
Subject: Re: Server side mods

Posted by [Genesis2001](#) on Sun, 19 Apr 2009 20:19:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

Start by making your own scripts.

Base Script:

```
class zbl_Example_Script : public ScriptImpClass
{
public:
    void Created(GameObject *o);
    void Timer_Expired(GameObject *o, int num);
    void Killed(GameObject *o, GameObject *s);
};

void zbl_Example_Script::Created(GameObject *o)
{
    Commands->Start_Timer(o, this, 300.0f, 123);
}
void zbl_Example_Script::Timer_Expired(GameObject *o, int num)
{
    if ( num == 123 )
    {
        Console_Input("msg zbl_Example_Script::Timer_Expired has expired...continuing!");
        Commands->Start_Timer(o, this, 300.0f, 123);
    }
}
void zbl_Example_Script::Killed(GameObject *o, GameObject *s)
{
    Console_Input("msg zbl_Example_Script::Killed called.");
}
ScriptRegistrant<zbl_Example_Script> zbl_Example_Script_Registrant("zbl_Example_Script", "");
```

Keep in mind, that when writing scripts, if you expect to release them, pick a prefix for your scripts. Mine is "zbl_" as those are my initials. jonwil's prefix is "JFW_" cos those are his initials. APB uses "RA_" and SCUD Storm uses "SCUD_" generally.

etc etc.

Just start by playing with the Scripts API and you'll learn more and more.

Some of the key stuff is in scripts.h and engine_*.h

Just explore the ScriptCommands struct ("Commands" variable; "Commands->_____")
