Subject: My Scripts Thus Far, More to Come This Week...
Posted by Anonymous on Mon, 09 Dec 2002 22:52:00 GMT
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Here is what i have so far...FULLY tested, and ready to be used, i will hopefully get these out soon code: Scripts By Dante// Use this to send messages on ZoneEnter and Zone Exit////TDA_Send_Custom_Zone//ID:int 'id of object to send to //EnterMessage:int 'message to send on ZoneEnter//EnterParam:int 'Parameter on ZoneEnter//ExitMessage:int 'message to send on ZoneExit//ExitParam:int 'Parameter on ZoneExit//Team_ID:int 'Team ID 0=Nod, 1=GDI, 2=Any////// Construction Yard Controllers, will send the appropriate messages to the specified objects// to make them QUIT repairing the buildings////TDA_Conyard_Controller////Building1_ID=0:int '1st building to disable//Building2_ID=0:int '2nd building to disable//Building3_ID=0:int '3rd building to diable//Building4_ID=0:int '4th building to diable//Building5_ID=0:int '5th building to diable//Building6_ID=0:int '6th building to diable//Building7_ID=0:int '7th building to diable//Building8_ID=0:int '8th building to diable//Building9_ID=0:int '9th building to diable//Building10_ID=0:int '10th building to diable////// Conyard Repair Script, Great working repair script // Use the controller script to turn off.//// TDA_Conyard_Repair// Repair_Frequency:int how many ticks till it recieves 1 health// Timer_ID:int ID of the object it is attached to, will crash game if left blank.////// Use this to get the flying objects to appear on the Helipad...////TDA_User_Purchased_VTOL_Object//Preset_Name:string flying objects name//HelipadLocation:Vector location to create the object////// This will disable helicopter purchases upon destruction////TDA_Helipad_Controller//VTOL_Controller1=0:int VTOL Controller to kill on destruction//VTOL_Controller2=0:int VTOL Controller to kill on destruction//VTOL_Controller1=0:int VTOL Controller to kill on destruction//VTOL_Controller2=0:int VTOL Controller to kill on destruction////// This is the VTOL_Controller that actually creates the Helicopters////TDA_VTOL_Controller//Cinematic_Object:string text cinematic object to create the helicopter////// This is used to grab the purchase from the PT and then send a request to build it //to the VTOL Controller////TDA_VTOL_Object//VTOL_Controller=0:int ID of the VTOL Controller to bind to.////// Use this to enable/disable stealth effect. Will activate stealth on enter, and deactivate stealth on exit////TDA_Toggle_Stealth_Zone//Trigger_Type:int This is a new setting, you can set the following here.// 0=only stealth IN zone// 1=zone entry to enable// 2=zone exit to disable//Player_Type Same as others 0=Nod, 1=GDI, 2=Any////// use this to teleport a unit to a desired location when they enter this zone // facing the same direction as when they entered the zone////TDA_Teleport_Zone//Location Vector location of where to be sent//Object_ID Object to teleport to (use an editor only object // for this, or else will teleport inside the other object////// This will Disable a building on ZoneEntry, it will not destroy, just disable.//// TDA_Disable_Building_Zone// Building_ID:int ID of the building to disable// Team_ID:int ID of the team to trigger the script (0=Nod,1=GDI,2=Any)////// These are the controller scripts for a stealth generator attached to a Zone. // when player x is in zone y, stealth is enabled, when they leave the zone, it is disabled.////TDA_Stealth_Generator//Zone_ID:int ID of the Connecting Zone//////Zone Script for above////TDA_Stealth_Generator_Zone//Player_Type:int player type (0=Nod, 1=GDI, 2=Any (unteamed)) [December 09, 2002, 23:00: Message edited by: Dante]

Subject: My Scripts Thus Far, More to Come This Week...
Posted by Anonymous on Mon, 09 Dec 2002 22:59:00 GMT
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Awesome! [December 09, 2002, 23:02: Message edited by: ApacheRSG]

Subject: My Scripts Thus Far, More to Come This Week...
Posted by Anonymous on Mon, 09 Dec 2002 23:03:00 GMT
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Yes what ^ said!   You gonna talk JW to put those in or do we have to choose between the two?

