
Subject: What happened to renegade alert?

Posted by [General Havoc](#) on Wed, 07 May 2003 11:54:25 GMT

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They have already done it Most things are possible with scripts, ask over at Renegade Evolution if you want to know if something is possible in renegade, they will help you out.

Here is the script that Dante wrote to get the thief to work, you may not understand it but it does work.

Script Name: "RA_Thief_Script"

Desc: Thief Script, very useful indeed... will deduct x amount of credits from the team specified as Team_To_Steal_From, add x amount of credits to whatever team the object that entered the zone is when the spy reaches this zone.

Status: Needs Tested

Script Parameters:

Credits_To_Steal=500:float
Credits_To_Award=100:float
Prevent_Theft_Timer=30:float
Thief_Preset_Name:string
Team_To_Steal_From=0:int

Notes: Set this on a zone, will trigger on zone entry.

The Thief Preset Name is the same as the spy one, just needs to be the name of the preset from the preset tree for the thief

_General Havoc
