
Subject: scripts.dll 1.8 is being worked on (I need ideas people)

Posted by [jonwil](#) on Sat, 17 Jul 2004 04:23:37 GMT

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ok, some new ideas.

1.a script that will make a building invulnerable when its sent a custom then stop making it invulnerable when its sent another custom (this assumes I can find a way to do it, tests will be needed of various things)

Use this with JFW_Startup_Custom to make it be invulnerable on startup then JFW_Death_Send_Custom and JFW_Customs_Send_Custom to make it stop being invulnerable.

Also, for this "A script that when an Object is destroyed, creates X number of other objects that must be killed before X amount of time. *Example*: Once A Nuclear Missile is destroyed, it plays a destruction animation, leaving four parts of the missile leaking radiation, and if those are not destroyed in X minutes, the game ends."

Heres how to do it.

firstly use JFW_Create_Destroy_Object_On_Custom and JFW_Death_Send_Custom to trigger the creation of the objects.

Said objects would have copies of JFW_Timer_Custom on them. When the timer expires, it would send a custom to a daves arrow with JFW_Custom_Send_Customs (new script to be written) on it which would then call JFW_Custom_Destroy_Building to destroy all the buildings on the map (if a building is already dead, nothing will happen)

"A script that grants X number of points per building alive at the end of the game." is difficult so I wont do it for 1.8.

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A script that fires a Cinematic after a timer runs out, but if 2 structures are destroyed, the cinematic never starts. *Example*: Map consists of three 'outposts', with 2 buildings each. After 5 minutes, If both structures in the first outpost aren't destroyed, It fires a cinematic, But if they are killed, it never goes off." is easy.

Put JFW_Timer_Play_Cinematic on a daves arrow.

Then use JFW_Death_Send_Custom followed by JFW_Customs_Send_Custom and JFW_Custom_Destroy_Object to make the daves arrow go away once the 2 outpost buildings are destroyed.
