
Subject: scripts.dll 3.0 WIP update

Posted by [jonwil](#) on Fri, 15 Sep 2006 17:12:02 GMT

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Various general improvements and small fixes

Changes to make the shadows look better (as shown off by the RenAlert team)

New hud.ini keywords to change the color used for the text in list boxes/list controls

New hud.ini keywords to change the color used for the text in purchase buttons (i.e. those on the PT/sidebar that you use to buy stuff)

New hud.ini keywords to change the color used for the currently highlighted entry on the main menu

New hud.ini keywords/feature to allow for an optional sound to play when items are bought with the sidebar, with different sounds for refill, soldiers and vehicles

A new engine call to display the "you do not have the required security to access this terminal" dialog

A fix for "turret lag" (thanks to BlackIntel for this fix)

A fix so that the ::Created event will be called for scripts attached to a C4GameObj

Changes to crashdump.txt to print (if applicable) the current map, current mod package (if any), current player count and time remaining

Changes to crashdump.txt to print the CRC32 of all loaded modules (not just the specific modules that were printed before)

A change so that calls to Set_Screen_Fade_Opacity and Set_Screen_Fade_Color (such as the RenAlert underwater effect) do not apply to the HUD

A change so that the win32 FDS will no longer try to write to the registry RunOnce key anymore

A new console command that is host only that will display a w3d file (optionally with an animation) in a dialog box. Use this to test out w3d files.

Improvements to the definition of various dialog box related classes including definitions of a few utility classes.

A definition of ViewerCtrlClass (used for the model viewer dialog and also the encyclopedia in SP)

A definition of InputCtrlClass (used for the keyboard/mouse configuration dialog and will be used for the new feature I am looking into that does what keycfg.exe does only inside renegade directly)

A definition of IMECandidateCtrlClass (needed for EditCtrlClass which I am working on a definition of)

A definition of ChildDialogClass (needed for various things)

New script, SH_Spawn_Difficulty. Spawns an object depending on the current difficulty level. (with a different object possible for each difficulty level)

New engine calls that let you read files using the same load logic as renegade does (i.e. you can read files from the mix files and if they are in the data folder, it overrides the mix files etc)

A new engine call that will drop a connection just like that (you give it a player ID and it drops that players network links)

Fixes to a few places where memory leaks could occur

A new set of engine calls/classes that can be used to read & write files that are in the chunked data format used by renegade (i.e. the format of w3d files, objects.ddb, strings.tdb etc)

A new engine call that will determine if there are any instances of <unit> <team> within <range> of <location>

New engine calls to set the ladder points and rung of a player (requested by WhiteDragon for SSAOW)

A few small improvements to the definition of NetworkObjectClass
Definitions of some of the basic GameObject classes (I have plans to define more)
A few small improvements to the definition of ActionParamsStruct (not that much and, no, it doesnt help with AI stuff)
A new script JFW_Cinematic_Attack_Command which is a clone of M00_Cinematic_Attack_Command_DLS
A new script JFW_Cinematic which is a clone of Test_Cinematic
A new script JFW_Cinematic_Kill_Object which is a clone of M00_Cinematic_Kill_Object_DAY
A new script JFW_Reflect_Custom_Delay which is like JFW_Reflect_Custom but has a delay before it sends the message back
A new script JFW_Radar_Jammer. Basicly, if the jammer unit is within a certain range of the radar dome, the radar goes down.
A new script JFW_Sidebar_PT which is much the same as the PTs but triggers the sidebar.
A new script JFW_2D_Sound_Startup which plays a global 2D sound on startup (good if you wanted to e.g. have an announcement to all players when a certain special unit was bought)
Fixes to JFW_Nod_Turret and the obelisk and advanced guard tower scripts
A new script JFW_Disable_Loiter which is a clone of M00_Disable_Loiter_DAY
A new script JFW_InnatelsStationary which is a clone of M00_InnatelsStationary
A new script JFW_Generic_Conv which is a clone of M00_Generic_Conv_DME
A new script JFW_Disable_Hibernation which is a clone of M07_Disable_Hibernation
A new script JFW_Radar_Spy_Zone which is designed for a spy effect inside the radar dome. Basicly, if the spy enters the zone, the spies teams radar dome is dead and the enemies radar is up (not dead or jammed), the spies team gets free permanent unjammable radar back
A few enhancements to the script commands in scripts.h

There is another feature I cant reveal yet but I will say that it is the biggest feature to be added to renegade since I first released version 0.95 alpha of the custom scripts.dll.

