Subject: Sixty seven new screenshots of Glacier Flying
Posted by Anonymous on Wed, 25 Sep 2002 03:28:00 GMT

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I was involved in helping greg come up with these scripts (mainly in that I gave him a few ideas)I can confirm that these scripts do not work as they should, and also that there are 3 missing:/*** 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*//*** 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)*//*** GTH_User_Controllable_Base_Defense** Just like M00_Base_Defense except that if a player enters, he can controlthe 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"*/There was one other script, one that was supposed to be for making "vechicles that play an animation when they move" or something but it didnt work in MP so greg didnt finish it.Also, with the scripts for "create objective" and "complete objective" and "end mission", they should work but if you want that functionality, wait for version 0.95 beta of my own dll which does the same thing but much better (you can do a lot more than you can with gregs scripts)BTW, version 0.95 beta of my scripts.dll will be out as soon as my chief tester actually gets off his ass and tests the dll (he hasnt even asked me to send it to him yet   and as soon as it can be tested for compatibility with the "complete" version of the new dll from greg. [September 25, 2002, 03:32: Message edited by: Jonathan Wilson]