Subject: scripts.dll 2.0, post ideas here
Posted by jonwil on Sat, 25 Sep 2004 23:32:51 GMT
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Post ideas for the next scripts.dll here.
Whoever wanted that "fancy CTF script", post the details for it in this thread.

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Subject: scripts.dll 2.0, post ideas here
Posted by Javaxcx on Sun, 26 Sep 2004 00:50:26 GMT
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Just as a reminder...

Coding a scroll bar to vehicle/infantry menu lists from within PTs. If you can scroll down the list, you and probably include more choices, and thus, more characters and vehicles then the game normally allows.

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Subject: scripts.dll 2.0, post ideas here
Posted by SuperFlyingEngi on Sun, 26 Sep 2004 01:06:14 GMT
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Also as a reminder, is there a way to fix vehicle destruction animations? Say you're driving a tank down a hill, your tank dies, and the animation plays. But when the animation plays, it is always played flat, so it look like it's sticking straight out of the hill you were driving down. The same thing happens when you deploy the MAD tank on a hillside. Is there a way to script a fix for this, like having the animation keep the present rotation?

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Subject: scripts.dll 2.0, post ideas here
Posted by jonwil on Sun, 26 Sep 2004 07:56:39 GMT
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I cant do the scrollbar idea for 2.0, there are datastructures hardcoded to a set maximum number of vechicles/infantry and making them bigger is harder (especially since it will require leveledit changes to match)

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Subject: scripts.dll 2.0, post ideas here
Posted by Javaxcx on Sun, 26 Sep 2004 15:27:23 GMT
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And here I was thinking you were up for a challenge

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Subject: scripts.dll 2.0, post ideas here
Posted by Alkaline on Sun, 26 Sep 2004 15:46:35 GMT
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not sure if you can do this by scripts.dll but make it so that when you log onto wol, the default listing of servers goes by most players in gameserver instead of hostname.

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Subject: scripts.dll 2.0, post ideas here
Posted by Majiin Vegeta on Sun, 26 Sep 2004 23:55:52 GMT
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would be better for sorting by ping.. dont want some 400 pinger lag killing everyone now would we

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Subject: scripts.dll 2.0, post ideas here
Posted by Renardin6 on Mon, 27 Sep 2004 00:22:21 GMT
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Mutant Highjacker script.

EMP script.

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Subject: scripts.dll 2.0, post ideas here
Posted by Slash0x on Mon, 27 Sep 2004 00:24:35 GMT
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The CTF script needs something along these lines:
CTF model for Team 1.
CTF model for Team 2.
Attach the model to what bone on the character for Team 1.
Attach the model to what bone on the character for Team 2.
How many captures to win for Team 1.
How many captures to win for Team 2.
Flag must be at home for it to be captured.
Flag drop model after death for Team 1.
Flag drop model after death for Team 2.
Time for flag to reset after dropped.
Sound of choice for flag capture for Team 1.
Sound of choice for flag capture for Team 2.
Sound of choice when flag is dropped for Team 1.
Sound of choice when flag is dropped for Team 2.
Sound of choice when flag is reset for Team 1 (by player or time).
Sound of choice when flag is reset for Team 2 (by player or time).
Added 1:

---

Points gained on capture, reset-pickup, flag pickup, and flag drop for Team 1.
Points gained on capture, reset-pickup, flag pickup, and flag drop for Team 2.
Credits gained on capture, reset-pickup, flag pickup, and flag drop for Team 1.
Credits gained on capture, reset-pickup, flag pickup, and flag drop for Team 2.

I think that will do for now.

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Subject: scripts.dll 2.0, post ideas here
Posted by jonwil on Mon, 27 Sep 2004 00:29:11 GMT
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no to vehicle destruction animations since I dont know how to get the current angle of an object in any axis other than the Z axis.
No to the WOL thing.
yes to the hijacker (I hope)
yes to the EMP (again hopefully)
will see what I can do about the CTF script, it is a big job to write such a complicated script and I may not have time to write it.

