Subject: Help with scripts&Nuetral PT's
Posted by piotrkol1 on Wed, 12 Apr 2006 01:04:30 GMT
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I kinda need some help with using the right scripts for stuff and with nuetral purchase terminals. First off with the scripts. I was wondering which scripts to use for these purposes: 1.)Under the powerup's preset there is one called "stealth Suit" but it cant be picked up, how to get it to be picked up and to work? 2.) In some games they have it so where when you walk into a certain spot you become a certain character, how to do this? 3.) Heh well I'm thinin a bit outside of the box on this one but was wondering if there was anyway to make a GDI/Nod chopper come down and drop off some AI bots   Now for the second part, the nuetral purchase terminals. I run NR and you can make ppl be nuetral with it so I got the idea of putting in some Nuetral PT's. If you were on nod/gdi you could access them but not buy anything, but if you were nuetral once you accessed them the users renegade crashed. Anyways to fix this? Thanks a lot for the help!!!!!!

Subject: Re: Help with scripts&Nuetral PT's
Posted by reborn on Wed, 12 Apr 2006 06:41:34 GMT
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1) SSAOW stops it working, if you don't run SSAOW it will work.
2) Create a scriptzone on the map using level edit and attatch a script to the zone. You would probably have to make your own script to attatch, depending on wat you was really after.
3 part 1) Yes there is, this is possible using cinematics hooked to objects using the "test_cinematic" script. You wouldn't really have to write your own cinematic either, there are allot already made inside the always.dat, you could just adapt one. However you should know that when using this with SSAOW your server will crash when a ai bot kills a player, because SSAOW thinks the bot is actually a player.
3 part 2) I am not sure, I haven't tried.

Subject: Re: Help with scripts&Nuetral PT's
Posted by jonwil on Wed, 12 Apr 2006 07:39:05 GMT
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For the character change, look for JFW_Zone_Character in readme.txt and use that.
It should do what you want

Subject: Re: Help with scripts&Nuetral PT's
Posted by nopol10 on Wed, 12 Apr 2006 08:15:57 GMT
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The AI bot drop off from a Chinook can be done using Oblivion's Script Generator here

Subject: Re: Help with scripts&Nuetral PT's
Posted by piotrkol1 on Wed, 12 Apr 2006 15:23:05 GMT
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jonwil wrote on Wed, 12 April 2006 02:39For the character change, look for JFW_Zone_Character in readme.txt and use that.
It should do what you want

Which readme and wheres it located? Also, I got that script generator and made my little dropoff with it and saved it and its a text file, now what do I do with that?

Subject: Re: Help with scripts&Nuetral PT's
Posted by piotrkol1 on Wed, 12 Apr 2006 23:35:35 GMT
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So I just used the JFW Character script and I used the prset name category and my level edit keeps crashing

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Subject: Re: Help with scripts&Nuetral PT's
Posted by jonwil on Thu, 13 Apr 2006 01:55:59 GMT
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What you want to do is not possible with dropoff scripts (i.e. cinematic text scripts). You can do it if you are making a new map with your own stuff on it (in which case you attach the script to an object on your map)

Subject: Re: Help with scripts&Nuetral PT's
Posted by piotrkol1 on Thu, 13 Apr 2006 03:21:00 GMT
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Oh ok but what about that JFW character script that keeps crashing in level edit? Also, do you have any cool unique stuff I could do with scripts onto my mission maps server?

Subject: Re: Help with scripts&Nuetral PT's
Posted by Mad Ivan on Thu, 13 Apr 2006 15:38:01 GMT
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piotrkol1 wrote on Wed, 12 April 2006 04:04I run NR and you can make ppl be nuetral with it so I got the idea of putting in some Nuetral PT's. If you were on nod/gdi you could access them but not buy anything, but if you were nuetral once you accessed them the users renegade crashed. Anyways to fix this? Thanks a lot for the help!!!!!!

I am also interested in a fix for this...anyone?

