
Subject: Script Problem Airstrike
Posted by [rrutk](#) on Thu, 27 Mar 2008 23:07:31 GMT
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Changed scripting problem, please see below

Subject: Re: Script Problem
Posted by [mr£Ä\\$Ä-z](#) on Thu, 27 Mar 2008 23:14:18 GMT
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Serverside ? my Scripts.dll doesnt work in LE

Subject: Re: Script Problem
Posted by [rrutk](#) on Thu, 27 Mar 2008 23:21:27 GMT
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serverside is not necessary.

would be nice, if it works on my computer....

Subject: Re: Script Problem
Posted by [cnc95fan](#) on Fri, 28 Mar 2008 01:44:13 GMT
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I think Reborn made something like this, however it was at random buildings. Ask him for the script, look at the code and see how it is done. You might be able to figure it out by doing that.

Subject: Re: Script Problem
Posted by [rrutk](#) on Fri, 28 Mar 2008 01:45:28 GMT
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Ok, I solved some things.

I made a special Terminal, where its possible, to buy a aircraft via
JFW_Preset_Buy_Poke_Delay_Sound.

Then it appears in the sky, is following a waypath accross the enemy base and disapears through a damage script on the end of waypath.

So, the problems are now:

a) over the enemy base they should drop some bombs or firing rockets...cinematic or real. it should look nice. may be with scriptzone_all entry or something??? but it doenst work.

b) a airstrike purchase terminal is in each building. but the timer works for each PT seperate. so the delay between purchases is only in one building. its possible to buy a new airstrike in the other buildings during delay time. why?

c) the scipt doesnt play the purchase sound, even if i wrote it in parameters. why?

Subject: Re: Script Problem Airstrike
Posted by [rrutk](#) on Fri, 28 Mar 2008 14:17:11 GMT
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such a cinematic thing should be possible?

Subject: Re: Script Problem Airstrike
Posted by [Jerad2142](#) on Fri, 28 Mar 2008 14:43:59 GMT
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It is possible, in the past I have made air strike beacons with cinematics.

Subject: Re: Script Problem
Posted by [bisen11](#) on Fri, 28 Mar 2008 15:31:46 GMT
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rrutk wrote on Thu, 27 March 2008 20:45Ok, I solved some things.

I made a special Terminal, where its possible, to buy a aircraft via
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Then it apears in the sky, is following a waypath accross the enemy base and disapears through a damage script on the end of waypath.

So, the problems are now:

a) over the enemy base they should drop some bombs or firing rockets...cinematic or real. it should look nice. may be with scriptzone_all entry or something??? but it doenst work.

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c) the scipt doesnt play the purchase sound, even if i wrote it in parameters. why?

a) Toggle Spoiler; _____
;

```

; Available Cinematic Script Commands
;
; time/frame Create_Object, id (slot), preset_name, x, y, z, facing,
animation
; id can be -1 to mean do not store this object, and do not destroy
; 0 Create_Object, 0, .44 Magnum, 0, 0, 0, 180, "Human.jump"
;
; time/frame Destroy_Object, id (slot)
; 0 Destroy_Object, 0
;
; time/frame Play_Animation, id (slot), animation_name, looping,
sub_obj_name
; 0 Play_Animation, 0, "Human.Jump", false
;
; time/frame Control_Camera, id ( slot )
; use id -1 for disabling control;
; note this will also disable star control and disbale the hud
; 0 Control_Camera, 0
;
;
;_____

```

```

.***** CHEAT SHEET *****
;

```

```

;Start frame create_object slot number model x,y,z,facing animation
name(
model*hierarchy*.anim )
;Start frame Play_Animation slot number anim name (
model*hierarchy*.anim )
looping Sub Object
;Start frame Play_Audio wave filename slot number bone name
; * no slot # / bone name = 2D Audio
;0= NO LOOP ( kills object when finshed ) 1= LOOP

```

```

.***** CNC MODE: NOD AIRSTRIP DROPOFF *****
;

```

```

-1 Create_Object, 1, "V_NOD_cargop_sm"
-1 Play_Animation, 1, "V_NOD_cargop_sm.M_cargo-drop_sm", 0
-1 Play_Audio, "C130_IDLE_02", 1, "Cargo"
-360 Destroy_Object, 1

-1 Attach_To_Bone, 3, 1, "Cargo"
-180 Attach_To_Bone, 3, -1, "Cargo"
-900 Attach_Script, 3, "M02_PLAYER_VEHICLE", ""
-4360 Destroy_Object, 3