---

Subject: dunno if possible
Posted by FynexFox on Mon, 27 Sep 2004 15:43:36 GMT
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is there a way to make it so you dont have to buy the unit for it to be all hover like, as ifon the moon, can you make it like as soon as u start its hoverish like?  And also like if you could, there could be  a paratroop type thing, and as soon as they hit the ground gravity goes back to normal, just stickijng it out there.

---

Subject: scripts.dll 2.0, post ideas here
Posted by icedog90 on Mon, 27 Sep 2004 21:16:29 GMT
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Would it be possible if you were to buy a vehicle, a preferred (modeled) drop ship would arrive while carrying the purchased vehicle, and place it on the ground and then fly away?

If it's possible, I know it would require a lot of work.

---

Subject: scripts.dll 2.0, post ideas here
Posted by Slash0x on Mon, 27 Sep 2004 21:37:36 GMT
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icedog90Would it be possible if you were to buy a vehicle, a preferred (modeled) drop ship would

arrive while carrying the purchased vehicle, and place it on the ground and then fly away?

If it's possible, I know it would require a lot of work.

All that that person would have to do is use a temp airstrip building controller and set the cinematic animation to the new w3d animation (with correct timing, of course). No scripts if this is correct.

Although I could be wrong...   :oops:

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Subject: scripts.dll 2.0, post ideas here
Posted by jonwil on Mon, 27 Sep 2004 21:38:53 GMT
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The dropship thing can be done easily with a Text Cinematic.

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Subject: scripts.dll 2.0, post ideas here
Posted by icedog90 on Mon, 27 Sep 2004 21:44:32 GMT
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jonwilThe dropship thing can be done easily with a Text Cinematic.

This works when purchasing a vehicle from a purchase terminal?

Slash0xAll that that person would have to do is use a temp airstrip building controller and set the cinematic animation to the new w3d animation (with correct timing, of course). No scripts if this is correct.

Never thought of that, thanks.  This is a pretty easy way to do it, but I'll wait for Jonwil to answer to what I said above.

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Subject: scripts.dll 2.0, post ideas here
Posted by jonwil on Mon, 27 Sep 2004 23:47:04 GMT
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well the airstrip idea is how I was thinking of doing it.

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Subject: scripts.dll 2.0, post ideas here
Posted by icedog90 on Mon, 27 Sep 2004 23:50:24 GMT
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It just can't show the vehicle, only spawn it when it arrives.

Subject: scripts.dll 2.0, post ideas here
Posted by ghostSWT on Tue, 28 Sep 2004 10:05:04 GMT
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Is there a way for version 2 to have an option to dissable all the extra sounds that come with scripts.dll 1.9 and up and bhs.dll. I'm not sure if scripts or bhs is the one that is making all the extra sounds like death sound, kill sound, pp humming, ref making some wierd sound, when inside or near a bulding you hear a faint like wiseling sound, also some sounds from the SP like the nod/gdi propaganda, and sounds from the MP practice.

The only new sounds I like are the CTF sound other then that I want all my sounds to be original. Is there anything that can be done for me to get rid of all the new sounds?

Subject: scripts.dll 2.0, post ideas here
Posted by jonwil on Tue, 28 Sep 2004 10:44:13 GMT
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Those sounds are ambiant sounds created by various objects aroyund the maps.
Even without my own work, you will still hear them if you are the host (e.g. skirmish mode)

They were intended to be played for all players in multiplayer but westwood never had the chance to make the sounds work.

Subject: scripts.dll 2.0, post ideas here
Posted by ghostSWT on Tue, 28 Sep 2004 20:12:21 GMT
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jonwilEven without my own work, you will still hear them if you are the host (e.g. skirmish mode)
That's not true. When i hosted a few games (scripts 1.7) I didn't hear 90% of the extra sounds that I hear now with scripsts 1.9+. is there a way that i can recompile all the .c and .h files to make my owne scripts.dll that will take out all the new sounds that were added.

Subject: scripts.dll 2.0, post ideas here
Posted by jonwil on Tue, 28 Sep 2004 21:57:23 GMT
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no there is no way to turn it off.