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Subject: scripts.dll progress report

Posted by [Anonymous](#) on Wed, 22 Jan 2003 03:01:00 GMT

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work on 1.0 is progressing nicely, I still intend to have it out by the end of the month. new scripts currently in the DLL: 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) 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\_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\_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 [Smile] 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 Scripts definitely going in: JFW\_Advanced\_Guard\_Tower\_Gun (clone of M00\_Advanced\_Guard\_Tower\_Gun) JFW\_Advanced\_Guard\_Tower\_Missile (clone of M00\_Advanced\_Guard\_Tower\_Missile) JFW\_Building\_Gun (basically, generic script for base defence structures, does things like makes the defence stop working when the power goes down or when it gets blown up or whatever) JFW\_Building\_Gun\_Weapon (script to handle the weapon for these structures) Not sure if using multiple copies of JFW\_Building\_Gun & JFW\_Building\_Gun\_Weapon will work but if it does, they will operate independantly and not work together like the AGT does. Basically, the JFW\_Building\_Gun & JFW\_Building\_Gun\_Weapon are going to be similar to the Obelisk but without the power up animation + sound (the animation doesn't play properly in MP anyway). Scripts that I would like to write but that may not make it: JFW\_Guard\_Duty (makes vehicle follow looping WP, attack anything that comes in range then resume following WP) JFW\_Hunt\_Blow\_Up (vehicle with this attached sits there until something comes within Enemy\_Seen range then it goes to its location and blows up) JFW\_Hunt\_Attack (like

JFW\_Hunt\_Blow\_Up but attacks instead of exploding)Scripts I would like to write but probably wont because of the time and effort involved:JFW\_Crate crate scriptJFW\_Crate\_Controller crate controller scriptThere were a few things that I came up with that didnt make it:1.the engineer scripts arent being made because they already exist (look for scripts with engineer\_repair and engineer\_target in the name)2.I did intend to make a SAM site script plus an obelisk that only shoots ground plus clones of JFW\_Base\_Defence for air only and ground only and clones of JFW\_User\_Controllable\_Base\_Defence for air only and ground only. However, there is no way to tell the difference between air units and ground units. In the SP missions, the air units always fly high enough such that the sam sites (which have angle limits so they only ever point up) get shot at. The ground units dont get shot at because they are low down enough not to be in range. This is why if you build a sam site in MP and use the sam site logic scripts from SP, its possible to fly low below the SAM. I initially thought these would be possible because I made an incorrect assumption based on inadequate testing.JFW\_CnC\_Advanced\_Guard\_Tower is not going in (was going to be AGT with missile only) since JFW\_Building\_Gun & JFW\_Building\_Gun\_Weapon can do the same thing only better & more genericly. (plus, modifying the AGT script so it only fires missiles appears to be a lot harder than I first thought it would be Plus, good work has been done and is continuing to be done behind the scenes with the script commands and stuff.

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Subject: scripts.dll progress report  
Posted by [Anonymous](#) on Wed, 22 Jan 2003 07:28:00 GMT  
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Also, TDA\_CTF\_Zone has been fixed.

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Subject: scripts.dll progress report  
Posted by [Anonymous](#) on Wed, 22 Jan 2003 07:49:00 GMT  
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how do you make a script or edit the dll? id like to know

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Subject: scripts.dll progress report  
Posted by [Anonymous](#) on Wed, 22 Jan 2003 13:58:00 GMT  
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Oooo ooh thank you! \*kiss\* With the JFW\_Building\_Gun & JFW\_Building\_Gun\_Weapon scripts, you attach it to the building controller right? Or do the scripts work on "vehicle" objects, IE, turrets and such?And JFW\_Building\_Gun\_Weapon works like the Obelisk (an invisible turret spawns and shoots stuff)? I will try testing it out later, but where does the turret spawn, if that's how it works?

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Subject: scripts.dll progress report  
Posted by [Anonymous](#) on Wed, 22 Jan 2003 14:14:00 GMT  
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Just curious, if it's a clone of an already existing script...why make it? Especially when you could be trying to get that visceroid script to work

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Subject: scripts.dll progress report  
Posted by [Anonymous](#) on Wed, 22 Jan 2003 14:29:00 GMT  
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Basicly, with the building gun and building gun weapon, the gun goes on the building controller, that then spawns the "vechicle" (need not be invisible, that will be configurable by an option) and attatches the weapon script to it.

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Subject: scripts.dll progress report  
Posted by [Anonymous](#) on Thu, 23 Jan 2003 12:20:00 GMT  
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quote:Originally posted by Taximes:Just curious, if it's a clone of an already existing script...why make it? Especially when you could be trying to get that visceroid script to work sometimes the best way to figure something out in programming, is to reinvent an already made function, that way you get a better understanding on how to do it, and how it works.

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Subject: scripts.dll progress report  
Posted by [Anonymous](#) on Fri, 24 Jan 2003 10:21:00 GMT  
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which script is used to open doors? i think ill need it for my gate

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