Also, I have investigated the possibility of merging in some/all of the work done for the Scud Storm mod but it is way too messy to include into the official scripts.dll

Here is a list (minus the stuff I cant talk about yet of things I am working on further for 3.0: (this is just a plan list, nothing is set in concrete yet)

Some engine calls to get information about a weapon (e.g. what style it is)
A player has left the game hook (I think I may have found the right place to hook at last)
Hooks to detect C4 and beacon detonation
Possible further scripts and enhancements to make cinematics more usefull (e.g. scripts to take objects from the game world and put them into slots in the cinematic so you can do stuff to them and enhancements to what cinematics are capable of)
Further work on the dialog stuff (more controls and other stuff)
Fix the bug where the pinfo and ID console commands dont display all the players sometimes (if I can find the problem)
Fix the bug where the EJECT console command doesnt always kick everyone out.
Possibly document the dialog box stuff (i.e. which controls use which hud.ini keywords and which w3d files and which textures and stuff) either as part of the scripts.dll distribution or as a post here (like I did with the cinematic stuff)
Possibly splitting up engine.cpp into multiple files (since its so large)

Possibly a reserved slots feature

Possibly a new dialog that does the same thing as keycfg.exe but inside renegade (and it would be better than keycfg.exe)

Subject: Re: scripts.dll 3.0 WIP update

Posted by [Zion](#) on Fri, 15 Sep 2006 17:16:39 GMT

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JonwilA new script JFW_Radar_Spy_Zone which is designed for a spy effect inside the radar dome. Basicly, if the spy enters the zone, the spies teams radar dome is dead and the enemies radar is up (not dead or jammed), the spies team gets free permanent unjammable radar back

Great news for Apocalypse Rising and maybe even A Path Beyond.

Subject: Re: scripts.dll 3.0 WIP update

Posted by [LR01](#) on Fri, 15 Sep 2006 17:19:58 GMT

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So the turretfix is in it!

Subject: Re: scripts.dll 3.0 WIP update

Posted by [danpaul88](#) on Fri, 15 Sep 2006 17:28:45 GMT

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Can I request the following console commands;

kill (id)

Kills the specified player

grant_money (id) (amount)

Grants the specified player a the specified amount of credits.

take_money (id) (amount)

Takes the specified amount of credits away from the specified player.

If there are existing console commands that do these could you post their names please? Thanks I checked the commands.txt I have and there does not seem to be any that do these, but perhaps I have an out of date commands.txt...

Subject: Re: scripts.dll 3.0 WIP update

Posted by [Nightma12](#) on Fri, 15 Sep 2006 17:34:40 GMT

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Quote:kill (id)
Kills the specified player

that is possible without the command...

be creative

Subject: Re: scripts.dll 3.0 WIP update
Posted by [EvilWhiteDragon](#) on Fri, 15 Sep 2006 17:35:47 GMT
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So no more plans to include our wall lag fix (clients side anyway?)
I can understand not enabling it by default serverside, but on the clientside it shouldnt make any difference.

Subject: Re: scripts.dll 3.0 WIP update
Posted by [StealthEye](#) on Fri, 15 Sep 2006 17:35:49 GMT
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commands.txt should be created/updated when the fds runs, based on the registered console commands while running afaik.

I like the changes, especially the cleaning up like

- Definitions of some of the basic GameObject classes (I have plans to define more)
- Possibly splitting up engine.cpp into multiple files (since its so large)

I'm also very interested in the secret feature, but I guess I'll have to wait

What exactly was changed to the following?

