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Subject: scripts.dll stuff

Posted by [TimeFX](#) on Fri, 16 Jan 2004 10:48:19 GMT

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[REHTSpirit]\*comes in and smacks JonWil for the fun of it \* (just kidding)

2. You CAN print messages to the chat box! But with some limitedness. This is how I did it for Survival:

-Make a new string of the message you want to say (for me, one of them was something like "NHB: MUAHAHAHAHAHAHA!!!!").

-Make a new building, must be on GDI or Nod, and have it's destruction string set to your new string.

-When you want to trigger the message, kill the building.

This does have some faults, like you can't do something like "You have XXX vehicles" without making a string for each number. You also have to kill the building at the end of the game if it doesn't get killed before then, otherwise you can't win until the building is killed (well, the map would be one-sided based on the building's team).

Still, it works. For me it was enough. With a little tricky work-arounds, you can probally use the current Survival scripts to do this. SUR\_NHB or SUR\_Overmind, whichever it's called, can trigger it. You just need to fool it into thinking that it's time to "taunt" you.[/u]

loool that's exactly my idea I wanted to test next

I'll try to dnamicly generate and destroy a building for the message when I want to print it, so there souldn't be a problem at the end of the game.

Hope that works

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BTW:

I made a TFX\_Replace\_When\_Repaired script, so you can replace destroyed vehicles the the usable ones (like in first SP mission where an engineer repairs a destroyed med tank)

Works very fine

And when the usable tank got destroyed again (i.e. buggy) there is a destroyed one spawning again.

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