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Subject: scripts.dll version 1.1 is finished  
Posted by [jonwil](#) on Mon, 03 Mar 2003 12:33:43 GMT  
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No thanks to NameHunter (I just finished the recoding myself  
Now I need to find testers to test it before I release.  
If you know how to make maps and how to attach scripts to stuff, give me a buzz via IM or email  
(see the readme for the scripts.dll to get the contact details) and I will give you some scripts to test

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Subject: scripts.dll version 1.1 is finished  
Posted by [Majiin Vegeta](#) on Mon, 03 Mar 2003 12:38:57 GMT  
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hmmm?

i will help..but to test..what?..is it like CTF?? or sumthing??

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Subject: scripts.dll version 1.1 is finished  
Posted by [Rich\[HN\]](#) on Mon, 03 Mar 2003 16:53:48 GMT  
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I would help you Jon but i don't have the time, speed, PC stats \*PC is Sh\*\* at the moment\*, e.g.  
I'll find some helpers for you

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Subject: scripts.dll version 1.1 is finished  
Posted by [General Havoc](#) on Mon, 03 Mar 2003 17:00:51 GMT  
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Here are the scripts I was asked to test and write tutorials on:

JFW\_Team\_DM\_Controller  
JFW\_Team\_DM\_Zone  
JFW\_Team\_DM\_Attached  
JFW\_Advanced\_Guard\_Tower  
JFW\_Advanced\_Guard\_Tower\_Missile  
JFW\_Advanced\_Guard\_Tower\_Gun  
JFW\_Nod\_Obelisk\_CnC  
JFW\_Obelisk\_Weapon\_CnC  
TDA\_Conyard\_Repair  
TDA\_Conyard\_Controller  
TDA\_CTF\_Zone  
TDA\_CTF\_Attached

JFW\_Hunt\_Attack  
JFW\_Hunt\_Blow\_Up  
TDA\_User\_Purchased\_VTOL\_Object  
TDA\_Helipad\_Controller  
TDA\_VTOL\_Controller  
TDA\_VTOL\_Object  
JFW\_Preset\_Buy  
JFW\_User\_Settable\_Parameters  
JFW\_Debug\_Text\_File  
JFW\_Nod\_Turret  
JFW\_Blow\_Up\_On\_Enter  
JFW\_Apply\_Damage\_On\_Enter  
JFW\_Blow\_Up\_On\_Death  
TDA\_Stealth\_Generator  
TDA\_Stealth\_Generator\_Zone

The ones in bold I am either currently testing, have got working, or am writing a tutorial for. I should start getting the tutorials out as soon as i sart completing them.

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Subject: scripts.dll version 1.1 is finished  
Posted by [Cebt](#) on Mon, 03 Mar 2003 17:14:02 GMT  
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the TDA\_Helipad\_controller is that so the helicopters appear on the helipad when they are bought and cant get bought when its destroyed?

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Subject: scripts.dll version 1.1 is finished  
Posted by [General Havoc](#) on Mon, 03 Mar 2003 17:18:43 GMT  
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Basically yes thats what it is but it involves 4 scripts to be setup that work together with that one you mentioned. I'm currently getting help with one of the scripts that required a text cinematic so the helicopter flys in and lands on the pad.

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Subject: scripts.dll version 1.1 is finished  
Posted by [Cebt](#) on Mon, 03 Mar 2003 17:30:10 GMT  
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damn i could use that in my mod we have the pads just not the script

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Subject: scripts.dll version 1.1 is finished  
Posted by [General Havoc](#) on Mon, 03 Mar 2003 17:47:32 GMT

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Well your in luck then because i'm documenting all of these scripts with tutorials, i'll make that one a higher proirity now to get done when i figure it out. It's really the text cinematics that are causing a bottleneck at the moment for that script but i have someone working on it.

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Subject: scripts.dll version 1.1 is finished  
Posted by [Cebt](#) on Mon, 03 Mar 2003 18:04:49 GMT  
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great id will be cool in game

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Subject: scripts.dll version 1.1 is finished  
Posted by [Majiin Vegeta](#) on Mon, 03 Mar 2003 18:25:25 GMT  
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i read ot worng..lol..wants maps made with scripts to test ..hehehe

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Subject: scripts.dll version 1.1 is finished  
Posted by [Doitle](#) on Mon, 03 Mar 2003 20:08:46 GMT  
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I'd test some scripts. Send some of those scripts my way. I may suck at modeling and coming up with map ideas, but some boxes, with scripts attached, I can do!

E-mail = [Doitle@hotmail.com](mailto:Doitle@hotmail.com)  
AIM = Dodongomon47

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