
Subject: Re: Moving towards scripts.dll 2.9
Posted by [Jerad2142](#) on Thu, 06 Jul 2006 00:07:35 GMT
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I would like to request some new scripts for scripts.dll. If any one reads this and can help me please reply:

Another useful script would be like when ever you fire it sends an custom to an object.

A really useful script would be like the reflect_message but it would be able to delay the message before sending it back.

I think the reflect/delay script would look something like this:

```
void JMG_Reflect_Custom_Delay::Custom(GameObject *obj,int message,int param,GameObject *sender)
{
float delay = Get_Float_Parameter("Delay");
{
Commands->Send_Custom_Event(obj,sender,message,param,delay);
}
}
```

```
ScriptRegistrant<JMG_Reflect_Custom_Delay>JMG_Reflect_Custom_Delay_Registrant(
"JMG_Reflect_Custom_Delay","Delay:float");
```

But I don't have the programs to compile and test it so I really don't know.

Renegade also needs a script that says when a custom is received the vehicle will move forward or backward. This would be use

ful for any type of air plane. I think it could be done with the same methods use to make the subterranean apc go under ground

but it would be on a repeating timer. And when ever it landed the timer would stop, this could probably be done by detecting

the height of indivisible wheel positions on a plane or some thing.

Another script that would be helpful would be a script that said after a vehicle started moving and then stopped it would

blow up. Well actually what I am looking for here is if it hit some thing it would blow up, once more for and air plane.

And another good script would be a script that disabled reverse on an vehicle. Keep the player putting the air plane into

reverse, its slowest speed would be when the player was not holding forward.

Another good script would be a script that sent an custom when an vehicle was entered or exited. But the vehicle send it not

the player, beings I have been having problems getting JFW_Send_Driver_Custom_On_Enter when you exit a vehicle.

A script that if you were killed by a specific gun it would spawn an object (Like if you were killed by the chem sprayer you

would spawn a visceroid or something, but please let the person using the script chose what weapon and what the object is that is spawned)!

A script that when an object is damaged by a specific weapon it will send a message to the object that did the damage would also be very useful to me.

Finally if you have ever played "Halo" do you think you could make some scripts that work like master chiefs shield. I have tried but I have been using the damage send custom script but it sends customs to fast and my "JFW_custom_remove_script" script removes the script and then tries to remove the script again but science it has already been removed it crashes the game. I think it would be easier just make one script that does the hole shield thing but what do I know.

I am requesting all of these scripts because I am making an new single/multi player campaign for renegade that has air planes, more realistic grenades and I want visceroids to be able to spawn when some one is hit with a chem sprayer, but more powerful or different visceroids depending what charter was killed.

If you read this and have the ability to program renegade scripts, please attempt to make the ones that can be done. If you can make just a few scripts it will be very helpful to me.

I also can't get any of the MDB scripts to work, could some one send instructions on how to get them to work, my e-mail is
