
Subject: scripts.dll 1.4...

Posted by [TheKGBspy](#) on Sat, 24 Jan 2004 05:22:09 GMT

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juts a little modification to theses scripts:

- on death give x points to last shooter:

i dont know if this is makeable, but if you can this would be Awsome.

When this scripts is attached to an object, it will wait until the object get destroyed. everytime the object get hit by someone it keep the id of the player. when the object die it give x points to the last id keep. It should have object to keep id only of Gdi, nod or any team player. (ex: if i have a building and i shoot to the building wich is nod and i am nod, and i setted the keep_id_team option to gdi only, it wont keep my id if the building is destroyed lol)

script options:

*Points: Set the number of points given the to "destroyer"

*Team_id: Set wich last id player the script can keep if its in this team

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will have option between Gdi, nod, or any.

- Teleport on enter if preset = Something.

This scripts will be attached to a scripts zone. The Script_zone will look if there is a speciefic object having a X preset name. If its the case, it teleport this object (move) to X,Y,Z(dunno if this will be faster to teleport at a specified Object having XYZ and this object is unique in the map)

the options of the script:

*Alowed_preset: Define the allowed object to be teleported

*Destination_preset(Or X, y, z as i stated before): Define the name of the object where the allowed preset should be teleported.

*Explosion_preset: it will do an explosion where the object is supposed to be teleported before teleporting it. There will be a delay to not kill the teleported object.

Btw the teleported object will has same direction as the Destination object.

other scripts:

- Spawn object on death Same direction.

Basicly it work like the original spawn on death, but now it make the spawned object have the same direction of the killed object.

- Teleport to destination preset if the preset name != Something

That the opposite of the other one i asked. it just make object dont having the preset name setted to be teleported to the destination object.

*Preset_name_no_teleport: Set the preset name.

*Object_destination: Name of the object where the non-selected object will be teleported.

*Explosion_preset: it will do an explosion where the object is supposed to be teleported before teleporting it.