- Fixes to JFW_Nod_Turret and the obelisk and advanced guard tower scripts

[edit]

Yes, including the wall lag fix client side might be a good idea.

Nightma: possible, but not nice, teamchanging twice or something? I think a console command would be better

Subject: Re: scripts.dll 3.0 WIP update
Posted by [danpaul88](#) on Fri, 15 Sep 2006 17:37:50 GMT
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Nightma12 wrote on Fri, 15 September 2006 18:34Quote:kill (id)
Kills the specified player

that is possible without the command...

be creative

!kill was added to brenbot several versions ago using team2 twice to swap from gdi->nod->gdi, but it would be more efficient to simply have a kill command

Subject: Re: scripts.dll 3.0 WIP update
Posted by [Nightma12](#) on Fri, 15 Sep 2006 17:41:21 GMT
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lol, well i know bhs.dll used to have KILL... but it was removed for some reason

EDIT: could the IGNORE <text> console command be added?

any text passed to it will not appear ingame when typed in team chat, but it will still appear in the log files

eg:

IGNORE abc
IGNORE poooo!!!!

then both of the above would not be possible to type in IRC, untill next server restart, however you will still be able to type it to IRC

Subject: Re: scripts.dll 3.0 WIP update
Posted by [LR01](#) on Fri, 15 Sep 2006 17:48:51 GMT
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that NR switses teams on the kill command I noticed when it says "doing this will end the game"

Subject: Re: scripts.dll 3.0 WIP update
Posted by [danpaul88](#) on Fri, 15 Sep 2006 18:06:12 GMT
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indeed, which is another reason the kill console command would be better, as it would prevent the game ending in 1v1 if a player used !kill (although the decent bots such as BR / NR wont let you do this anyway, not sure about CS and others)

Subject: Re: scripts.dll 3.0 WIP update
Posted by [futura83](#) on Fri, 15 Sep 2006 18:09:53 GMT
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someone shouldnt do that in a 1v1 anyway! it could be classed as cheating.

Subject: Re: scripts.dll 3.0 WIP update
Posted by [Nightma12](#) on Fri, 15 Sep 2006 18:10:11 GMT
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also the players mines disappear when !kill is used (useing team2 of course)

Subject: Re: scripts.dll 3.0 WIP update
Posted by [danpaul88](#) on Fri, 15 Sep 2006 18:17:24 GMT
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brenbot 1.43 only lets admins use !kill (by default), and has no !killme command at the moment, although I am thinking about adding one.

Didn't realise about the mines, but it does makes sense. Another reason to have kill . Anyway, its up to jonwil if he decides to add these.

Subject: Re: scripts.dll 3.0 WIP update
Posted by [jnz](#) on Fri, 15 Sep 2006 18:31:08 GMT
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i need the commands pinfo and id fixing

Subject: Re: scripts.dll 3.0 WIP update
Posted by [Nightma12](#) on Fri, 15 Sep 2006 18:56:30 GMT
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would it be possible to block vehicle purchases server-side if the vehicle limit is reached?

i lowered the vehicle limit on my server the other day but non-bhs.dll users were still able to buy more vehicles

Subject: Re: scripts.dll 3.0 WIP update
Posted by [BogdanV](#) on Sat, 16 Sep 2006 17:44:30 GMT
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Starting from my first days of modding Renegade, I was always going on trying to push the engine to it's limits in simulating physical interaction between the game's entities. I never had a vast array of tools, things to help me out, what was given in the standard LE is all I've got. For most of my job, I never used scripts and come to the conclusion that without any modification, the W3d engine version used in Renegade has a vast array of possibilities. You only have to know what you want and try to obtain it with what you've got, with little or no help at all. Throughout my experiments, some of them I'd like to mention :

- interactive props (decorations that move when pushed, ie: boxes)
- "emulated" buildings that can be deployed via a MCV (still limited in capabilities - WIP)
- extended physics simulations using tiles
- real working surveillance cameras

Now, I'm trying to make some models in special circumstances behave like vehicles but can be accessed inside (walked through), think of BF's ships - you can drive them and walk on them.