Subject: Re: Help with scripts&Nuetral PT's
Posted by Napalmic on Thu, 13 Apr 2006 22:55:30 GMT
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Mad Ivan wrote on Thu, 13 April 2006 08:38piotrkol1 wrote on Wed, 12 April 2006 04:04I run NR and you can make ppl be nuetral with it so I got the idea of putting in some Nuetral PT's. If you were on nod/gdi you could access them but not buy anything, but if you were nuetral once you accessed them the users renegade crashed. Anyways to fix this? Thanks a lot for the help!!!!!!

I am also interested in a fix for this...anyone?
That's because there are no neutral or civilian purchase settings, not possible.

Subject: Re: Help with scripts&Nuetral PT's
Posted by piotrkol1 on Fri, 14 Apr 2006 01:57:41 GMT
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Napalmic wrote on Thu, 13 April 2006 17:55Mad Ivan wrote on Thu, 13 April 2006 08:38piotrkol1 wrote on Wed, 12 April 2006 04:04I run NR and you can make ppl be nuetral with it so I got the idea of putting in some Nuetral PT's. If you were on nod/gdi you could access them but not buy anything, but if you were nuetral once you accessed them the users renegade crashed. Anyways to fix this? Thanks a lot for the help!!!!!!

I am also interested in a fix for this...anyone?
That's because there are no neutral or civilian purchase settings, not possible.
What if it was edited in the objects.aow/ddb??????

Subject: Re: Help with scripts&Nuetral PT's
Posted by Napalmic on Fri, 14 Apr 2006 04:25:10 GMT
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piotrkol1 wrote on Thu, 13 April 2006 18:57Napalmic wrote on Thu, 13 April 2006 17:55Mad Ivan wrote on Thu, 13 April 2006 08:38piotrkol1 wrote on Wed, 12 April 2006 04:04I run NR and you can make ppl be nuetral with it so I got the idea of putting in some Nuetral PT's. If you were on nod/gdi you could access them but not buy anything, but if you were nuetral once you accessed them the users renegade crashed. Anyways to fix this? Thanks a lot for the help!!!!!!

I am also interested in a fix for this...anyone?
That's because there are no neutral or civilian purchase settings, not possible.
What if it was edited in the objects.aow/ddb??????
That still won't work.

Subject: Re: Help with scripts&Nuetral PT's
Posted by Mad Ivan on Fri, 14 Apr 2006 11:33:47 GMT
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hardcoded?

Subject: Re: Help with scripts&Nuetral PT's
Posted by piotrkol1 on Fri, 14 Apr 2006 13:02:56 GMT
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So can you guys think of somethin cool/uniqye I could do with scripts to put in my server?

Subject: Re: Help with scripts&Nuetral PT's
Posted by bisen11 on Fri, 14 Apr 2006 15:01:31 GMT
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Napalmic wrote on Thu, 13 April 2006 18:55Mad Ivan wrote on Thu, 13 April 2006 08:38piotrkol1
wrote on Wed, 12 April 2006 04:04I run NR and you can make ppl be nuetral with it so I got the
idea of putting in some Nuetral PT's. If you were on nod/gdi you could access them but not buy
anything, but if you were nuetral once you accessed them the users renegade crashed. Anyways
to fix this? Thanks a lot for the help!!!!!!

I am also interested in a fix for this...anyone?
That's because there are no neutral or civilian purchase settings, not possible.

Well is there some sort of a way to make a GDI or Nod PT accessible to nuetral. I know they can
buy stuff with nuetral. If you press E on the PT then have the Host switch you to nuetral, you will
still be in the PT and be able to purchase something while you are nuetral, but it's like a one time
buy. But they could always make zones for character buys on nuetral.

Subject: Re: Help with scripts&Nuetral PT's
Posted by Nightma12 on Fri, 14 Apr 2006 16:35:04 GMT
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i would also like Neutral spawn points added around the maps..... could be VERY useful for a
game mode i have in mind

Subject: Re: Help with scripts&Nuetral PT's
Posted by Napalmic on Fri, 14 Apr 2006 22:48:48 GMT
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Mad Ivan wrote on Fri, 14 April 2006 04:33hardcoded?

Yeah, just look at Level Edit.

