

---

Subject: Re: About Westwood's Scripts

Posted by [TNaismith](#) on Fri, 27 May 2011 14:49:03 GMT

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

---

Right, those same observations came across to me as well after browsing and investigating the .mix levels provided (here). Over the last year or so I've opened those up from time to time to see how Westwood did things -- and it certainly makes sense to say most of their scripts, including the M##, are made solely for each level, with almost little to no re-usage outside of that.

The custom scripts are almost absolutely the main source of scripts that I personally use in co-op maps. Perhaps 90% of all scripts I've ever used in any single map is probably composed of the custom scripts. For those rare instances though, (and they've unfortunately become quite commonplace in my experience of mapping/mission-making), scripts relating to bot behavior(s) or vehicles have had to be specifically pulled from some of the M## scripts. In particular;

"M08\_Mobile\_Vehicle"

"M08\_Nod\_Light\_Tank"

Are some of few available scripts for vehicle bot behavior. The work of (this) thread and it's contributors have gone a far way in uncovering helpful functions for some of the M## scripts, but the downside is that it's all had to be done from trial and error testing.

I guess it's clear to say then, given what has already been concluded in the replies so far in this thread, (considering the context that the other thread was made in as well), that there is no official, documentation of the Westwood scripts, released and/or written by the Westwood developers themselves at this time. And at least none in a format similar to (this).

It's a shame, but understandable and things will just have to proceed on without such resources available. The custom scripts do a pretty good job covering anything a co-op mission maker might need in the Level Editor. I'm also aware that Scripts 4.0/TT Patch will include new custom scripts as well that might cover even more areas a co-op mapper/modder might desire. (Such as an improved vehicle ai script called "CPU\_Neo\_Vehicle\_AI", first mentioned in this tutorial here)

Definitely looking forward to that as being a possible solution and enhancement to those working in LE and creating co-op missions.

Thank you as well for the suggested scripts. I have come across each of those at some point in the past, and I distinctly recall trying them out, but to no avail. However, I'll take a look again.

On another aside, scripts like;

"JFW\_Disable\_Transition (clone of M00\_Disable\_Transition)"

Are quite easy to figure out, even if derived from a M## script. However, there are a few, relatively rare, custom scripts that aren't too clear in how to use. For example, the scripts below have only the listed explanations/details for actual use in Level Editor:

Quote:JFW\_Engineer\_Target (clone of M03\_Engineer\_Target)

JFW\_Engineer\_Repair (clone of M03\_Engineer\_Repair)  
Repair\_Priority (priority for repairing)

Also, in addition, JFW\_Engineer\_Target has been modified to check the Shield Strength (i.e. armour) of the object in addition to the health.

The repair object can be any vehicle or infantry that has a repair gun weapon and wheels/legs/tracks/whatever so it can move.

Also, there is a limit to how far away the repair script will detect a damaged target (since I can't find the sound presets it's using, I can't identify how far that is)

In my earlier testing, I attached "JFW\_Engineer\_Target" to an engineer bot, and "JFW\_Engineer\_Repair" to an object (infantry/vehicle/inanimate). Testing this in-game, the scripts didn't appear to work. Setting the scripts up vice versa didn't work either. It was a bit confusing to try and guess how the script should be setup and properly used, and there didn't seem to be enough explanation/documentation for it. I think this might derive from the script being a 'clone' of a M## script, and sounding simple to use, but not quite so simple. Or, perhaps I just haven't figured it out right.

As I said before, scripts like "JFW\_Disable\_Transition (clone of M00\_Disable\_Transition)" are quite easy and shouldn't take anyone too long to figure out, but for me, scripts at the next level of seemingly-simple usage like "JFW\_Engineer\_Target" often stump me. If there was official documentation from Westwood around their original mission scripts, this is an example of where it would come in handy, and eliminate the need to guess and test. As the folks in (this) topic seemingly had to do.

Some things can only be done with hard work I suppose.

Appreciate the swift and helpful response(s). See you around.