Sadly, for this last part, I've got everything working fine (mostly), but I need a quite simple script (I think simple since I'm a C++/C# learner, so I don't know too much relating to this)

The script I'm desperately needing may be of the following type (depending on which is easier to make):

- "poke and play anim" - type of script
- "custom play anim" - type of script
- "play anim" script with the following parameters :
 - * id of the preset to play the anim on
 - * animation : w3d anim to play (ie: model.anim, anim.anim)

If there are still uncertainties relating to the truth behind what I've said, just say and I'll upload some in-game recordings of what I've already said. I'm not a noob asking just to say something and I didn't intend to praise myself with what I've written in this post. I just want to assure that if such a script will be made, I know how to use it and how to exploit it to it's maximum capacity. A script that is not dedicated to a certain thing has a higher longevity than one dedicated to a certain fact. It has a higher longevity because it offers you more possibilities in what to use it, giving you a higher degree of liberty in actions. I'm putting all my hope in this request and I hope that I won't be ignored without even being informed that it isn't possible for a certain reason. I am open to any information what so ever, so I won't accept receiving no answer relating my request. As I said before, I don't want to praise myself, I'm certainly not a noob and I didn't want to offend anyone and I don't want to be unpolite, so please, any answer what so ever will be accepted. Sorry for such a long post.

Subject: Re: scripts.dll 3.0 WIP update
Posted by [danpaul88](#) on Sat, 16 Sep 2006 18:42:34 GMT
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I would like to mention I have seen some of bogdanV's work and it's pretty impressive in terms of manipulating the W3D engine to do new things.

Subject: Re: scripts.dll 3.0 WIP update

Posted by [EvilWhiteDragon](#) on Sat, 16 Sep 2006 22:26:24 GMT

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Nightma12 wrote on Fri, 15 September 2006 19:41lol, well i know bhs.dll used to have KILL... but it was removed for some reason

EDIT: could the IGNORE <text> console command be added?

any text passed to it will not appear ingame when typed in team chat, but it will still appear in the log files

eg:

IGNORE abc

IGNORE poooo!!!!!

then both of the above would not be possible to type in IRC, untill next server restart, however you will still be able to type it to IRC

If our mod would finally pick up some speed this will be possible

Subject: Re: scripts.dll 3.0 WIP update

Posted by [jnz](#) on Sat, 16 Sep 2006 22:29:56 GMT

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what about the pinfo command and id?

Subject: Re: scripts.dll 3.0 WIP update

Posted by [StealthEye](#) on Sat, 16 Sep 2006 22:44:08 GMT

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BogdanV, these things sound very interesting, could you show some recordings if it's not too much work? Not to check whether you really have that stuff, just to see how it works Would be nice

If jonwil will not include the script you're requesting I'll have a look and will probably make it for you if you want.

Subject: Re: scripts.dll 3.0 WIP update

Posted by [danpaul88](#) on Sat, 16 Sep 2006 23:23:16 GMT

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perhaps also mute (id) to prevent messages from a specific player being shown? (Silencing

abusive players without kicking them for example)

Subject: Re: scripts.dll 3.0 WIP update

Posted by [BogdanV](#) on Sun, 17 Sep 2006 11:53:06 GMT

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Shure. I'll post some videos right away. These are the recordings I've got at the moment. I had a video of the "pushable" boxes, but it seems that I've lost it. I'll re-make a recording of the boxes and attach it later on.

File Attachments

- 1) [DessertStranded1.rar](#), downloaded 125 times
 - 2) [CamTest2.zip](#), downloaded 134 times
 - 3) [buildingTest1.rar](#), downloaded 140 times
-

Subject: Re: scripts.dll 3.0 WIP update

Posted by [futura83](#) on Sun, 17 Sep 2006 12:16:39 GMT

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umm...the vids are in WMV, i'm running linux, and need a plugin; anyone know a good vid player for suse 9.1 that can run WMVs?

