Subject: Re: WIP movie of new plugin
Posted by reborn on Mon, 24 Aug 2009 20:18:17 GMT

Quote:
The following is a list of currently supported commands, and how to use them:

command kill number // consider number like this: Commands->Find_Object(number); Where number is the objectID
command setcredits ObjectID amount // Fairly self explanitory
command givecredits ObjectID amount // Fairly self explanitory
command givepoints ObjectID amount // Fairly self explanitory
command destroy number // consider number like this: Commands->Find_Object(number); Where number is the objectID
command forceoccupantexit ObjectID Seatnumber
command forceoccupantsexit number // Where number is the objectID number (obviously needs to be a vehicle)
command setpos ObjectID Xnumber Ynumber Znumber
command createobj ObjectID presetname amount//First ObjectID is the object that defines where you want it spawned, presetname is the name of the preset you want to spawn, and amount is how many of these you want to spawn.
command teamchange ObjectID newteamnumber
command sethealth ObjectID healthnumber
command setarmor ObjectID healthnumber
command distrans objectID // disables the transitions of the vehicle, ObjectID clearly needs to be a vehicle
command entrans objectID // enables the transitions of the vehicle, ObjectID clearly needs to be a vehicle
command setanim ObjectID animationname // doesn't loop anim
command setanim2 ObjectID animationname // loops anim
command movepos objectID Xnumber Ynumber Znumber
command attach ObjectID bonename modelname
command givepowerup ObjectID powerupname
command givepowerup2 playername powerupname
command attachscript ObjectID scriptname parameters // Commands->Attach_Script(Commands->Find_Object(ID),Text[3].c_str(),Text[4].c_str());
command sendmessage ObjectID message //Not a pm, youre sendning a custom... //Commands->Send_Custom_Event(0,Commands->Find_Object(ID),Message,0,0);
command setshield ObjectID shieldtypename //blamo etc etc
command cinematic ObjectID cinematicname // ObjectID is what you want the cinematic attached to.
command cinematic2 Xnumber Ynumber Znumber cinematicname //Creates an invis object at that location and attaches cinematic to it.
command freezeplayer ObjectID // player has no control
command unfreezeplayer ObjectID // Player is given control
command setmodel ObjectID modelname
command resetpoints ObjectID // sets a players points to zero
command resetcredits ObjectID

command disablephysics ObjectID //disable collisions
command enablephysics ObjectID // enable collisions
command makespy ObjectID // sets the object to be invisible to base defenses //
Commands->Set_Is_Visible(Commands->Find_Object(ID),false);
command dropweapons ObjectID // clears a players weapons
command giveteampoints ObjectID pointsnumber // gives the player some points, but also gives
all team mates the same amount of points too
command changecharacter ObjectID characterpreset
command teamnumber damageamount warheadname ObjectID // ObjectID is the gameobject of
the damager
command repairbuildings teamnumber repairamount
command setmaxhealth ObjectID maxhealthnumber
command setmaxarmor ObjectID maxarmornumber
command setmaxhealthpercent ObjectID percentamount // sets the health of the object based on
it's maxhealth
command setmaxarmorpercent ObjectID percentamount // sets the health of the object based on
it's maxarmor
command grantrefill ObjectID
command grantpowerup pownname
command flymode ObjectID // toggles fly mode for the player
command enablestealth ObjectID booleanflag //
Commands->Enable_Stealth(Commands->Find_Object(ID),boolflag); //booleanflag should either
be true or false. true for enabling stealth.
command damageobjectshalf // damages all buildings by 250.0f
command teleport ObjectID ObjectID //first ObjectID is the player to teleport, second ObjectID is
the player to teleport too
command pt PlayerID //displayes the PT for the players team. Takes a player ID only, not an
ObjectID