
Subject: scripts.dll progress report (but I need help)
Posted by [Anonymous](#) on Sat, 18 Jan 2003 22:28:00 GMT
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The following things have been done since 0.99 came out:

1. code that will spit out an error message if scripts2.dll is missing
2. a few changes to the various Callbacks (the Callbacks are how the game communicates with the scripts) to better reflect the real purpose of the different arguments (still a little work to be done here though)
3. a few general bits and pieces pertaining to the base Scripts class (only visible to script coders)
4. a bunch of work on ActionParamsStruct (this brings the goal of better AI scripts closer, see below under "new stuff")
5. a few bug fixes to the script commands (stuff that was defined wrong)
6. a bunch more of the script commands have now been tested (still 70 or so left to test though) and 3 new scripts (so far, more to come, see below):

JFW_Nod_Turret (basically a clone of M00_Nod_Turret)
JFW_Base_Defence (basically a clone of M00_Base_Defence)
JFW_User_Controllable_Base_Defence (basically a clone of GTH_User_Controllable_Base_Defence)

This is what I hope will be in 1.0 (or as much of it as possible):

1. testing of the remaining 70 or so commands
2. cloning of more westwood scripts (for testing and etc) and
3. the following new scripts:

JFW_Grant_Key_Zone_Entry, when something enters the zone it will give that thing a particular key. Key to give and team that can get it will be settable by mapmaker.
JFW_Crate, script that you use to define a crate.
JFW_Crate_Controller script that handles all the logic for crates. Position of crates is fixed, contents are random. For each possible thing you can get, mapmaker can elect to turn it off

Current contents list:

- money (amount to give settable by mapmaker)
- refill all health + armour
- boost max health (basically same as an health medal)
- boost max armour (basically same as an armour medal)
- explosion type 1 (type settable by mapmaker)
- explosion type 2 (type settable by mapmaker)
- explosion type 3 (type settable by mapmaker)
- weapons type 1 (mapmaker selects one weapon to give to GDI players and one to NOD players)
- weapons type 2 (mapmaker selects one weapon to give to GDI players and one to NOD players)
- weapons type 3 (mapmaker selects one weapon to give to GDI players and one to NOD players)
- permanent stealth (will its permanent unless you go into a stealth zone, dont know how entering a vehicle or changing what character you are will do to it either)
- JFW_Bounce_Zone_Entry, adds a value (settable by mapmaker) to the Z position of anything that enters the zone.
- JFW_Timer_Custom (sends a custom when a timer expires)
- JFW_Custom_Play_Cinematic (plays a cinematic when it receives a custom)
- JFW_Power_Off, when this script receives a message it will power off or power on the building its attached to depending on the message parameter)
- JFW_Assault_Powerplant_Controller, on startup, an internal flag is set. a message is set to a bunch of buildings (which will use JFW_Power_Off) to turn them off. Then, when the timer expires, if the flag is set, it will turn the buildings back on. On zone entry, the flag is cleared. On zone exit, the flag is set. Timer Length, team that can trigger the zone and other stuff will be configurable by the mapmaker.
- JFW_Zone_Send_Custom_Preset, same as TDA_Zone_Send_Custom but will only send the custom if the object that entered the zone is a specific preset.
- JFW_2D_Sound_Timer_Health, same as JFW_2D_Sound_Timer but only plays the sound if the health of whatever its attached to is within a certain range.
- JFW_2D_Sound_Timer_Random, same as JFW_2D_Sound_Timer but instead of using a fixed time, it will pick a random time between 2 fixed timer values.
- JFW_3D_Sound_Timer_Random, same as above but plays a 3D sound at a mapmaker specified location
- JFW_Blow_Up_On_Death, when whatever this is attached to dies, it will do a Create_Explosion with a mapmaker specified explosion (for e.g. Demo Trucks etc)
- JFW_Engineer_Repair, script to go on engineer bots
- JFW_Engineer_Target, script to go on