Subject: Re: scripts.dll 3.0 WIP update

Posted by [dead6re](#) on Sun, 17 Sep 2006 12:54:24 GMT

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Those videos include some very nice stuff.

Subject: Re: scripts.dll 3.0 WIP update

Posted by [Zion](#) on Sun, 17 Sep 2006 12:57:34 GMT

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Saw these in apocrising forums, they're great peices of work.

Subject: Re: scripts.dll 3.0 WIP update

Posted by [Mad Ivan](#) on Sun, 17 Sep 2006 13:44:33 GMT

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BogdanV wrote on Sun, 17 September 2006 14:53 Shure. I'll post some videos right away. These are the recordings I've got at the moment. I had a video of the "pushable" boxes, but it seems that

I've lost it. I'll re-make a recording of the boxes and attach it later on.

Yes, the buildings buildup is exceptional.

I was thinking of a simmlar build construction method, but more flexible. Hopefully, with the new scripts.dll, my idea will be possible.

Subject: Re: scripts.dll 3.0 WIP update
Posted by [futura83](#) on Sun, 17 Sep 2006 13:53:02 GMT
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could someone please convert the building one to mpg for me?

i cant see WMVs in Linux

Subject: Re: scripts.dll 3.0 WIP update
Posted by [BogdanV](#) on Sun, 17 Sep 2006 14:06:38 GMT
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I'd gladly convert it to mpg, but I'm affraid I don't have the software to do it.

Subject: Re: scripts.dll 3.0 WIP update
Posted by [futura83](#) on Sun, 17 Sep 2006 14:07:40 GMT
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ok.

what happens in the vid anyway?

Subject: Re: scripts.dll 3.0 WIP update
Posted by [jonwil](#) on Sun, 17 Sep 2006 15:04:03 GMT
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BogdanV, there is a script already in the scripts.dll called JFW_Set_Animation_On_Custom. Put this on an object and send it a custom. An animation will then play on whatever object its stuck to. Use JFW_Poke_Send_Custom_2 to send the custom on poke.

Hope this helps.

Subject: Re: scripts.dll 3.0 WIP update

Posted by [StealthEye](#) on Sun, 17 Sep 2006 17:08:27 GMT

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Mad Ivan wrote on Sun, 17 September 2006 15:44: Yes, the buildings buildup is exceptional. I was thinking of a similar build construction method, but more flexible. Hopefully, with the new scripts.dll, my idea will be possible.

What method were you thinking of then?

Yes, those videos definitely look nice. What will they be used for though?

Subject: Re: scripts.dll 3.0 WIP update

Posted by [BogdanV](#) on Wed, 20 Sep 2006 18:03:33 GMT

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Damn, I'm sorry to say that I've got a problem with the "JFW_Set_Animation_On_Custom" script. I have some good experience on generating specific events through a custom, I've double-checked the readme.txt that comes with the script and I've done everything accordingly. I've also checked to see if there isn't a problem from the presets in LE and not the scripts. Through elimination, I've come to the conclusion that the problem's from the scripts. The .pkg I'm using loads about 1/2 of it and then the game crashes. I've checked the scripts version from that in the mod package in LE and Renegade; they were the same. I also checked the .pkg, maybe it got corrupted during the export operation. It was ok.

Can someone give me some guidance please if it's possible ?

If I get the script to work properly, I guarantee that it'll be a major breakthrough in Renegade. Just as a hint: heavy non-VTOL aircraft and ships will be boardable (you won't have to "poke" the vehicle to enter it) and accessible as if they were classic terrain. In other words, for those who had played any Battlefield game, think of the Aircraft Carrier that the Americans and Japanese had. The same can be made in Renegade, or in other terms, think of the fact that you could drive from the helm, the Nod Cargo Ship from one of Renegade's missions and still have the possibility to walk in it.

