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Subject: Help with creating scripts  
Posted by [Jerad2142](#) on Fri, 24 Nov 2006 02:24:39 GMT  
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How would I set up a script that sends a random custom.

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Subject: Re: Help with creating scripts  
Posted by [Zion](#) on Fri, 24 Nov 2006 08:52:50 GMT  
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Scripts.dll most likely (C++ knowledge needed)

Best asking a programmer

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Subject: Re: Help with creating scripts  
Posted by [Jerad2142](#) on Fri, 24 Nov 2006 08:57:30 GMT  
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Thats what I was asking for, I already make my own scripts, I just need to see how a script that sent random customs would look.

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Subject: Re: Help with creating scripts  
Posted by [jonwil](#) on Fri, 24 Nov 2006 08:59:24 GMT  
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Random as in "any number within a certain range" or random as in "pick one of n different customs at random"?

Also, how should it trigger?

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Subject: Re: Help with creating scripts  
Posted by [Jerad2142](#) on Fri, 24 Nov 2006 09:05:02 GMT  
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Random as in pick certain customs, and I want it to trigger when sent a custom.

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Subject: Re: Help with creating scripts  
Posted by [Jerad2142](#) on Fri, 08 Dec 2006 18:47:36 GMT  
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I figured that last one out a week or so ago.

But I have a new question.

How would I set up a script that makes a sound when you armor gets low? I have attempted it for several hours and I have noticed that there are no scripts that do something when your armor gets so low. When I get home in two hours I'm going to try something simpler, and if that doesn't work then I have absolutely no clue as what to do.

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Subject: Re: Help with creating scripts

Posted by [danpaul88](#) on Fri, 08 Dec 2006 19:51:31 GMT

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Use the ::Damaged event

Then use Commands->Get\_Shield\_Strength to find out how much armour is left ( Commands->Get\_Health for health )

If it's below a certain amount send the sound.

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Subject: Re: Help with creating scripts

Posted by [Jerad2142](#) on Fri, 08 Dec 2006 21:04:33 GMT

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Ya, I know that, it works fine for the health but not the shield.

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Subject: Re: Help with creating scripts

Posted by [Jerad2142](#) on Sat, 09 Dec 2006 06:19:44 GMT

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It turns out that I miss named one of the float parameters.

He is a bit harder question, how would I make a script that would detect if an object has been or being repaired. I have tried before but it ended up doing nothing, and I want it to reupdate the present health the object has about every 10th of a second. Sends a custom every time it increases one health. And it should not be able to send another custom until it has dropped at least 1 health (damaged). A detailed explanation would be appreciated!

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Subject: Re: Help with creating scripts

Posted by [danpaul88](#) on Sun, 10 Dec 2006 00:49:16 GMT

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use the ::Damaged event

Check the amount of damage, if it is negative then its actually being repaired

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Subject: Re: Help with creating scripts

Posted by [Jerad2142](#) on Sun, 10 Dec 2006 05:01:56 GMT

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danpaul88 wrote on Sat, 09 December 2006 17:49use the ::Damaged event

Check the amount of damage, if it is negative then its actually being repaired

Really, I did not know repairing is negative damage, how could I have been modding Renegade for over 2 years and have missed that (sarcasm). I'm not a noob, and you sound like a broken record. Use the ::Damaged event, Use the ::Damaged event. Did you even read the whole question? I asked how it would be set up to send a custom, and then not be able to send another custom until it was damaged. And anyone who as looked at the armor file would no the repair gun did negative damage.

I also figured out how do do it a different way!

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Subject: Re: Help with creating scripts

Posted by [danpaul88](#) on Mon, 11 Dec 2006 19:14:14 GMT

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I have no idea what your background is in modding scripts.dll, so excuse me for not being psychic

Sending a custom only once is fairly easy, just add a bool to your scripts class, and set it to true once the custom has been sent. Then when checking if you should send the custom, check to see if the bool is true or not.

Use a timer to set the boolean back to it's off state, so the health can be sent again.

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