Subject: scripts I am going to write.
Posted by Anonymous on Sun, 12 Jan 2003 22:27:00 GMT
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1.a script to grant a key on zone entry (JFW_Grant_Key_Zone_Entry)2.a script to do a classic C&C type crate, with the folowing possible contents (any of these can be turned off via the controller script if you want)Cash (amount settable via controller)Limited time Stealth Powerup (time settable via controller)Complete Health + Armour refillMax health boost (basicly the same as a health medal)Max armour boost (basicly the same as an armour medal)explosion crate, 2 types available (the types of explosion will be user-configurable, you can choose to have 2 types, 1 type or none)Give Weapons, 3 possible "pairs" to give. You can choose 0,1,2,3 pairs to be active at once. Each pair consists of one GDI weapon to be given to GDI players (such as an ion beacon) and one Nod weapon to be given to Nod players (such as nuke beacon). You can also give the same thing to both players if you like.The positions of the crate will be fixed, the contents will be random though (once you collect it, it will disappear for a short amount of time, changable by the map author).Basicly, to make coding easier (and to make the crate script more configurable, there will be 2 scripts. JFW_Crate will be attatched to the crate thingos and JFW_Crate_Controller will be attatched to a DavesArrow or something somewhere and will handle the random number generation, the item selection, the item giving and stuff.A stealth powerup (similar to the stealth thing for the crate) JFW_Stealth_PowerupA means such that you will be come a viceroid if you die in tiberium (might require a new script, might only require tweaks to existing scripts)A script such that you will be lifted into the air by a certain amount (basicly adjust the Z value) on zone entry (JFW_Bounce_Zone_Entry)A script to play a cinematic when a message is sent (JFW_Custom_Play_Cinematic)A script the same as TDA_Send_Custom_Zone except that it will only trigger if the object that entered the zone is a specific preset JFW_Zone_Send_Custom_PresetA script or scripts to implement Apaches assault idea. Basicly, on startup, a flag will be set. Then a timer will be started (configurable by the mapper). Also, some buildings (again configurable by the mapper) will be "turned off" somehow. When an object enters a zone, the flag is cleared. Zone exit means flag is set. If the flag is set when the timer runs out, the buildings are "turned on". If the flag is clear when the timer runs out, a building will be blown up. (JFW_Assault_Idea_1, JFW_Timer_Custom and mabie others)A script for playing a 2D sound every X seconds based on the health of the object its attatched to (JFW_2D_Sound_Timer_Health)A pair of scripts for making a building and an engineer such that the engineer will repair the building every time it gets damaged until the engineer is killed. (JFW_Engineer_Repair and JFW_Engineer_Target). I get the feeling that engineer repair and engineer target scripts already exist though so if I find them, I wont need to make my own.Any feedback/suggestions/whatever on these scripts, let me know.Note that he information given here may change if I discover that something is not possible or is too hard or something. [January 12, 2003, 22:38: Message edited by: Jonathan Wilson]