
Subject: scripts.dll 1.0 is out
Posted by [Anonymous](#) on Mon, 27 Jan 2003 20:40:00 GMT
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at long last, after all the testing, the script command figuring out, the reverse engineering, the disassembly, the debugging, the messing about with the existing scripts, the yelling at other people to help (SK, Dante, Olaf etc and the rest, scripts.dll 1.0 is outget it from <http://www.sourceforge.net/projects/rentools/>This should contain properly fixed CTF script, properly fixed teleport script and all the other stuff.Any bugs, reeport them to me.

Subject: scripts.dll 1.0 is out
Posted by [Anonymous](#) on Mon, 27 Jan 2003 20:54:00 GMT
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Whoo hoo GJ

Subject: scripts.dll 1.0 is out
Posted by [Anonymous](#) on Tue, 28 Jan 2003 12:02:00 GMT
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Subject: scripts.dll 1.0 is out
Posted by [Anonymous](#) on Tue, 28 Jan 2003 13:46:00 GMT
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quote:Originally posted by Jonathan Wilson: the yelling at other people to help (SK, Dante, Olaf etc HEY! You left out my name! I even MADE some scripts for you!.....ok so I asked for lots of help and didn't test much but still!Anyway: Let's give jonwil a big hand for getting this dll out to us. Trust me, it is not easy to convince me to test somethings , but he did do a good job with it.

Subject: scripts.dll 1.0 is out
Posted by [Anonymous](#) on Tue, 28 Jan 2003 14:01:00 GMT
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If the poke works, haven't tried it yet, I suck at map making But then we could do capture the mobius And, were is the teleport script? [January 28, 2003, 14:08: Message edited by: MeXadiaz]

Subject: scripts.dll 1.0 is out

Posted by [Anonymous](#) on Tue, 28 Jan 2003 14:08:00 GMT

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GREAT WORK!all I can say.The .dll will be tiested in MP next week.May you can write a installer.That would amke it saver, and easear for the Moduser to use the scripts. (Co some Mod users ARE stupid, sory to say)

Subject: scripts.dll 1.0 is out

Posted by [Anonymous](#) on Tue, 28 Jan 2003 14:23:00 GMT

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It looks like TDA_CTF_Zone was not fixed... Let me restate the error:From tda.ccp:(Deleted to fix board)Notice GotFlag = true under the ZoneEntry branch, and GotFlag==true under the Custom branch. They have different operators, needs to be fixed for the CTF scripts to work. Thanks. [January 28, 2003, 15:17: Message edited by: SomeRhino]

Subject: scripts.dll 1.0 is out

Posted by [Anonymous](#) on Tue, 28 Jan 2003 14:51:00 GMT

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I cant see any error.The line GotFlag = True under ZoneEntry is setting the value of GotFlag to true,the GotFlag == True bit is testing to see if ZoneEntry is true.= and == mean different things in C++

Subject: scripts.dll 1.0 is out

Posted by [Anonymous](#) on Tue, 28 Jan 2003 14:59:00 GMT

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I know, but I thought they covered completely different areas, since = is an assignment operator and == is an equality operator. I would have thought that both of them would need a single "=" sign, first to assign it to true, and one on the second branch to check on the assignment to determine if it was true or not. I'm sure you are right though, just my thoughts. Any ideas as to why it's not working then?

Subject: scripts.dll 1.0 is out

Posted by [Anonymous](#) on Tue, 28 Jan 2003 15:03:00 GMT

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In an if statement, you always use ==I should know, I always make the mistake of using = instead of ==As for why its not working, I will get dante on to it.

Subject: scripts.dll 1.0 is out
Posted by [Anonymous](#) on Tue, 28 Jan 2003 15:22:00 GMT
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Dante, do you think that using `Commands->Destroy_Object(flagObj)` under the Custom branch would work rather than verifying the `GotFlag` value, since there would be no more flags to be picked up in the first place? Or am I hitting way off with my small understanding of your script?

Subject: scripts.dll 1.0 is out
Posted by [Anonymous](#) on Tue, 28 Jan 2003 15:38:00 GMT
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true

Subject: scripts.dll 1.0 is out
Posted by [Anonymous](#) on Wed, 29 Jan 2003 00:34:00 GMT
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loading now -- thanks Jon!

Subject: scripts.dll 1.0 is out
Posted by [Anonymous](#) on Wed, 29 Jan 2003 04:16:00 GMT
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quote:Originally posted by Jonathan Wilson:In an if statement, you always use `==` I should know, I always make the mistake of using `=` instead of `==` As for why its not working, I will get dante on to it.No, you don't. You can use `=` inside if too.Example:

```
FILE* f;if (f = fopen("c:/temp/temp.tmp", "r"))
fclose(f);
```

 [January 29, 2003, 06:54: Message edited by: Olaf van der Spek]

Subject: scripts.dll 1.0 is out
Posted by [Anonymous](#) on Wed, 29 Jan 2003 04:41:00 GMT
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ok, Dante is looking into the CTF script and is trying to fix it.

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Posted by [Anonymous](#) on Wed, 29 Jan 2003 13:23:00 GMT
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:-\its weird... it works... then it dont.... then it does.... then it dont :-\:PP

Subject: scripts.dll 1.0 is out

Posted by [Anonymous](#) on Wed, 29 Jan 2003 14:01:00 GMT

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The CTF script itself is in a fully working state. From what i understand originally in 0.99 you could pick up 2 flags and score. Then in 1.0 you could pick up 2 flags still but only score with the one. Now from reading this post i think the script is trying to be fixed so that your unable to pick up another flag althogether until the first flag has been dropped or scored. Not sure if what i am saying is totally correct, but that my interpretation of it. [January 29, 2003, 14:02: Message edited by: General Havoc]

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Posted by [Anonymous](#) on Wed, 29 Jan 2003 14:08:00 GMT

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true...i just sent jonwil the fix to the script... after a small test, it should be ready...also i sent him a new script that i forgot to add along time ago (w00ps)TDA_Stealth_Armormake a new powerup with the stealth armor (just clone an armor one) and then when you make it on the map, attach this script, set the # of seconds for the stealth to last (default = 60 seconds)REALLY important note...this may kill the stealth on the SBH, so i wouldn't use it on levels with SBH's for now, use on CTF and Basic Infantry DM's for now, i will try to get this resolved.Q. (will it make a vehicle stealth???)A.dunno, try it

Subject: scripts.dll 1.0 is out

Posted by [Anonymous](#) on Wed, 29 Jan 2003 16:58:00 GMT

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quote:Originally posted by Dante:true...i just sent jonwil the fix to the script... after a small test, it should be ready...also i sent him a new script that i forgot to add along time ago (w00ps)TDA_Stealth_Armormake a new powerup with the stealth armor (just clone an armor one) and then when you make it on the map, attach this script, set the # of seconds for the stealth to last (default = 60 seconds)REALLY important note...this may kill the stealth on the SBH, so i wouldn't use it on levels with SBH's for now, use on CTF and Basic Infantry DM's for now, i will try to get this resolved.Q. (will it make a vehicle stealth???)A.dunno, try ittest was good.
