
Subject: Sixty seven new screenshots of Glacier Flying
Posted by [Anonymous](#) on Mon, 23 Sep 2002 14:33:00 GMT
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Hey Guys, Greg Hjelstrom wanted me to pass along the information below to all you mod makers. They are new scripts added to the 1.034 Renegade Patch/**** 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 message ID'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*/**** GTH_Create_Object_On_Enter** This script will create an object when a script zone is entered by a game object. 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_On_Enter_Mission_Complete** When you enter a zone with this script on it, the mission is complete** ** Parameters:** Success - 0 = mission failed, 1 = mission succeeded** Player_Type - type of player allowed to trigger, 0=nod, 1=gdi, 2=any*/**** GTH_Create_Objective** Adds an objective to the mission when the specified action (create, enter, poke, or kill) ** happens to the object with this script on it.** ** params:** Creation_Type - 0=Create, 1=Entered, 2=Poked, 3=Killed** Objective_ID - id of the objective, match this with the "GTH_Objective_Complete" script** Objective_Type - 0=PRIMARY, 1=SECONDARY** Short_Desc_ID - string id for short description** Long_Desc_ID - string id for long description** Priority - priority of this objective** Position - 3d position of the objective ** Pog_Texture - tga file for the objective pog** Pog_Text_ID - string id for the pog text (usually something like IDS_POG_DESTROY)** */**** GTH_Objective_Complete_Enter_Kill_Poke** Ends an objective with either success or failure. All of the following things** cause the objective to complete: "Entered", "Killed", or "Poked"**** param** Objective_ID - id of the objective** Success - 0 or 1, success or failure** Player_Type - player type allowed to trigger this. 0=nod, 1=gdi, 2=any*/ [September 23, 2002, 14:43: Message edited by: Delphi-WS]