Nightma12 wrote on Fri, 14 April 2006 09:35i would also like Neutral spawn points added around the maps..... could be VERY useful for a game mode i have in mind

For neutral spawn points just add a Renegade Spawner. What new game mode are you thinking of Nightmare?

Subject: Re: Help with scripts&Nuetral PT's
Posted by piotrkol1 on Sat, 15 Apr 2006 15:26:51 GMT
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Hey can I make like a script zone or something and then when you walk into it EVA tells you something or like your hear havoc say something?

Subject: Re: Help with scripts&Nuetral PT's
Posted by bisen11 on Sat, 15 Apr 2006 18:11:48 GMT
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piotrkol1 wrote on Sat, 15 April 2006 11:26Hey can I make like a script zone or something and then when you walk into it EVA tells you something or like your hear havoc say something?
Well i bet there's a script to play a sound when you enter one. I haven't used one but i bet there is. Also if your worried about people not knowing where it is you could just put flares or something around it.

Subject: Re: Help with scripts&Nuetral PT's
Posted by piotrkol1 on Sun, 16 Apr 2006 03:37:17 GMT
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Ok this is kindaa gettin firstrating cause so far I havent accomplished anything in this thread! Anyways.......when you become neutral you spawn as a gdi soldier, is there a way to change this to becoming a different character? Also, under viechles when you click on a transport chopper or something there some that have "flyover" , how do you get choppers flying over in the sky cause i tried making them but that didnt work.

Subject: Re: Help with scripts&Nuetral PT's
Posted by ghost on Mon, 17 Apr 2006 22:58:06 GMT
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Reborn wrote on Tue, 11 April 2006 23:411) SSAOW stops it working, if you don't run SSAOW it will work.

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2) Create a scriptzone on the map using level edit and attatch a script to the zone. You would probably have to make your own script to attatch, depending on wat you was really after.
3 part 1) Yes there is, this is possible using cinematics hooked to objects using the "test_cinematic" script. You wouldn't really have to write your own cinematic either, there are allot already made inside the always.dat, you could just adapt one. However you should know that when using this with SSAOW your server will crash when a ai bot kills a player, because SSAOW thinks the bot is actually a player.
3 part 2) I am not sure, I haven't tried.

Couldnt you just add a custom crate?
I dont rememeber the stealth script off the top of my head but i think its near the very bottom of the scripts.

Subject: Re: Help with scripts&Nuetral PT's
Posted by havoc9826 on Mon, 17 Apr 2006 23:13:11 GMT
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If I remember correctly, the stealth suit only works if 1. everyone on the server has jonwil's scripts.dll and bhs.dll, and 2. everyone joins before the crate is picked up. If a player doesn't meet both of those conditions, he/she will be able to see whoever picked up the stealth suit.

Subject: Re: Help with scripts&Nuetral PT's
Posted by piotrkol1 on Tue, 18 Apr 2006 04:27:06 GMT
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Ok heres something simple maybe you should be able to answer for me........how do i get the chinook or orca or apache flyovers working up in the sky of the map?

Subject: Re: Help with scripts&Nuetral PT's
Posted by piotrkol1 on Wed, 19 Apr 2006 03:45:41 GMT
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anyone?

Subject: Re: Help with scripts&Nuetral PT's
Posted by reborn on Thu, 20 Apr 2006 17:17:40 GMT
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piotrkol1 wrote on Tue, 18 April 2006 23:45anyone?

One way would be to have a script zone that triggers a daves arrow, and have the daves arrow play a cinematic file.

Subject: Re: Help with scripts&Neutral PT's
Posted by agent_CDE on Fri, 21 Apr 2006 21:47:34 GMT
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Relating to the neutral PTs: I have no idea what I'm talking about, but would it be possible to write a script that would ally the PT to GDI/Nod as a player of that team approached it, allowing them to use it? Logically one would have it go neutral again once no-one is standing in front of it.

The most obvious problem is figuring out what to do if both a Nod and a GDI player are within range to trigger the PT ally script, in which case perhaps the PT should stay neutral, if possible?