
Subject: New Scripts in patch.

Posted by [Anonymous](#) on Sat, 23 Nov 2002 08:42:00 GMT

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----- These are the scripts that will be in the new dll whenever it comes out (at least thats what greg said is in there)/

GTH_CTF_Object This script will make the object it is attached to behave kind of like a CTF "flag" by constantly warping to the opposing player who pokes it. If its position gets within a certain distance of the "enemy home" an internal counter is incremented. Once the counter reaches a desired number, an object in the level is destroyed. This object should be the only building owned by the flag's team so that they immediately lose. Unfortunately this flag will be very laggy due to the way its implemented...

**** Params: ****

- Update_Delay - how many times per second to update (this will *always* be laggy though...)
- Enemy_Player_Type - type of player that wants to grab this flag (0=Nod, 1=GDI)
- Enemy_Home_Position - when flag gets here, capture count increments!
- Home_Radius - how close to home position we need to get to count
- Captures_Needed_To_Win - after this many captures, we destroy the token "building" for the win
- Win_Object_To_Kill - object that we destroy when the capture count is reached
- Flag_Stolen_Wav - wav to play when the flag is stolen
- Flag_Lost_Wav - wav to play when enemy team gets flag back to Enemy_Home_Position
- Flag_Saved_Wav - someone killed the guy stealing the flag!
- Captures_Exceeded_Wav - flag has been captured

"Captures_Needed_To_Win" times.

****/ This is the CTF script, everything should be self explanatory, basicly you need to give it a dummy building of some kind for it to win (and you cant have any other building controllers on the map)/

GTH_Credit_Trickle This script will give an amount money to its team at a regular interval. You can use it to create silos that give money as long as they're alive.

NOTE: this won't work on buildings, only things like turrets, characters, or vehicles so make your "silos" as a weaponless vehcile set up like the nod-turret for example.

Params: ****

- Credits - number of credits to give
- Delay - time between credit grants

/ This one can be used for e.g. tiberium silos or something, if it gets blown up you loose the income from it./

GTH_Enable_Spawner_On_Enter This script will enable or disable a spawner when its zone is entered

Params: ****

- SpawnerID - id of the spawner
- Player_Type - type of player that can trigger integer, 0 = Nod, 1 = GDI, 2 = any
- Enable - enable or disable the spawner (1=enable, 0=disable)

/ This is for doing stuff with spawners/

GTH_Drop_Object_On_Death This script will create an object at the position of the object when it dies.

Params: ****

- Drop_Object - name of the preset to create an instance of
- Drop_Height - float meters to add to the Z coord of the original object when creating the drop obj
- Probability - int between 1 and 100, chance that the object will be created

****/

GTH_Drop_Object_On_Death_Zone This script is just like the other drop object on death except that it must also be activated by a custom message from another script. Use the **GTH_Zone_Send_Custom** to enable and disable this script.

Params: ****

- Custom_Message - message id that turns this script on or off, use messageID's greater than 10000!
- Drop_Object - name of the preset to create an instance of
- Drop_Height - float meters to add to the Z coord of the original object when creating the drop obj
- Probability - int between 1 and 100, chance that the object will be created

****/

GTH_Zone_Send_Custom This script lets you send a custom message to an object on enter and exit of a zone. To talk to the "drop in death zone" script, send the same custom message with 1 for Enter_Param and 0 for Exit_Param...

Params: ****

- Enter_Message = message id to send when an object enters this zone
- Enter_Param = message parameter to send when an object enters
- Exit_Message = message id to send when an object exits
- Exit_Param = message id to send when and object

exits*/If you combine GTH_Drop_Object_On_Death_Zone, GTH_Zone_Send_Custom and a script zone placed over a tiberium field, you can make a "player turns into a viceroid" effect (I think)*** GTH_Create_Object_On_Enter** This script will create an object when a script zone is entered by a gameobject. Use it** to fire off cinematics for example...**** Params:** Create_Object - name of the preset to create an instance of** Position - world space position to create the object at** Min_Delay - amount of time to wait before re-enabling the script once it has fired** Max_Creations - maximum number of times the script should create an object** Probability - integer between 1 and 100, chance on any given "Enter" that the object will be created** Player_Type - type of player that can trigger integer, 0 = Nod, 1 = GDI, 2 = any**//*** GTH_User_Controllable_Base_Defense** Just like M00_Base_Defense except that if a player enters, he can control the object**** params:** MinAttackDistance - min range for auto attack** MaxAttackDistance - max range for auto attack** AttackTimer - amount of time to continue tracking after last "enemy seen"*/This one looks very useful for modders.