Subject: Re: scripts.dll 3.0 WIP update

Posted by [jonwil](#) on Thu, 21 Sep 2006 01:05:21 GMT

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Can you post the crashdump.txt from your crash?

Subject: Re: scripts.dll 3.0 WIP update

Posted by [BogdanV](#) on Thu, 21 Sep 2006 16:16:20 GMT

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Shure. Thanks for the support.

File Attachments

1) [crashdump.txt](#), downloaded 129 times

Subject: Re: scripts.dll 3.0 WIP update

Posted by [jonwil](#) on Thu, 21 Sep 2006 16:30:53 GMT

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Reading the call stack, the most recently called recognizable item is a call to ::Created for some script (I have no way to tell what). Have you changed scripts.dll (and if so, how?) If not, what version are you using?

Subject: Re: scripts.dll 3.0 WIP update

Posted by [Jerad2142](#) on Fri, 22 Sep 2006 02:40:07 GMT

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Could you make a fix in bhs.dll that like in single player it would make you play the whole 3rd person fire animation in multi player. It would also be useful if there was a script that could change the texture of the sun, moon and clouds per level (once again so I would not have to separate my mod packages so that I could change the suns texture on one level, In a multi player coop with 21 levels it could start to get hard to find the next level if they are all in separate mod packages).

Subject: Re: scripts.dll 3.0 WIP update

Posted by [BogdanV](#) on Sat, 23 Sep 2006 09:24:21 GMT

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Sorry for wasting your time, but I've solved the scripts crash problem by starting a new mod package from zero. The script works, but I'm afraid it won't help me. Why ? Simple. This is what I need to happen. Let's say for a Hovercraft: The object is placed at a certain location in the game. You tell him through a message to play a certain anim. After playing it, obviously it changes it's position. From the new position, I want the model to play the same anim, so that I can continuously move using that animation. I mean, every time I send a message, the model should play the same anim, but from the new position it has been left. Simpler, to do this:

O -> 1 -> 2 -> 3 ...

O = starting point for the model

-> = the anim

1, 2 and 3 = new starting points given by the continuous use of the same anim

In "JFW_Set_Animation_On_Custom" the following happens:

O -> 1 where this step is repeated every time I tell the model to do so.

I hope I was clear with my explanations.
To get a better view of what I want to do, I'll explain what I'm trying to obtain:

You have a model - dynamic anim phys that can be accessed like a tile or a normal piece of terrain.

You give it multiple anims that would represent the movement of the object (ie: move: forwards anim, backwards anim, left anim, right anim)

Then you tell the model to play any of these anims by sending to him a message that triggers one of the model's anims. That way, the model should move every time you send a message to him. This way, you can make ships, submarines, heavy bombers, all at a higher degree of realism than by poking the vehicle you want to drive. This combined with a `attach_to_bone` script, would give you limitless possibilities. Your imagination would be the only limit. This is why I urgently need a script that can do the job I've explained above. It is a breakthrough (if I can call it like this) from which the entire Renegade community can benefit.

Subject: Re: scripts.dll 3.0 WIP update
Posted by [jonwil](#) on Sat, 23 Sep 2006 15:02:06 GMT
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I dont know if I am following you but is there any reason why you couldnt have multiple copies of `JFW_Set_Animation_On_Custom`, one for left, one for right, one for forward, one for back etc and then send it the custom for the relavent animation.

If that wont work, you will need to tell me why it wont work and be more clear about exactly what you want.

Subject: Re: scripts.dll 3.0 WIP update
Posted by [BogdanV](#) on Sun, 24 Sep 2006 11:52:41 GMT
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Here's a simple example of what I mean:

You have a model and a movement anim. You play that anim through a custom. The model plays it's anim. It changes it's position due to the animation. You want the model to play the same anim again, but from the new position of the model.

Let's say that we have 3 points (0, 1, 2) at equal distances, one after another: consecutive.