target of engineer bots JFW_Guard_Duty, object patrols a waypoint until something trips EnemySeen, then it attacks that object, then resumes patrolling. JFW_Hunt_Blow_Up, object "hunts" anything that comes in range, then blows up at their location. JFW_Hunt_Attack, same as above but does an attack instead of going to the location then blowing up. JFW_Zone_Send_Custom_Enable, same as TDA_Zone_Send_Custom but needs to be sent another custom to enable it first. JFW_Aircraft_Fuel, on startup, sets a timer when the timer expires, the object its attached to will be blown up. Sending it a message (from e.g. a zone entry) will reset the timer. JFW_Debug_Text_File, basically logs all events that happen to an object, useful for making sure that e.g. messages are being passed around correctly and whatever else. It will be like M00_Debug_Text_File_RMV but better. JFW_Nod_Obelisk_CnC, will be a clone of M00_Nod_Obelisk_CnC. JFW_Obelisk_Weapon_CnC, will be a clone of M00_Obelisk_Weapon_CnC. JFW_Advanced_Guard_Tower, will be a clone of M00_Advanced_Guard_Tower. JFW_Advanced_Guard_Tower_Gun will be a clone of M00_Advanced_Guard_Tower_Gun. JFW_Advanced_Guard_Tower_Missile will be a clone of M00_Advanced_Guard_Tower_Missile. JFW_Nod_Obelisk_Ground_CnC, same as JFW_Nod_Obelisk_CnC but only shoots ground units. JFW_Obelisk_Weapon_Ground_CnC, same as JFW_Obelisk_Weapon_CnC but only shoots ground units. JFW_Sam_Site_CnC, script for working nod sam sites. JFW_CnC_Advanced_Guard_Tower. like JFW_Advanced_Guard_Tower but without the 4 guns and firing 2 missiles instead of 1 (maybe). Note that this list is now final, no scripts other than what's on this list are going into 1.0 (and some of these might not make it, depends on if I get the help I need with AI and etc). However, I need help: Basically, I need people to make up small "test" maps that show different AI scripts working (for example, scripts that make something hunt the player or scripts for making objects follow waypoints or anything else). Also, I need similar test case(s) for various different Sam Site logic scripts. If someone can set up tests for any engineer related scripts also, that would be good. If someone can do these tests, it will make coding my own AI (and sam site) scripts a lot easier. [January 18, 2003, 23:36: Message edited by: Jonathan Wilson]

Subject: scripts.dll progress report (but I need help)
Posted by [Anonymous](#) on Sun, 19 Jan 2003 07:21:00 GMT
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Well, i'm currently bored so i can make a few test maps. Just name the scripts you want to test and any requirements of the map then i'll get to work. I can make basic maps with buildings and things. I may need a little help if some of the stuff is a bit more advanced. [January 19, 2003, 07:27: Message edited by: General Havoc]

Subject: scripts.dll progress report (but I need help)
Posted by [Anonymous](#) on Sun, 19 Jan 2003 10:10:00 GMT
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I like to help you of course. just contact me (you have my ICQ)

Subject: scripts.dll progress report (but I need help)
Posted by [Anonymous](#) on Sun, 19 Jan 2003 15:18:00 GMT
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Good work, do you have an ETA for version 1.0?

Subject: scripts.dll progress report (but I need help)
Posted by [Anonymous](#) on Sun, 19 Jan 2003 15:45:00 GMT
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Wow! I'm not a modder so forgive the stupidity, but will these scriptes be able to insert another team of a pModders choosing, or would that be an issue with the Game Eng.

Subject: scripts.dll progress report (but I need help)
Posted by [Anonymous](#) on Sun, 19 Jan 2003 16:06:00 GMT
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quote:Originally posted by IModx1:Wow! I'm not a modder so forgive the stupidity, but will these scriptes be able to insert another team of a pModders choosing, or would that be an issue with the Game Eng.Actually....that gives me an idea.....Edit: Ok, you can set the player to a 3rd team (and a few others I'm sure due to seeing them in LE). However it only lasts for one life (then you have to trigger it again) and you remain on the same team in the score board. [January 19, 2003, 16:15: Message edited by: NameHunter]

Subject: scripts.dll progress report (but I need help)
Posted by [Anonymous](#) on Sun, 19 Jan 2003 18:12:00 GMT
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Thanks to dante for the help with the test map I needed.1.0 will be out by the end of the month (although everything on the list might not make it in, particularly I need more script command testers)

Subject: scripts.dll progress report (but I need help)
Posted by [Anonymous](#) on Mon, 20 Jan 2003 08:31:00 GMT
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Too bad I'm to busy to do any scripts.dll stuff atm like testing some of the script commands.But you know, Jon, i will help you after my 3 current projects.

Subject: scripts.dll progress report (but I need help)

Posted by [Anonymous](#) on Mon, 20 Jan 2003 17:53:00 GMT

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Oh oh oh oh! I can try making maps to test out these scripts, but I have ideas for scripts.1) Is it possible to clone the AGT or Obelisk script, but instead of it just being an exact clone, would it be possible to define what weapon the script spawns? This would be a huge help in creating new defensive structures.2) Perhaps with the SAM Site logic script, I've found that if the aircraft flies too low it won't fire. Perhaps we could define what the SAM Site may attack via the vehicle preset IDs?

Subject: scripts.dll progress report (but I need help)

Posted by [Anonymous](#) on Mon, 20 Jan 2003 20:32:00 GMT

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Well as far as base defence structures go, the scripts (even my clones) are pretty specific to the weapons in question. But if someone wants a new base defence structure, they can give me some specs and I will see what I can do. As for sam sites, the info you gave me helps a lot with understanding this stuff. [January 20, 2003, 21:39: Message edited by: Jonathan Wilson]
