
Subject: are people using JFW_User_Settable_Parameters?

Posted by [General Havoc](#) on Wed, 21 Jan 2004 17:26:32 GMT

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It's used for anything you want. It allows settings for a script to be stored in a text file in the game directory. As far as i remember, you need to format it the same as you see in leveledit. The best way to do it is to add the desired script in Level Edit, set some default parameters, then look at the string of values that are created. There should be values seperated by commas (1,10023,100024,3). This line of values go into the text file. you need to include all of the paramerts even if they are null (,). You then use the JFW_User_Settable_Parameter script where you want the real one to go and specify the name of the text file (ctf_score.txt) or (data\ctf_score.txt) for example.

It is useful where you have variables such as in CTF for score or other things.
