
Subject: update

Posted by [jonwil](#) on Sun, 14 Dec 2003 04:45:23 GMT

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Almost ready for release.

Still to do:

1. Get the NH and SUR scripts tested by the script coders/the mod authors/whoever wanted the scripts/whoever knows how to use them. Also, get the coders of the scripts to fix them up if they are broken

and 2. get the latest RenAlert scripts.

Then I can release 1.3

The sooner the right people involved with 1. and 2. do their bit, the sooner I can release 1.3

BTW, 3 more new scripts I added

JFW_Zone_Send_Custom_Enable_Enter (sends a custom when a zone is entered or exited but only if its enabled)

EnterMessage (message to send on entry)

EnterParam (param to send on entry)

ExitMessage (message to send on exit)

ExitParam (param to send on exit)

Player_Type (what player type to trigger on, 0 = Nod, 1 = GDI, 2 = any)

Enable_Message (what message will turn the zone on)

Disable_Message (what message will turn the zone off)

JFW_Zone_Send_Custom_Preset_Enter (sends a custom when a zone is entered or exited but only if the object that entered it is a specific preset)

EnterMessage (message to send on entry)

EnterParam (param to send on entry)

ExitMessage (message to send on exit)

ExitParam (param to send on exit)

Player_Type (what player type to trigger on, 0 = Nod, 1 = GDI, 2 = any)

Preset_Name (what preset name to trigger on)

JFW_Send_Custom_Zone_Enter (sends a custom when a zone is entered or exited)

EnterMessage (message to send on entry)

EnterParam (param to send on entry)

ExitMessage (message to send on exit)

ExitParam (param to send on exit)

Team_ID (what player type to trigger on, 0 = Nod, 1 = GDI, 2 = any)

These last 3 send to the object that has entered or exited the zone

I added them because I realized that they were usefull for stuff
