Subject: who here is using the custom scripts.dll?
Posted by Anonymous on Tue, 28 Jan 2003 07:07:00 GMT
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Just put some crashing code in there and you'll know when people use it ;->

Subject: who here is using the custom scripts.dll?
Posted by Anonymous on Tue, 28 Jan 2003 07:15:00 GMT
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I downloaded em, haven't really used them yet though...

Subject: who here is using the custom scripts.dll?
Posted by Anonymous on Tue, 28 Jan 2003 08:11:00 GMT
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Subject: who here is using the custom scripts.dll?
Posted by Anonymous on Tue, 28 Jan 2003 08:47:00 GMT
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i'm using your custom scripts too , currently i'm using :JFW_Apply_Damage_On_Enter <-- the script don't apply damage on vehicles , this might be a bug...JFW_Death_Send_CustomandJFW_Custom_Destroy_Object

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Subject: who here is using the custom scripts.dll?
Posted by Anonymous on Tue, 28 Jan 2003 11:09:00 GMT
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The only premade script that I use and can think of is the teleport script Dante did.Edit: Also I'll soon be using JFW_Create_Object_On_Destroy or something like that. [January 28, 2003, 11:10: Message edited by: NameHunter]

Subject: who here is using the custom scripts.dll?
Posted by Anonymous on Tue, 28 Jan 2003 11:59:00 GMT
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Once i figure out where to apply the TDM scripts... ill you them... do i put them on the infantry?

Subject: who here is using the custom scripts.dll?
Posted by Anonymous on Tue, 28 Jan 2003 12:05:00 GMT
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And if you are, what scripts are you using?I am trying to find out which scripts are being used and which arent. I especially want to know if anyone is using the folowing:JFW_User_Settable_ParametersJFW_Team_DM_ControllerJFW_Team_DM_AttatchedJFW_Team_DM_Zone

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Subject: who here is using the custom scripts.dll?
Posted by Anonymous on Tue, 28 Jan 2003 13:02:00 GMT
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Can you still play online normally on regular servers if you have these custom scripts installed--not via a pkg, but physically changing the scripts around in the Renegade root directory?It might not be worth it to include whole new scripts in a simple .mix file, but it could prove useful.

Subject: who here is using the custom scripts.dll?
Posted by Anonymous on Tue, 28 Jan 2003 13:43:00 GMT
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I have been using the JFW_User_Settable_Parameters script in my newest map, and so far I have had no problems with it.

Subject: who here is using the custom scripts.dll?
Posted by Anonymous on Tue, 28 Jan 2003 13:44:00 GMT
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I will make a tutorial (with example) of how to use the Team DM scripts soon.The details of how to use the scripts are all covered in the readme.txt fileIf you modify the renegade folder with scripts and scripts2, it wont affect SP, normal MP or online play at all.As for the readme.txt file, thats an oversight

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Subject: who here is using the custom scripts.dll?
Posted by Anonymous on Tue, 28 Jan 2003 14:11:00 GMT
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I'm using:JFW_Bounce_Zone_EntryJFW_3D_Sound_ZoneTDA_CTF_ZoneKeep up the good work!

Subject: who here is using the custom scripts.dll?
Posted by Anonymous on Tue, 28 Jan 2003 14:29:00 GMT
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Bounce Zone Entry... whats that?

Subject: who here is using the custom scripts.dll?
Posted by Anonymous on Wed, 29 Jan 2003 00:15:00 GMT
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Have you got a master list in word format (or other format) of all of yours and Dante's custom scripts with a descripttion and their parameters? This would be useful and help people understand them easier. I'll be using the teleport script that dante got working on my test map and maybe some of the CTF stuff in a map i'm making. But i'll make some more test maps like the teleport one that show how the scripts work when i have time.

Subject: who here is using the custom scripts.dll?
Posted by Anonymous on Wed, 29 Jan 2003 00:18:00 GMT
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Jonathan, do you modify readme.txt file? This is still release candidate 2? And how to AI scripts?