
Subject: text display

Posted by [Veyrdite](#) on Tue, 10 Oct 2006 01:07:09 GMT

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how do you get text to display on the screen when you walk into a specific area (i.e. singleplayer)made with a script zone?
is there a script i can use?

Subject: Re: text display

Posted by [Ivan275](#) on Tue, 10 Oct 2006 03:56:06 GMT

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i think there is one like that. I'm not at my PC now so the best i can do is this. in LE go to the bottom of the script list and look at the last 5-10 scripts, i think the one you want is there...

when i get home if i dont forget i'll see if i can find the script you want.

if not you can always create a DavesArrow

Attach "RMV_Triger_Zone" or "RMV_Triger_Entered??"(ID = DavesArrow ID)to your zone

Attach "JFW_Console_Input_On_Custom" to the DavesArrow

Subject: Re: text display

Posted by [Veyrdite](#) on Tue, 10 Oct 2006 06:06:21 GMT

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do you mean test cinematic?

if so, how do you use the its options

Subject: Re: text display

Posted by [reborn](#) on Tue, 10 Oct 2006 06:16:50 GMT

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He doesn't mean test_cinematic, that is used to trigger cinematic text files, not to display text when entering a zone.

Subject: Re: text display

Posted by [jnz](#) on Tue, 10 Oct 2006 07:14:14 GMT

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is this even possible with the scrips we got?

Subject: Re: text display
Posted by [Zion](#) on Tue, 10 Oct 2006 07:41:35 GMT
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JFW_PPAGE_Zone

Player type (usually 2 (0 = Nod, 1 = GDI, 2 = any))
Message (Wheee!)

Attach to anything you want... i use script zones myself.

This will imitate a "private message" or "private page" from the Host.

JFW_TMSG_Zone

See Above.

This imitates as <nick> enters the zone, then <nick> says the message as if it were them. I.E.
"zion250: Wheee!"

Subject: Re: text display
Posted by [Veyrdite](#) on Tue, 10 Oct 2006 09:11:33 GMT
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i dont have either of those scripts

Subject: Re: text display
Posted by [reborn](#) on Tue, 10 Oct 2006 10:35:43 GMT
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in your level edit directory for the mod you are making create a folder called "scripts" (obviously don't try to put the "" marks in...), in that folder place johnwills scripts.dll, scripts2.dll and bhs.dll.

Then to attach the scripts open up level edit and select "mod" on the object you are trying to attach the script to, then select the scripts tab (working from memory,might not be called that), then there will be a drop down menu somewhere, select that and there will be a plethora of scripts for you to attach, one of the scripts will be the afore mentioned.

Subject: Re: text display
Posted by [Zion](#) on Tue, 10 Oct 2006 14:22:41 GMT
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Or upgrade your scripts to 2.9.2.

Subject: Re: text display
Posted by [Veyrdite](#) on Tue, 10 Oct 2006 22:17:48 GMT
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i am sure i already have, as i already have scripts2

Subject: Re: text display
Posted by [FynexFox](#) on Wed, 11 Oct 2006 08:46:41 GMT
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If your using the regualr LE, go to your mod folder in the LE directroy. Make a folder called scripts. Go to your renegade directory. Copy scripts.dll and scripts2.dll, and paste them in your newly created scripts folder.

Note: directroy for mod folder: It will be in your renegade tools folder, then go the level edit folder. In there you will see all of your mod names in the formm of folders. Open the corresponding mod folder and that is where the scripts folder goes.

Subject: Re: text display
Posted by [Veyrdite](#) on Sat, 14 Oct 2006 02:55:59 GMT
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that is basically what i have done, but instead of extracting it to the ren directory and then copying to leveledit, i extracted it to both seperately. this wont make a difference will it?
