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Subject: More script ideas

Posted by [Deactivated](#) on Thu, 26 Aug 2004 13:33:28 GMT

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FallingSoldierSound

Plays a 3D sound (Eg. soldier screaming) when you are falling from a certain distance.

ProgressiveDamageSound

Plays a 3D sound (Eg. soldier yelling in pain/heavy breathing) when health drops to 75% (wounded), 50% (heavily wounded), 20% (dying) and 0% (death)

Every health level should have its own sound setting.

Can be used for vehicles and buildings as well.

CaptureOnPoke

Converts the object that was poked to same side as who poked it.

Should be able to define if only a certain soldier can convert them by poking. (Eg. Engineer).

Damaged\_ApplyDamage

If this object is damaged by X amount, it will start applying additional damage by every X seconds.

Will stop applying damage when it receives a custom (eg. Medical kit powerup collected).

Fading\_Flash

When attached to any object, this will fade in and out the screen in specified color after a set delay. This could be useful for very powerful explosions (eg. nuke) to flash the entire screen.

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Subject: More script ideas

Posted by [jonwil](#) on Thu, 26 Aug 2004 21:27:38 GMT

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will look into those for 2.0.

No promises though.

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Subject: More script ideas

Posted by [Havoc 89](#) on Thu, 26 Aug 2004 21:34:40 GMT

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That would be wicked! i love the progressive damage script aswell as Fade Flash.

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Subject: More script ideas

Posted by [jonwil](#) on Fri, 27 Aug 2004 00:13:50 GMT

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hmmm, now that I look at it, you can do ProgressiveDamageSound with JFW\_2D\_Sound\_Damage and JFW\_3D\_Sound\_Damage.

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FallingSoldierSound cant be done.

CaptureOnPoke I can do but building capture requires a lot more than just this (plus the method I have to change the team of an object wont work on building controlers and also the fact that building capture doesnt fit with renegade)

Damaged\_ApplyDamage I can do.

For FadingFlash, I dont have a clue how to do it.

the screen fade stuff is per-player so there has to be a way to detect which players should get the effect and which shouldnt.

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Subject: More script ideas

Posted by [Doitle](#) on Fri, 27 Aug 2004 00:31:34 GMT

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Jonwil, I don't really know enough about the Renegade engine to be able to make an educated suggestion, but I was thinking. For that fade flash script, could it be made to work somehow with the fog? Maybe moving the fog plane inwards quickly to a kind of fade to white? I'm not sure if you have the capability to change the fog's attributes with scripts but, I figure its worth a shot throwing the idea out there.

Anyhow keep up the great work Jonwil.

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Subject: More script ideas

Posted by [xptek](#) on Fri, 27 Aug 2004 00:33:13 GMT

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You could pull of the flash thing by attaching some really bright model with an animation to the soldier's bone I guess.

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Subject: More script ideas

Posted by [icedog90](#) on Fri, 27 Aug 2004 07:21:40 GMT

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What about soldiers flailing their arms when they fall?

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Subject: More script ideas

Posted by [jonwil](#) on Fri, 27 Aug 2004 09:40:24 GMT

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no to flailing arms.

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Subject: More script ideas

Posted by [Deactivated](#) on Fri, 27 Aug 2004 09:51:42 GMT

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jonwil

1. FallingSoldierSound cant be done.

2. CaptureOnPoke I can do but building capture requires a lot more than just this (plus the method I have to change the team of an object wont work on building controlers and also the fact that building capture doesnt fit with renegade)

3. For FadingFlash, I dont have a clue how to do it.

the screen fade stuff is per-player so there has to be a way to detect which players should get the effect and which shouldnt.

1. Maybe you should take a look at KGBSpy's Vehicle falling script?

ZValueBeforeStartFallingMode:int; This is basicly the distance in units on the Z axis, its needed to put the vehicle in the falling mode.

ImpactExplosion\_Preset:string; Used to impact ambient tank, or the falling tank and allow a "clonk" sound on impact.

Warhead:string; Warhead used to dommage vehicles.

DommageMultiplier=10:int; Used as a Dommage multiplier

Time=1:float; How accurate is the scripts(x<1 mean more accurate)

TimerNumber:int; Set an unique # if the object as more than one script using a timer.

2. It can be used for other things as well, like converting neutral units to your side.

3. The effect should be global, meaning everyone's screens should flash.

And oh yeah, I got an another idea:

ProgressiveDamageAnim

Animates the vehicle when it is damaged to certain level.

This could be used to create semi-realtime vehicle damage. Parts can fall off (other than glass), vehicle body gets battered (use WWSkin for this) and such.

