
Subject: scripts.dll 1.5

Posted by [jonwil](#) on Tue, 24 Feb 2004 03:09:03 GMT

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ok, complete list of changes (its confirmed that I will code these up) for 1.5 so far:

1.make it so that the JFW_Preset_Buy script wont let you buy if you dont have enough cash

2.new script, JFW_Weapon_Buy

Weapon_Name (the name of the preset to create)

Cost (the cost, I think I fixed it, you use positive numbers to take amounts away now)

Player_Type (what player type to trigger on, 0 = Nod, 1 = GDI, 2 = any, 3 = havoc)

Also wont buy if you dont have the cash

3.new script, JFW_Heal_Zone, same as JFW_Repair_Zone but infantry only instead of vechicles only

4.the weather scripts, as follows:

KAK_Precipitation_Create

KAK_Precipitation_Zone

KAK_Wind_Create

KAK_Wind_Zone

KAK_Clouds_Create

KAK_Clouds_Zone

KAK_Lightning_Create

KAK_Lightning_Zone

KAK_Flowing_Weather

5.new script, Disable_Transitions_Zone

When a vechicle enters the zone, it will have Disable_Vechicle_Transitions.

When a vechicle exits the zone, it will have Enable_Vechicle_Transitions.

6.new script, JFW_Bounce_Zone_Entry_All_Directions

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

Amount (what to add to the position each time, it takes x,y,z)

7.JFW_KOTH_Zone.

On startup, set current_team to "no team"

When entered, set team to team of entering player and start timer unless team of entering player is same as current team

Then, when timer expires, grant points

Points & timer time will all be settable via scripts

8.new script, JFW_Death_Destroy_Object (will make an object disappear when the thing the script is attatched to dies)

9.new script, JFW_Chronotank. Basicly, when the chronotank is damaged itself (using the same logic as the reborn digging vechicle), it will move <distance> forward in the direction its currently facing and add <amount> to the Z position.

10.new script, JFW_Iron_Curtain_Zone.

When started, will trigger timer and zone is disabled

When timer expires, zone becomes enabled.

When object enters zone, invulnerability script is attached to thing that tripped the zone, zone is disabled and timer resets

11.new script, JFW_Invulnerability_Timer.

Basicly, on startup, starts a timer.

While the timer is activated, the object its attached to is rendered invulnerable.

12.new script, JFW_Chrono_Beacon. On startup,sets a timer

On timer expired, sends its current position to the chronosphere and deletes the object its attached to.

13.new script, JFW_Chrono_Controler_Zone.

On startup, starts a timer

When timer expires spawn a preset at a location

When sent custom (with location) by the beacon, enable a different timer

if sonething of the correct team enters the zone during this timer period, make it go to the location that was passed in.

When this second timer times out, start the first timer again

Also, stuff I may make if I have the time

1.a CTF script that makes the flag drop on the ground where you die instead of appearing back at the enemies base.

2.a script for CTF but with one flag in a central location with it respawning in the central location when it is returned.

3.same as 3 but instead of respawning in central location, it appears in base of player who last captured it.

After reading the thread again, I decided not to do Capture The Mobius since it would suck (IMO)

Depending on if I can figure out the Set_Animation script command, I can also do:

1.animation effect for Chronosphere and Iron Curtain (basicly, when it triggrs, it will create an object at whatever location set by the mapmaker and

then play an animation on that object, much like how the animation command in the cinematics does it. (in fact, if I cant figure out Set_Animation, mabie I can add a command to make a cinematic for the animation effect)

2.this script: JFW_Walking_Animation.

in creation it starts a timer and records the current position of the vechicle.

When the timer expires, the timer will be reset. And, it will play the animation if the current position of the vechicle doesnt match the stored position. If the animation is played, the current position becomes the new stored position.