Subject: My Scripts Thus Far, More to Come This Week...
Posted by Anonymous on Mon, 09 Dec 2002 23:08:00 GMT
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LOL, mine has his in it, as i am using his scripts thing to implement mine... remember, open source???

Subject: My Scripts Thus Far, More to Come This Week...
Posted by Anonymous on Mon, 09 Dec 2002 23:15:00 GMT
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quote:Originally posted by Dante:LOL, mine has his in it, as i am using his scripts thing to implement mine... remember, open source???w00t! Thats awesome, all the community's best, well, only scripts in one file!

Subject: My Scripts Thus Far, More to Come This Week...
Posted by Anonymous on Mon, 09 Dec 2002 23:35:00 GMT
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I was just wondering about the stealth zone script. Does that mean that any unit/vehicle that goes through it will be in stealth mode?Is it possible to remove the stealth stripes so the characters are just "clear"?

Subject: My Scripts Thus Far, More to Come This Week...
Posted by Anonymous on Mon, 09 Dec 2002 23:47:00 GMT
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Yep, just change the skin to something totally transparent using valpha settings.

Subject: My Scripts Thus Far, More to Come This Week...
Posted by Anonymous on Tue, 10 Dec 2002 01:51:00 GMT
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Terrific work Dante!

Subject: My Scripts Thus Far, More to Come This Week...
Posted by Anonymous on Tue, 10 Dec 2002 02:26:00 GMT
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I've been away from the renegade modding community for a while now. I'm just amazed at how things have progressed while I've been gone. Great work Dante, keep it up man

---

Subject: My Scripts Thus Far, More to Come This Week...
Posted by Anonymous on Tue, 10 Dec 2002 04:48:00 GMT
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I dont usually play around with scripts, but i would love to use those scripts!

Subject: My Scripts Thus Far, More to Come This Week...
Posted by Anonymous on Tue, 10 Dec 2002 11:41:00 GMT
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Where can I get these scripts?

Subject: My Scripts Thus Far, More to Come This Week...
Posted by Anonymous on Tue, 10 Dec 2002 11:58:00 GMT
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Thanks for helping me to figure the code, Dante.Hope I can make 1337 scripts as ypu now.

Subject: My Scripts Thus Far, More to Come This Week...
Posted by Anonymous on Tue, 10 Dec 2002 13:38:00 GMT
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I remember greg saying it was imposable to have a vehicle built any where but the wf/as.And yet somebody who has never seen the source code can figure out how to do it.somthing to think about.o yeahGREAT JOB DANTE

Subject: My Scripts Thus Far, More to Come This Week...
Posted by Anonymous on Tue, 10 Dec 2002 13:50:00 GMT
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more coming soon, i have script diagrams for about 20+ more, and ideas for ALOT morefeel free to request as well, im up for a challenge

---

Subject: My Scripts Thus Far, More to Come This Week...
Posted by Anonymous on Tue, 10 Dec 2002 15:21:00 GMT
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Characters visible in a vehicle. They need to be able load a certain bone position.EDIT: And paratroopers, but not from helicopters. They have to be able to bail out of a plane... Unless you've already done that   [December 10, 2002, 15:31: Message edited by: Ingrownlip]

Subject: My Scripts Thus Far, More to Come This Week...
Posted by Anonymous on Tue, 10 Dec 2002 16:27:00 GMT
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quote:disable disable diable diable diablo kill you.... murmur murmur murmur

---

Subject: My Scripts Thus Far, More to Come This Week...
Posted by Anonymous on Tue, 10 Dec 2002 16:59:00 GMT
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quote:Originally posted by Dante:feel free to request as well, im up for a challenge   Ok then, give me a script that will give me admin powers on all Renegade servers and complete access to your comp   ....you said you were up for a challenge....Or light sabers! Yeah, those would be neat!................or maybe I can just settle with a little switch that when you poke it it'll change it's team to the person that poked it.....