You should be able to specify what animation frames are for what damage level.

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Subject: More script ideas

Posted by [jonwil](#) on Fri, 27 Aug 2004 12:32:16 GMT

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ProgressiveDamageAnim is doable.

Global screen fade is definatly doable.

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Subject: More script ideas

Posted by [Deactivated](#) on Sun, 05 Sep 2004 13:43:18 GMT

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I just noticed that JFW\_PlaySound can be used to play music in random order.

Put your music twiddler as the sound and set the frequencies to around 5.00.

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Subject: More script ideas

Posted by [NeoX](#) on Sun, 05 Sep 2004 13:49:39 GMT

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Is there away in the scripts dll to make it so you cant reload when you got a full clip? it seems stupid to beable to.

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Subject: More script ideas

Posted by [icedog90](#) on Sun, 05 Sep 2004 16:16:41 GMT

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I agree with NeoX, it always bugged me.

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Subject: More script ideas

Posted by [flyingfox](#) on Sun, 05 Sep 2004 19:08:50 GMT

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Also, what if you were to remove the remaining ammo from a clip (when you reload) from your total ammo? So say you have 300 bullets and an extra 60/100 in-gun. when reloaded you lose a hundred from the 300 limit. or a 2/4 rifle when reloaded would cost 4 bullets instead of 2.

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Subject: More script ideas

Posted by [Toolstyle](#) on Sun, 05 Sep 2004 19:23:03 GMT

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It does make sence, the characture takes the mag out and puts it back in his/her bag with the other mags to finish it off later. Why would you throw away a mag with 20 rounds still in it? They may be what saves your arse on the way back to your base.

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Subject: More script ideas

Posted by [Deactivated](#) on Mon, 06 Sep 2004 15:27:36 GMT

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Okay, time for another idea:

I need a script that plays a cinematic at random intervals at the position of the object it is attached to.

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JFW\_3D\_Sound\_Damage doesn't work well on soldiers, because when one dies, the soldier starts breathing even though he's dead.

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Subject: More script ideas

Posted by [Dan](#) on Mon, 06 Sep 2004 15:29:37 GMT

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I'll leave that one for jonwil... I've almost finished that Capture\_on\_Poke script that you wanted. I'm just having a bit of trouble with giving it a preset that it is poked by to be captured.

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Subject: More script ideas

Posted by [Deactivated](#) on Tue, 07 Sep 2004 19:00:12 GMT

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Cool..

I almost forgot.. the random cinematic should repeat only when it receives a custom (powerup collected) so the map won't eventually flood with powerups.

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Subject: More script ideas

Posted by [icedog90](#) on Tue, 07 Sep 2004 19:09:54 GMT

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flyingfoxAlso, what if you were to remove the remaining ammo from a clip (when you reload) from your total ammo? So say you have 300 bullets and an extra 60/100 in-gun. when reloaded you lose a hundred from the 300 limit. or a 2/4 rifle when reloaded would cost 4 bullets instead of 2.

That would be nice, too, and I'm sure it's possible. Battlefield 1942 has this feature.

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Subject: More script ideas

Posted by [PCWizzardo](#) on Thu, 09 Sep 2004 01:59:06 GMT

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Personally, I don't consider that loss of ammo on reload to be a feature... Unless you're Microsoft.

In BF1942, try this: Fire a shot, reload,shoot,reload.... All your ammo is gone, except for one clip.

I like it the way it is. It represents pulling out the clip and adding bullets to it from another clip.

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Subject: More script ideas

Posted by [kopaka649](#) on Thu, 09 Sep 2004 02:06:32 GMT

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in about 2 seconds?

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Subject: More script ideas

Posted by [icedog90](#) on Thu, 09 Sep 2004 02:35:45 GMT

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PCWizzardoln BF1942, try this: Fire a shot, reload,shoot,reload.... All your ammo is gone, except for one clip.

THAT IS WHY you use up your ENTIRE ammo clip instead of reloading it constantly for no reason. It sounds a lot more like "don't use this feature because I don't like it" rather than "here is a good and realistic reason why we shouldn't use this feature."

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Subject: More script ideas

Posted by [Toolstyle](#) on Thu, 09 Sep 2004 13:45:54 GMT

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or you take the mag out and put it back in your pack to use later, in real life if you had a mag with some rounds still in it you wouldn't throw it away

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Subject: More script ideas

Posted by [Deactivated](#) on Fri, 10 Sep 2004 11:01:53 GMT

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If you think it's so possible, tell me how you would implement it via a script?

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