Subject: Re: a tad new to scripting and I need some help/Pointers
Posted by [REHT]Spirit on Tue, 22 Apr 2003 00:28:44 GMT
View Forum Message <> Reply to Message

tarsonis9Well after visiting wilost0rm's server a few times, getting to know him pretty well, and finally figured out HOW he made 100 some ravshaws attack the GDI base, I was hooked, i HAD to learn how to script. Anyways, I have a few basic questions, and if anyone can answer em, id be grateful. FIrst off, what is a parameter and where next to the "attach script" command does it go?

how can I get bots to go to a certain place, for example, the opposing base?

Where can I find the code-names for all of the characters in the game (patch, Havoc, etc.)?

does anyone know if I can make a vehicle bot? like a light tank that comes out of the C-130, and heads off to other base to raise hell?

 Lastly, and I know this will be hard, how can I get transport helicopters to fly above the airstrip and have bots rope down to the ground?

Thanks in advance for your help

All of this is simple, but you need to learn how to do smaller scripts, that will help you learn how to deal with larger ones (larger ones aren't any more complex, they're just more lines of code of the same previous stuff).

Use Level Edit, if you're up to dling the mod tools, to figure out preset names as well as looking at the list of scripts and their params.

An Attach_Script command would look like this:

-frame Attach_Script, object_Id, script_name, params

Example:
-1 Attach_Script, 1, "PDS_Test_Follow_Waypath", "0,1,2" (proballywont actually work due to params but hey, it's jsut an example)

A vehicle bot would be slightly harder. Stationary ones can use M00_Base_defense, following ones can use one of the various follow scripts but they wont shoot.

Transport choppers aren't hard, it's basicly just a lot of animations. Use XCC Mixer or RenegadeEx to look into always.dat and some of the SP .mix files for examples on bots sliding off ropes.