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Subject: C&C Mutation Possibly Delayed  
Posted by [NeoSaber](#) on Wed, 12 May 2004 03:39:55 GMT  
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I've hit a little snag with the map on working on, C&C Mutation and I'm not sure how to handle it, so I'm looking for suggestions on what to do.

First, this is the problem. I was running a test on a dedicated server and a bug showed up. Basically, when the map loads, it starts the timers for the meteors even if there are no players in game. If a meteor gets triggered under this condition, it won't explode. The animation will get into an endless loop. The longer time goes on, the more meteor animations start piling up. This is obviously a bad thing.

I came up with a solution, attach a second script to the meteor animation that would repeatedly attempt to destroy the animation if its initial 'death' is missed due to the bug. I couldn't find a script that already did this, so I wrote one. It worked, so the bug is fixed as far as I can tell. However, that raised another issue.

The bug fix required a new script, one that's currently not part of the custom scripts.dll. I asked jonwil about the possibility of a scripts 1.7.1 being released soon to add in the script, but he's very busy and won't be able to get to it for some time.

So, as I see it, I have a few options.

- 1) Delay the release of C&C Mutation until a new version of the scripts.dll is released. (Could be a while)
- 2) Release the map with the bug, and keep my fingers crossed that no servers are empty for more than 1 minute when Mutation is running. (Very Unrealistic)
- 3) Modify scripts 1.7 with the new script and release that in the .zip file with the map. It would work for the Windows FDS but NOT be compatible with the Linux FDS. I don't have the ability to modify the scripts.dll for that, so Mutation couldn't run on any Linux servers until jonwil releases a new scripts.dll. (I'm starting to favor this option)

A fourth option also exists. Someone here might know a way for me to fix this bug without needing a new scripts.dll. I'm open to ideas.

What do you think is the best solution?

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Subject: C&C Mutation Possibly Delayed  
Posted by [icedog90](#) on Wed, 12 May 2004 05:36:44 GMT  
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Idea number three, unless someone replies to number four.

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Subject: C&C Mutation Possibly Delayed  
Posted by [Sir Kane](#) on Wed, 12 May 2004 06:04:37 GMT  
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Can't you set kill on collision for the object or something? I think that might work.

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Subject: Re: C&C Mutation Possibly Delayed  
Posted by [mac](#) on Wed, 12 May 2004 06:39:51 GMT  
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What do you think is the best solution?

I can compile Linux binaries for you, if you supply me with the scripts source.

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Subject: C&C Mutation Possibly Delayed  
Posted by [jonwil](#) on Wed, 12 May 2004 07:05:33 GMT  
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Do remember to release complete source code to any changes

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Subject: C&C Mutation Possibly Delayed  
Posted by [Titan1x77](#) on Wed, 12 May 2004 14:18:06 GMT  
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why not send a custom to the Timer to start when someone enters a zone?

Just set a giant zone in each base that starts the Animation timer and kill the script zone,so it doesnt keep starting the timer on each entry.

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Subject: C&C Mutation Possibly Delayed  
Posted by [NeoSaber](#) on Wed, 12 May 2004 16:18:50 GMT  
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Hmm... that might work but it would take a weird combination of scripts. I couldn't do a script zone for each base, because a player might trigger it if they were the only person who was loaded on the server. With one player, it would still be a 'Gameplay Pending'. So I would need one scriptzone for every entrance/exit to a building. Or.... maybe just one zone designed to trip when a harvester drives into it (if there is script that can do that can pick up a harvester preset entering a zone, I need to look for that.)

I can't actually start the timer based on a custom, but I might be able to attach the script for the meteors to each Dave's Arrow when a custom is received. That should 'start the timer'. Reading over how JFW\_Attatch\_Script works, that may get weird, with the zone having to send a custom to each 'meteor' daves arrow, so they send a custom to the object with JFW\_Attatch\_Script, so it knows where to put the script. That would mean about a dozen scripts to send the message from the script zone to the daves arrows, then they would all simultaneously send a custom to the same object 'asking for the script'. That might cause a problem...

I'll see if I can set that up though, it might work.

As to the other posts:

Silent KaneCan't you set kill on collision for the object or something? I think that might work.

Gave it a try, didn't work.

macl can compile Linux binaries for you, if you supply me with the scripts source.

If I end up going with option 3 I'll send you the source code.

jonwilDo remember to release complete source code to any changes

If I make a change I'll probably stick a download up on CnC Source so I don't have to stuff all that crap in the .zip with Mutation.

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Subject: C&C Mutation Possibly Delayed  
Posted by [jonwil](#) on Thu, 13 May 2004 03:46:07 GMT  
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Probably the best solution is to stick a Script\_Zone\_All so that it covers the vehicle exit for the War Factory (i.e. it sits near the door) and/or the place where the vehicles go when the airstrip plane lands.

Then, create a preset (temp preset that is a daves arrow or something). On this preset stick JFW\_Random\_Custom plus whatever you want to spawn the metiors (or whatever it is that you want to use to make that happen)

After that, use TDA\_Send\_Custom\_Zone on the zone plus JFW\_Create\_Destroy\_Object\_On\_Custom to spawn the object.

The idea is that you take whatever Daves Arrow or other preset(s) you have that do the metiors and instead of them being there on the map at startup, they are created at runtime by JFW\_Create\_Destroy\_Object\_On\_Custom.

Best solution and doesnt require any changes to the scripts.dll (people distributing changed versions of the scripts.dll is something I want to avoid if at all possible

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Subject: C&C Mutation Possibly Delayed  
Posted by [NeoSaber](#) on Thu, 13 May 2004 21:57:29 GMT  
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I mixed together a few of the ideas and I think I've come up with a solution that doesn't require a new scripts.dll.

I ran another FDS test on Mutation earlier and didn't see any problems with the new setup. I have a few final things to check, but it should be done in a day or two.

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