
Subject: My Scripts Thus Far, More to Come This Week...
Posted by [Anonymous](#) on Mon, 09 Dec 2002 22:52:00 GMT
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Here is what i have so far...FULLY tested, and ready to be used, i will hopefully get these out soon
code: Scripts By Dante// Use this to send messages on ZoneEnter and Zone
Exit////TDA_Send_Custom_Zone//ID:int 'id of object to send to //EnterMessage:int 'message to
send on ZoneEnter//EnterParam:int 'Parameter on ZoneEnter//ExitMessage:int 'message to
send on ZoneExit//ExitParam:int 'Parameter on ZoneExit//Team_ID:int 'Team ID 0=Nod,
1=GDI, 2=Any///// Construction Yard Controllers, will send the appropriate messages to the
specified objects// to make them QUIT repairing the
buildings////TDA_Conyard_Controller////Building1_ID=0:int '1st building to
disable//Building2_ID=0:int '2nd building to disable//Building3_ID=0:int '3rd building to
diable//Building4_ID=0:int '4th building to diable//Building5_ID=0:int '5th building to
diable//Building6_ID=0:int '6th building to diable//Building7_ID=0:int '7th building to
diable//Building8_ID=0:int '8th building to diable//Building9_ID=0:int '9th building to
diable//Building10_ID=0:int '10th building to diable///// Conyard Repair Script, Great working
repair script // Use the controller script to turn off.//// TDA_Conyard_Repair//
Repair_Frequency:int how many ticks till it recieves 1 health// Timer_ID:int ID of the object it is
attached to, will crash game if left blank.///// Use this to get the flying objects to appear on the
Helipad...////TDA_User_Purchased_VTOL_Object//Preset_Name:string flying objects
name//HelipadLocation:Vector location to create the object///// This will disable helicopter
purchases upon destruction////TDA_Helipad_Controller//VTOL_Controller1=0:int VTOL Controller
to kill on destruction//VTOL_Controller2=0:int VTOL Controller to kill on
destruction//VTOL_Controller1=0:int VTOL Controller to kill on
destruction//VTOL_Controller2=0:int VTOL Controller to kill on destruction///// This is the
VTOL_Controller that actually creates the
Helicopters////TDA_VTOL_Controller//Cinematic_Object:string text cinematic object to create the
helicopter///// This is used to grab the purchase from the PT and then send a request to build it
//to the VTOL Controller////TDA_VTOL_Object//VTOL_Controller=0:int ID of the VTOL Controller
to bind to.///// Use this to enable/disable stealth effect. Will activate stealth on enter, and
deactivate stealth on exit////TDA_Toggle_Stealth_Zone//Trigger_Type:int This is a new setting,
you can set the following here.// 0=only stealth IN zone// 1=zone entry to
enable// 2=zone exit to disable//Player_Type Same as others 0=Nod, 1=GDI, 2=Any///// use
this to teleport a unit to a desired location when they enter this zone // facing the same direction
as when they entered the zone////TDA_Teleport_Zone//Location Vector location of where to be
sent//Object_ID Object to teleport to (use an editor only object // for this,
or else will teleport inside the other object///// This will Disable a building on ZoneEntry, it will not
destroy, just disable.//// TDA_Disable_Building_Zone// Building_ID:int ID of the building to
disable// Team_ID:int ID of the team to trigger the script (0=Nod,1=GDI,2=Any)///// These are
the controller scripts for a stealth generator attached to a Zone. // when player x is in zone y,
stealth is enabled, when they leave the zone, it is
disabled.////TDA_Stealth_Generator//Zone_ID:int ID of the Connecting Zone/////Zone Script for
above////TDA_Stealth_Generator_Zone//Player_Type:int player type (0=Nod, 1=GDI, 2=Any
(unteamed)) [December 09, 2002, 23:00: Message edited by: Dante]
