
Subject: possible scripts.dll 1.8 in the works
Posted by [jonwil](#) on Mon, 31 May 2004 11:38:43 GMT
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ok, good ideas.
Here is how I can implement them

First, JFW_Spawn_Timer.
takes a custom to start the spawning (sendable either after all the sams go away somehow or at startup, depending on what you want)
Would only start charging again when beacon is collected.
Would require another script on the beacon powerup to tell the controller when its been "collected" (I think one of the existing "custom" related scripts should be able to do it.
Will also send a specified custom to a specified object when the beacon is spawned. You can do stuff with that such as opening the silo doors etc.

As for destruction, you can destroy the daves arrow or whatever the controller is on using JFW_Death_Destroy_Object.
For the beacons where a cinematic is desired, you can send a custom to something to make the cinematic start.
Same with the doors for the temple, JFW_Set_Animation_On_Custom should handle that.

Note that once its collected, there is no way to track the beacon anymore. Hence the need to handle stuff only on "collected" (an event thats easy to test for)