Someone stands at point 0. It is ordered to move to point 1. It moves there. Now, he's ordered to move towards point 2. He moves there. If you make a anim, moving from 0 to 1 is like moving from 1 to 2, so, to go from 0 to 2, you just repeat the "move from 0 to 1" anim. Now, let's say we have a infinite number of points while keeping the same rules: this is what I need a script to do.

Shorter: I want a model to have a anim so that if repeated continuously, it'll move and not loop between two points.

As for using multiple copies of `FW_Set_Animation_On_Custom`, that won't help because I

can't move where ever I want. The model'll only reappear where it was placed in-game and play the anim from there, not from where it has been left after playing any of it's anims.

If none of the examples I've presented aren't understood, sorry, I'm not from a english-speaking country, I'm from East Europe, please understand.

Subject: Re: scripts.dll 3.0 WIP update
Posted by [jonwil](#) on Sun, 24 Sep 2006 14:53:16 GMT
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thing is, even though the animation makes it look like its moved, the game still thinks its in the same place (if you call Commands->Get_Position on the object, it will still be the same position).

I think I might know of a solution to your problem though, what would really help is if you could show me some examples of the base model and animations that you are working with.

Subject: Re: scripts.dll 3.0 WIP update
Posted by [BogdanV](#) on Sun, 24 Sep 2006 16:03:49 GMT
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Shure, but the model I'm working on is property of Apocalypse Rising. Due to the fact that I've got restrictions on this, I'll PM you the rest about this.

Subject: Re: scripts.dll 3.0 WIP update
Posted by [BogdanV](#) on Sun, 24 Sep 2006 16:40:21 GMT
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Just forgot. Tell me if you don't recieve any message via PM. It's because of my internet speed (down to 2kb/s).

Subject: Re: scripts.dll 3.0 WIP update
Posted by [BogdanV](#) on Sun, 24 Sep 2006 16:53:50 GMT
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Well, never mind. Here's a example that does the same thing as the original.

File Attachments

1) [MDLexample.rar](#), downloaded 109 times

Subject: Re: scripts.dll 3.0 WIP update
Posted by [CarrierII](#) on Sun, 24 Sep 2006 21:22:56 GMT
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I can convert those videos for you, but not right now (waiting for new PC parts, posting this from Mum's laptop)

.mpg coming up (by wednesday, if I remember)

Subject: Re: scripts.dll 3.0 WIP update
Posted by [futura83](#) on Sun, 24 Sep 2006 21:53:00 GMT
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incidentally, i am now back on windows, and can view it.

they are great vids

Subject: Re: scripts.dll 3.0 WIP update
Posted by [BogdanV](#) on Sun, 08 Oct 2006 14:59:21 GMT
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Well, maybe I'm asking this question a bit to early, but are there any news about the script I've requested ?

Subject: Re: scripts.dll 3.0 WIP update
Posted by [jonwil](#) on Sun, 08 Oct 2006 15:40:16 GMT
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That script didnt make 3.0.

Subject: Re: scripts.dll 3.0 WIP update
Posted by [EvilWhiteDragon](#) on Sun, 08 Oct 2006 18:18:33 GMT
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there are a large amount of scripts being added already eh

Subject: Re: scripts.dll 3.0 WIP update

Posted by [BogdanV](#) on Tue, 10 Oct 2006 18:17:22 GMT

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So, I must understand that there is no way for me to gain acces to such a script. Well, I'll must inform Apocalypse Rising that the WorldBox-free ideaa for huge units is dropped. But still, if it won't go in the next version, are there any chances for me to obtain it ? I don't want to be a pain in the a**, but if it's possible, please give me an answer.

Subject: Re: scripts.dll 3.0 WIP update

Posted by [jonwil](#) on Wed, 11 Oct 2006 02:25:18 GMT

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That script does not exist at this point in time.

Subject: Re: scripts.dll 3.0 WIP update

Posted by [BogdanV](#) on Wed, 11 Oct 2006 07:47:48 GMT

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That was all I wanted to know.