Subject: My Scripts Thus Far, More to Come This Week...
Posted by Anonymous on Tue, 10 Dec 2002 17:26:00 GMT
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I can't wait till a map is implanted with this script =]

Subject: My Scripts Thus Far, More to Come This Week...
Posted by Anonymous on Wed, 11 Dec 2002 16:06:00 GMT
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quote:Originally posted by brutus:think it comes anything good from it?or "think anything good comes from it?" [December 11, 2002, 16:07: Message edited by: killakanz]

Subject: My Scripts Thus Far, More to Come This Week...
Posted by Anonymous on Wed, 11 Dec 2002 16:33:00 GMT
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yeesh, let the kids out to play again...code:12 Words to stop any habit..."Now Stop It Or I Will Bury You Alive In A Box"...   -Bob Newhart [December 11, 2002, 16:34: Message edited by: Dante]

Subject: My Scripts Thus Far, More to Come This Week...
Posted by Anonymous on Wed, 11 Dec 2002 16:40:00 GMT
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quote:Originally posted by brutus:Do you have to be so unfriendly?Do you think it comes anything good from it?Less morons.

Subject: My Scripts Thus Far, More to Come This Week...
Posted by Anonymous on Thu, 12 Dec 2002 00:26:00 GMT
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When will teh scripts realsed?

Subject: My Scripts Thus Far, More to Come This Week...
Posted by Anonymous on Thu, 12 Dec 2002 00:30:00 GMT
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released to you.

Subject: My Scripts Thus Far, More to Come This Week...
Posted by Anonymous on Thu, 12 Dec 2002 00:53:00 GMT
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Do you have to be so unfriendly?Do you think it comes anything good from it?

Subject: My Scripts Thus Far, More to Come This Week...

Posted by [Anonymous](#) on Thu, 12 Dec 2002 00:59:00 GMT
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quote:Originally posted by brutus:Do you have to be so unfriendly?Do you think it comes anything good from it?ditto...

Subject: My Scripts Thus Far, More to Come This Week...
Posted by [Anonymous](#) on Fri, 13 Dec 2002 02:11:00 GMT
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Great, thanks Dante. These are some of the most useful scrips i've seen.BTW, more scripts which could be used for water vehicles and infantry would be nice.

Subject: Re: My Scripts Thus Far, More to Come This Week...
Posted by [Madtone](#) on Mon, 20 Sep 2004 14:54:51 GMT
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Silent KaneThanks for helping me to figure the code, Dante.
Hope I can make 1337 scripts as ypu now.

Yes.... everyone starts somewhere!

Sorry for bring this up again, but i just wanted to point out that thanks to Dante who has been one of the most helpful people in the community, He helped Silent_Kane learn his scripting abilitys.

Now if Dante could help Silent_Kane become the coder he is today, why can't other people do the same? Why can't other people help others to become better modders/scripters/graphic artists...

I think its time we remember our roots and pull together to really help each other out, because who else will?

(no this isn't a flame against anyone, and i only used Dante an Silent_Kane as examples)

Subject: My Scripts Thus Far, More to Come This Week...
Posted by [Vitaminous](#) on Mon, 20 Sep 2004 18:53:42 GMT
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/me points at Madtone's signature.

Subject: My Scripts Thus Far, More to Come This Week...
Posted by [Panther](#) on Mon, 20 Sep 2004 19:02:09 GMT

Aprime, try putting that image in your signature.

Pretty immature to overwrite images like that.

Subject: My Scripts Thus Far, More to Come This Week...
Posted by Vitaminous on Mon, 20 Sep 2004 19:03:52 GMT

Heh, he was still using my bandwith, couldn't even be arsed to move the picture somewhere else.

