Subject: Is this possible to script?
Posted by Anonymous on Wed, 15 Jan 2003 10:01:00 GMT
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I have a couple game modes in mind for a mod im working on... but i need to know if its possible to script and just how i would go about doing it. Models and textures I can do well. Scripts... im an idiot.Ok, so this is how the first one lays out. Its kind of a research and development mode. Game starts out with teams rushing to capture a character (scientist or something of that nature) in the middle of the map. The idea is that you want to run out, capture him, and lead him back to your base. Once hes in your base, a timer starts counting down. When the timer reaches zero, the team is able to buy beacons. The only way to win the game is to successfully deploy a beacon in the enemy base.The other one is a race to harvest a certain number of credits. Im thinking there would have to be two seperate credit stacks... Like, when a harvester dropped off a load of tiberium, the players on the team would get the normal amount of money from a harvester drop-off, but then the same amount of money would also go to the total amount needed to win the mission. Would you just have to create an invisible, invincible entity that would act like a normal player to just recieve the credits? bah. i dont know. So..... Are they possible? Any help would be AWESOME.

Subject: Is this possible to script?
Posted by Anonymous on Wed, 15 Jan 2003 10:13:00 GMT
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I like your first idea dude !!!

Subject: Is this possible to script?
Posted by Anonymous on Wed, 15 Jan 2003 10:19:00 GMT
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me too!!

Subject: Is this possible to script?
Posted by Anonymous on Wed, 15 Jan 2003 11:55:00 GMT
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If you create a custom map with the standard scripts DLL and you use the MIX format, is it required to include scripts.dll in your MIX?

Subject: Is this possible to script?
Posted by Anonymous on Wed, 15 Jan 2003 13:27:00 GMT
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The scripts.dll is used on levels to control the base defences (Multiplayer Maps). Although i am not entirley sure if the scripts.dll is inclused in the final mix file or it used the local copy on your HDD. I know that it is needed in the level editor mod directory when making the mod.

Subject: Is this possible to script?
Posted by Anonymous on Wed, 15 Jan 2003 13:28:00 GMT
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So when can you remove it?

Subject: Is this possible to script?
Posted by Anonymous on Wed, 15 Jan 2003 13:43:00 GMT
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You can remove it after you export the map. I found the easiest way is to go ahead and export everything, and then use XCC to remove it from the file.

Subject: Is this possible to script?
Posted by Anonymous on Thu, 16 Jan 2003 00:02:00 GMT
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No

Subject: Is this possible to script?
Posted by Anonymous on Thu, 16 Jan 2003 00:16:00 GMT
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In that case, why does C&C_River_Raid contain it?

Subject: Is this possible to script?
Posted by Anonymous on Thu, 16 Jan 2003 00:19:00 GMT
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custom scripts?

Subject: Is this possible to script?
Posted by Anonymous on Thu, 16 Jan 2003 00:23:00 GMT
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No, the standard scripts.dll.

Subject: Is this possible to script?
Posted by Anonymous on Thu, 16 Jan 2003 00:32:00 GMT
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Not needed.only for the Leveleditor.

Subject: Is this possible to script?
Posted by Anonymous on Thu, 16 Jan 2003 00:40:00 GMT
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much thanks

Subject: Is this possible to script?
Posted by Anonymous on Thu, 16 Jan 2003 00:44:00 GMT
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I think scripts can have internal variables, so it's not necessary to create an invisible object.

Subject: Is this possible to script?
Posted by Anonymous on Thu, 16 Jan 2003 06:32:00 GMT
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Maybe you could have a superstrong refinery and you lose if your refinery is destroyed. So you have to try to interrupt the enemys harvesting as mich as possible while you at the same time protect your own.

Subject: Is this possible to script?
Posted by Anonymous on Thu, 16 Jan 2003 12:31:00 GMT
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im sure this is possible, would need more details on it, but i believe possible...what happens if tib refinery is destoryed though, or are you planning on indestruct buildings?

Subject: Is this possible to script?
Posted by Anonymous on Thu, 16 Jan 2003 17:28:00 GMT
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first of all cheeko, That was a game mode that was supposed to be in renegade but was left out. it was called "capture the mobius". You would rush to get to him and then lead him back to your base alive. But without that *** beacon stuff you mentioned.

Subject: Is this possible to script?
Posted by Anonymous on Thu, 16 Jan 2003 18:29:00 GMT
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quote:Originally posted by DeafWasp:first of all cheeko, That was a game mode that was supposed to be in renegade but was left out. it was called "capture the mobius". You would rush to get to him and then lead him back to your base alive. But without that *** beacon stuff you mentioned.haha ok... well... can it be done?

Subject: Is this possible to script?
Posted by Anonymous on Thu, 16 Jan 2003 19:59:00 GMT
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sounds alot like that scinece and industry mod for halflife... but i'd still like to see it...

Subject: Is this possible to script?
Posted by Anonymous on Thu, 16 Jan 2003 21:20:00 GMT
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quote:Originally posted by Zavian:sounds alot like that scinece and industry mod for halflife... but i'd still like to see it...i heard of that but i never knew what it was about... i was under the impression it was kind of like a scientist vs soldier type thing. is that more or less correct?

Subject: Is this possible to script?
Posted by Anonymous on Fri, 17 Jan 2003 00:04:00 GMT
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I prefer this way, too, cos it is easyer if you want to edit the Map later.Just delete this files (with RenExtractor or somthing ike that or XCC):-objects.ddb-scripts.dll-strings.tdbThat will save I think 10 MB or more of the size of your Map, this files are not needed and the other ones are only some small files, that doesn't afect the funktion of the map.

Subject: Is this possible to script?
Posted by Anonymous on Fri, 17 Jan 2003 00:55:00 GMT
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well there are a number of ways you could set it up really... here were a couple i was thinking of:1) indestructable buildings-or-2) keeping the mode vehicle free... that way, you could have a small base (barracks and refinery guraded by defense structure). the defense would toast any infantry. Im thinking that infantry only would help the flow of the game mode. it'd be too easy to knock out the harvesters if tanks were involved....or.... would it be possible to change the limit number for vehicles so only one or two were allowed per side? or perhaps change it so you can only build buggies or hum-vees? hmmmm.....