Jerad Gray wrote on Tue, 27 November 2007 14:14Well now that I can finally get back on the site:
IronWarrior wrote on Tue, 27 November 2007 07:48Jerad Gray wrote on Tue, 27 November 2007
07:49renalpha wrote on Tue, 27 November 2007 02:35make a timer sound script

example

Sound 1 triggered by zone 1

play sound 1
after 5seconds sound 2
after 15seconds sound 3

for the voice sounds for coop
Should it only run once or cancel if someone leaves the zone?

He wants it to play the once when the mission starts, like zunnie's, but if you are able to make an
option where it could play more then once, then that be cool.

Have a value added like repeat 0 for no, 1 for yes.
Would you like it to reset when a player enters the zone, or continue going until it has finished,
and then it can be triggered again?

Oblivion165 wrote on Tue, 27 November 2007 08:37Theres always Oblivion's kick ass time
machine script.

Oblivion165 wrote on Sun, 15 July 2007 00:08I always wanted to make a time travel script. One
that records everything that has health to 10 slots.

Every minute it takes a snapshot of all the health/buildings/XYZ and put it in a slot of 10.

Slot1: 1:00 minutes in
Slot2: 2:00 minutes in
...
Slot10: 10:00 minutes in

Then when it goes past 10 minutes in it goes back to slot 1:
Slot1: 11:00 minutes in

Then when a time beacon is triggered it will got back 5 minutes or something and everything will
be warped back to that slot's state.

This one actually seems easier then the swimming script I am currently working on, well at least

until you get to the part where a person has quit the game or a building has been destroyed. Besides that it would be easy to reset the player credits, health position, ect. And recreate vehicle that were on the map at the time, and destroy ones that weren't. You would have to have a script attached to every unit and vehicle on the map but by modding some temp presets it would be easy to do. The only hard part would be the flippen building controllers.

Wouldn't it be possible to create on map load a spare set of controllers, and move them into position if and when neccessary? Then destroy them all at the end if they wasn't neccessary?

I've never tried that approach, but I remember thinking about it before.