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Subject: Listing of the scripts I've made

Posted by [Jerad2142](#) on Sun, 26 Nov 2006 20:40:21 GMT

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Below is a list of scripts that I have made for my mods, when I release these you will need the scripts found at:

<http://sourceforge.net/projects/cpurentools>

to run my scripts along with Jonathan Wilson's scripts. Below I will now list my scripts:

JMG\_Bounce\_Zone\_Entry\_Y\_And\_Z\_Directions (This script will bounce the person who entered the zone along the Y and Z axis)

Player\_Type (Nod 0 GDI 1 Any 2)

Amount (Amount to bounce on the Y axis)

ZAmount (Amount To bounce on the Z axis)

JMG\_Send\_Custom\_To\_Damager\_Weapon (This script will send a custom to the person who damaged an object with a certain weapon)

Weapon (Name of weapon)

Player\_Type (Team the player must be to trigger the script)

Message (Custom that is sent to damager)

Param (Param sent to damager)

JMG\_Teleport\_Object\_To\_Sender (This script will teleport the object that sent the custom to the object with this script attached)

Message (Custom that triggers the script)

JMG\_Teleport\_On\_Custom (This script will teleport the object that it is attached to the location that is specified when the custom is received)

Location (Position to teleport to)

Message (Custom to teleport on)

JMG\_Teleport\_Custom\_Random (This script will teleport the object that it is attached to 1 of 9 random locations that are specified when the custom is received)

Location 1-9 (position to teleport to)

Message (Custom to teleport on)

JMG\_Custom\_Send\_Random\_Custom (This script will send 1 of 4 random customs when a custom message is received)

RecieveMessage (Custom needed to trigger script)

RecieveCount (Number of above customs need to trigger script)

SendMessage1-4 (Random Message to send)

SendParam1-4 (Random Param to send [this value is hooked with the message])

SendID (ID to send to)

JMG\_Grant\_Powerup\_Select\_Weapon\_Create (This script will give the object it is attached to a weapon and the automatically switch to that weapon)

Powerup (Name of powerup to grant)

Weapon\_Preset (Name of weapon to switch to)

If you have any scripts that you would like me to attempt to add to this just post what you would like it to do below and I'll try.

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