
Subject: Various scripting and modding questions

Posted by [GEORGE ZIMMER](#) on Thu, 24 Jan 2008 07:19:18 GMT

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Since I generally have questions I'd like to ask here and there but don't feel like making a bunch of topics, I'll just make one and post them here.

So, time to ask.

1- Script zones and music

I'm wondering if there's a script that can play music upon the entry of a script zone, and can change the current music to another track if you enter another script zone. If the music file is the same upon entry, it won't restart it or anything.

I'm sort of making a single player map, so even if it plays for everyone, that'd be alright with me. Though, it would be better if it started only for the player who enters the script zone.

And, in the event that the player dies, I'd like to make a script zone in the spawn area that'd turn off music- Or some sort of way to stop music once the player dies.

2- Bosses and end-game-if-killed units

I know it's possible to attach a building controller to a certain unit- However, I don't really know how to do this. I've seen it in various co-op missions online where if you kill a boss character, it'd say something like "Hand of Nod destroyed" or some random building.

Or, even better, is it possible to make a unit end the game if killed? Perhaps even have a controller of sorts check if multiple units are alive (Multiple bosses, or multiple mission critical units you have to protect). If all the units specified are killed, then it'd gameover in favor of the opposing team.

So say you kill 3 Nod bosses as GDI, GDI would win. And if Nod kills GDI bosses, it'd gameover for Nod.

3- AI management

Well, I seem to have some trouble with AI, and directing them to do what I want.

To be more specific, basically if anyone shoots, the AI in the entire map go into combat mode and all that. It also seems like they can see through objects.

What I would like, is for an AI unit to stay where it is until it ACTUALLY sees you.

So let's say I have a bot right around the corner in a corridor. I want the bot to only attack the player once the player goes around that corner. Otherwise, I want it to stay where it was spawned, and doesn't move around.

I WOULD make them stationary, but I want them to move once they see the player.

Because normally, the bot just walks around freely and does whatever, and can see/hear the player magically. I turned off listener scale, but then they became really dumb and don't really do anything when they're shot even, except crouch down. The only time they run towards you is if you're right in front of them.

That's about all I got for now. I'll add more later on.

Subject: Re: Various scripting and modding questions
Posted by [Jerad2142](#) on Thu, 24 Jan 2008 17:01:49 GMT
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Music one can be done by sending customs to an object when you enter a zone, the custom would then set the music to the track you specify.

JFW_Set_Background_Music
TDA_Send_Custom_Zone

Bosses can also send a custom when kill, this custom would be sent to an object that would then DESTROY the building controller using the script JFW_Custom_Destroy_Building.

JFW_Send_Custom_Death

The final one could be done using attach scripts and enemy seen scripts, to attach a script that enables innate behavior.

Subject: Re: Various scripting and modding questions
Posted by [Veyrdite](#) on Thu, 24 Jan 2008 21:45:14 GMT
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z_console_input_killed

Attach that to an object with the settings time 0 and then destroy it preferably using a custom. This will cause the team with the highest score to win. Or if you do have building controllers you could put in win 1 for GDI to win or win 0 for nod

EDIT:

Jerad Gray wrote on Fri, 25 January 2008 04:01
TDA_Send_Custom_Zone

I never new there was a TDA_ script for it, I always used JFW_Zone_Send_Custom_Cost

Subject: Re: Various scripting and modding questions

Posted by [Scrin](#) on Thu, 24 Jan 2008 23:51:23 GMT

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Cabal8616 wrote on Thu, 24 January 2008 01:19 Since I generally have questions I'd like to ask here and there but don't feel like making a bunch of topics, I'll just make one and post them here.

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.
your tracks must be in .wav format.

Subject: Re: Various scripting and modding questions

Posted by [Genesis2001](#) on Fri, 25 Jan 2008 00:26:47 GMT

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Scrin wrote on Thu, 24 January 2008 16:51 Cabal8616 wrote on Thu, 24 January 2008 01:19 Since I generally have questions I'd like to ask here and there but don't feel like making a bunch of topics, I'll just make one and post them here.

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.
your tracks must be in .wav format.

not really, no. I've heard about people using snda with *.mp3 files for MP3 players ingame. ^,^

~Zack

Subject: Re: Various scripting and modding questions
Posted by [Jerad2142](#) on Fri, 25 Jan 2008 01:29:49 GMT
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.mp3 or .wav

```
void TDA_Send_Custom_Zone::Entered(GameObject *obj,GameObject *enter)
{
    if (CheckPlayerType(enter,Get_Int_Parameter("Team_ID")))
        return;
    GameObject *object = Commands->Find_Object(Get_Int_Parameter("ID"));
    int message;
    int param;
    message = Get_Int_Parameter("EnterMessage");
    param = Get_Int_Parameter("EnterParam");
    if (message)
    {
        if (!param)
        {
            param = Commands->Get_ID(enter);
        }
        Commands->Send_Custom_Event(obj,object,message,param,0);
    }
}
```

```
void TDA_Send_Custom_Zone::Exited(GameObject *obj,GameObject *exit)
{
    if (CheckPlayerType(exit,Get_Int_Parameter("Team_ID")))
        return;
    GameObject *object = Commands->Find_Object(Get_Int_Parameter("ID"));
    int message;
    int param;
    message = Get_Int_Parameter("ExitMessage");
    param = Get_Int_Parameter("ExitParam");
    if (message)
    {
        if (!param)
        {
            param = Commands->Get_ID(exit);
        }
        Commands->Send_Custom_Event(obj,object,message,param,0);
    }
}
```
