Subject: last call for scripts.dll 1.4
Posted by jonwil on Fri, 06 Feb 2004 06:59:06 GMT

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ok, the scripts are almost finished and ready for testing, just gotta write
JFW_Domination_Controler then get them tested (and fix any bugs) then I release.

new info for the domination scripts:
JFW_Domination_Zone (when entered, displays 1 of 2 models and sends
Controler_ID (ID of the controller, a daves arrow or something)
NeutralCustom (what custom to send to the controler if the zone was neutral before it was
captured)
OwnedCustom (what custom to send to the controler if the zone was already owned before it was
captured)
Nod_Preset_Name (name of the preset to use for the "Nod has captured the zone" model)
GDI_Preset_Name (name of the preset to use for the "GDI has captured the zone" model)
Neutral_Preset_Name (name of the preset to use for the "no-one has captured the zone yet"
model)
Capture_Delay_Time (how many seconds to wait after its captured before the zone can change
hands again)
TimerNumber (timer number for the timer)

JFW_Domination_Controler (controler for the domination mode)
NeutralCustom (what custom to send to the controler if the zone was neutral before it was
captured)
OwnedCustom (what custom to send to the controler if the zone was already owned before it was
captured)
Time (how often to give points)
TimerNumber (timer number for the timer)
PointsToGive (how many points to give to GDI for each GDI zone/Nod for each Nod zone)
PointsToTake (how many points to take from Nod for each GDI zone/GDI for each Nod zone)
GDIObjectID (the ID of an object somewhere that is gauranteed to remain around for the entire
game and that is owned by GDI, this is needed to give points to GDI)
NodObjectID (the ID of an object somewhere that is gauranteed to remain around for the entire
game and that is owned by Nod, this is needed to give points to Nod)