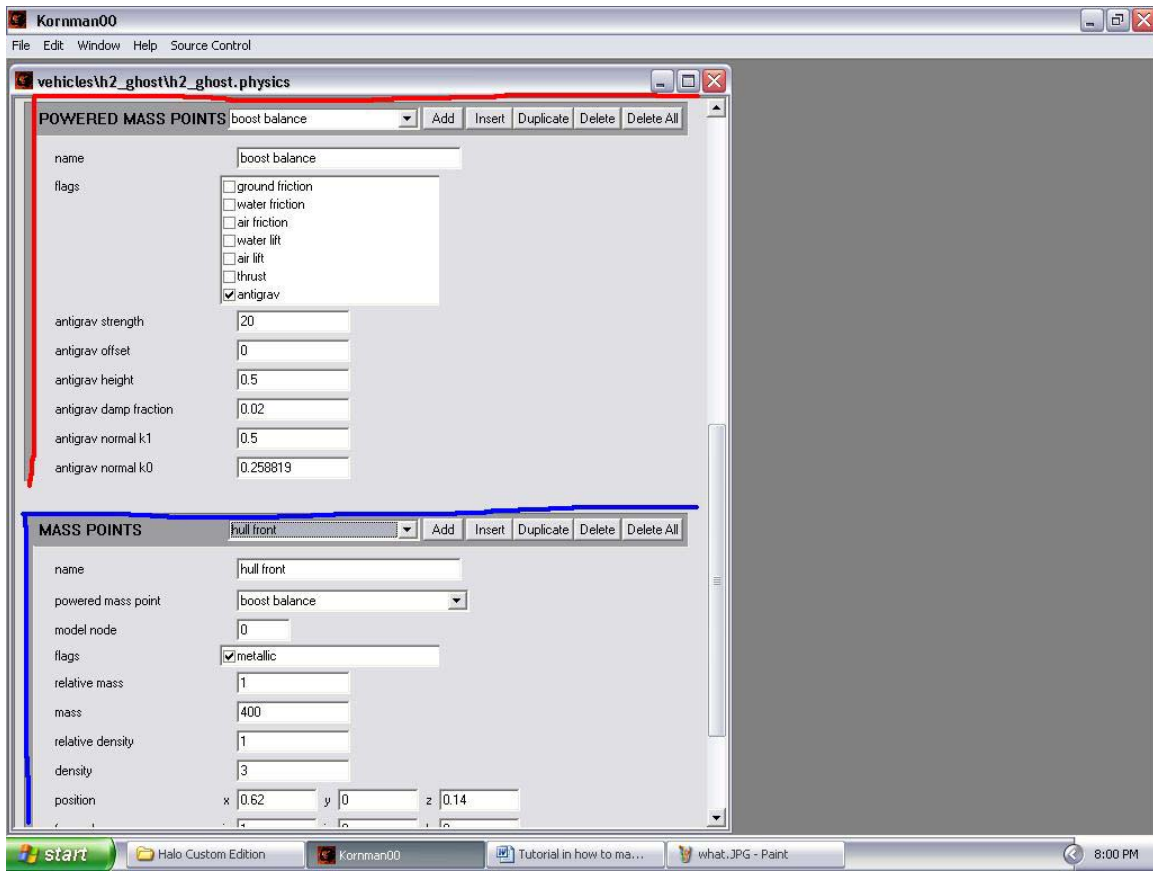
Here in the red area will show what controls these functions. Now here you will make the letter of control for your function be “driver seat powered” why? Well ghost is only driver, but even if you had passengers you don’t want others to trigger effects with out the driving losing control, so we set “C in” to be “driver seat powered”. And we move on to the last step in vehicle tagging.



Now here we end the vehicle tagging by setting function to the source of “C” this will be crouch, so when you press “Cntrl” or what ever button you have for crouch, you’ll activate the effect that will be set on the marker chosen and YOU’LL BE BOOSTING!.

Finally we got boost working. But, how do I make it so the ghost doesn’t tilt forward or flip forward and knock me off the ghost?

A. - here’s my little discovery, and here’s is how.



In the red area you'll have powered mass point of "front anti-gravity" and "back anti-gravity", now you'll duplicate any of those 2, to make this faster, and name it "boost balance", and you'll change the antigrav strength to 20, and the height to 0.5. And in the blue area you'll select the area where you get the problem "hull front", and for powered mass point you'll set our new "boost balance".

The ghost boost add on will make it tilt forward and make the front of the hull touch the ground and scrape and such ugliness, now with this, you'll have a stronger antigravity that will prevent that, so when your boost (damage effect push) forces you to go faster, your new powered mass point will make sure that nothing will be strong enough to push it down :D.

Now that this is revealed, I'll set few point and facts in the next paragraph.

This covers the boost on the ghost, however this is a lot different from the spectre, wraith, and banshee, when it comes to physics tagging, and damage effect, little example is this:

1. - banshee doesn't need physics edit, but your upper and damage bounds must contradict them selves in + and – values, so the boost pushes you forward and not up.
2. - Specre uses the exact same as the ghost, but your powered mass point “boost balance” might need stronger or weaker values on the antigrav and height.
3. - the wraith uses about same, but since it's a way bigger vehicle, your “boost balance” powered mass point might need huge ton of force, just' don't put to much or you'll be ridding a low rider wraith, with the front picked up, and the acceleration of the damage effect might need to be X5 of the current one made for the ghost.

Special Thx to Tiamat for helping with the boost shaders.
Supper Sunny for his banshee tags that helped in just about all in attachments and functions.