Subject: My Scripts Thus Far, More to Come This Week...
Posted by Madtone on Mon, 20 Sep 2004 19:10:23 GMT

If you were someone else i would expect more....

looks at aprime

Your not even worth it.

Subject: My Scripts Thus Far, More to Come This Week...
Posted by Sir Kane on Tue, 21 Sep 2004 12:24:10 GMT

I wrote ONE script so far, which was an elevator script using online poke.
So I don't see how anyone was helping there.

Subject: My Scripts Thus Far, More to Come This Week...
Posted by Madtone on Tue, 21 Sep 2004 12:34:18 GMT

But the fact that he took the time to help you understand the code, thats what im trying to show.

Subject: My Scripts Thus Far, More to Come This Week...
Posted by Sir Kane on Tue, 21 Sep 2004 12:40:50 GMT

I'm just saying that I never had use for it.
And I also was programing (in different languages) before that scripts.dll appeared. So Dante

doesn't really have anything to do with my current programing skills.

Subject: My Scripts Thus Far, More to Come This Week...
Posted by Madtone on Tue, 21 Sep 2004 12:45:56 GMT
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Silent KaneI'm just saying that I never had use for it.

BUT he still took the time to help you understand it!

Subject: My Scripts Thus Far, More to Come This Week...
Posted by Sir Kane on Tue, 21 Sep 2004 12:50:54 GMT
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Yes he did, now read the second line of what I said.

Subject: My Scripts Thus Far, More to Come This Week...
Posted by Madtone on Tue, 21 Sep 2004 12:59:10 GMT
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I have, but i don't think your getting what im saying.

Im not saying its thanks to Dante that your programming skills have improved, im saying that we need more people "like" Dante who give up some of his spare time to help out another guy understand more about what he wants to do.

This is nothing directly pointed at you, i just used your post as an example.

Subject: Re: My Scripts Thus Far, More to Come This Week...
Posted by Sir Kane on Tue, 21 Sep 2004 13:03:28 GMT
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MadtoneNow if Dante could help Silent_Kane become the coder he is today, why can't other people do the same?

Just say it in a different way next time then.

Subject: My Scripts Thus Far, More to Come This Week...
Posted by flyingfox on Thu, 23 Sep 2004 01:56:03 GMT
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~edit

Subject: My Scripts Thus Far, More to Come This Week...
Posted by Slash0x on Thu, 23 Sep 2004 06:19:59 GMT
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Because a lot of people here are "all mine, mine, all mine" type of people.

Subject: My Scripts Thus Far, More to Come This Week...
Posted by Sir Kane on Thu, 23 Sep 2004 06:36:45 GMT
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Slash0xBecause a lot of people here are "all mine, mine, all mine" type of people.
Nope, nobody is that kind of person.

Subject: Re: My Scripts Thus Far, More to Come This Week...
Posted by Madtone on Thu, 23 Sep 2004 10:58:40 GMT
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flyingfoxMadtone I think its time we

no, i think it's about fucking time you learned the difference between your and you're, and more importantly, stopped reviving this stupid, irritating, tiring, frustrating and hate-provoking tirade over a few community members.

lol, have you even read what i have said?

Maybe before you go off ranting an cursing, you should re-read what i have said. THEN you will see the reason i brought this back up.

Now go back to school an grow up.

Subject: My Scripts Thus Far, More to Come This Week...
Posted by Dan on Thu, 23 Sep 2004 13:39:22 GMT
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My Flame-Sense is tingling...

Madtone was trying to say that people should help out other people. That point has been shown. I think it's time to lock this thread.

Subject: My Scripts Thus Far, More to Come This Week...
Posted by Madtone on Thu, 23 Sep 2004 15:52:35 GMT
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I also think its time to lock this thread, i proved my point an thats all i wanted to do.