```

-201 Create_Object, 4, "XG_TransprtBone", 0, 0, 0, 0
-201 Play_Animation, 4, "XG_TransprtBone.XG_HD_TTraj", 4
-1500 destroy_object, 4

; ***** Transport

-201 Create_Real_Object, 5, "NOD_Transport_Helicopter", 1,
"BN_Trajectory"
-201 Attach_Script, 5, "M02_PLAYER_VEHICLE", ""
-201 Attach_to_Bone, 5,4,"BN_Trajectory"
-201 Play_Animation, 5, "v_GDI_trnspt.XG_HD_Transport",4
-201 Play_Animation, 5, "v_GDI_trnspt.v_GDI_trnspt",1
-900 destroy_object, 5

.***** Apache

-305 Create_Real_Object, 9, "CnC_Nod_Mutant_0_Mutant", 5,
"BN_Trajectory"
-305 Attach_Script, 9, "M01_Hunt_The_Player_JDG", ""
-305 Attach_Script, 9, "M00_No_Falling_Damage_DME", ""
-305 Play_Animation, 9, "H_A_X5D_ParaT_1", 0
-305 Attach_Script, 9, "M05_NOD_gun_emplacement", ""

-310 Create_Real_Object, 9, "CnC_Nod_Mutant_0_Mutant", 5,
"BN_Trajectory"
-310 Attach_Script, 9, "M01_Hunt_The_Player_JDG", ""
-310 Attach_Script, 9, "M00_No_Falling_Damage_DME", ""
-310 Play_Animation, 9, "H_A_X5D_ParaT_1", 0
-310 Attach_Script, 9, "M05_NOD_gun_emplacement", ""

-315 Create_Real_Object, 9, "CnC_Nod_Mutant_0_Mutant", 5,
"BN_Trajectory"
-315 Attach_Script, 9, "M01_Hunt_The_Player_JDG", ""
-315 Attach_Script, 9, "M00_No_Falling_Damage_DME", ""
-315 Play_Animation, 9, "H_A_X5D_ParaT_1", 0
-315 Attach_Script, 9, "M05_NOD_gun_emplacement", ""

-320 Create_Real_Object, 9, "CnC_Nod_Mutant_1Off_Acolyte", 5, "BN_Trajectory"
-320 Attach_Script, 9, "M01_Hunt_The_Player_JDG", ""
-320 Attach_Script, 9, "M00_No_Falling_Damage_DME", ""
-320 Play_Animation, 9, "H_A_X5D_ParaT_1", 0
-320 Attach_Script, 9, "M05_NOD_gun_emplacement", ""

-325 Create_Real_Object, 9, "CnC_Nod_Mutant_1Off_Acolyte", 5,
"BN_Trajectory"
-325 Attach_Script, 9, "M01_Hunt_The_Player_JDG", ""
-325 Attach_Script, 9, "M00_No_Falling_Damage_DME", ""

-325 Play_Animation, 9, "H_A_X5D_ParaT_1", 0
-325 Attach_Script, 9, "M05_NOD_gun_emplacement", ""

-330 Create_Real_Object, 9, "CnC_Nod_Mutant_1Off_Acolyte", 5, "BN_Trajectory"
-330 Attach_Script, 9, "M01_Hunt_The_Player_JDG", ""
-330 Attach_Script, 9, "M00_No_Falling_Damage_DME", ""
-330 Play_Animation, 9, "H_A_X5D_ParaT_1", 0
-330 Attach_Script, 9, "M05_NOD_gun_emplacement", ""

-335 Create_Real_Object, 9, "CnC_Nod_Mutant_2SF_Templar", 5, "BN_Trajectory"
-335 Attach_Script, 9, "M01_Hunt_The_Player_JDG", ""
-335 Attach_Script, 9, "M00_No_Falling_Damage_DME", ""
-335 Play_Animation, 9, "H_A_X5D_ParaT_1", 0
-335 Attach_Script, 9, "M05_NOD_gun_emplacement", ""

-340 Create_Real_Object, 9, "CnC_Nod_Mutant_2SF_Templar", 5, "BN_Trajectory"
-340 Attach_Script, 9, "M01_Hunt_The_Player_JDG", ""
-340 Attach_Script, 9, "M00_No_Falling_Damage_DME", ""
-340 Play_Animation, 9, "H_A_X5D_ParaT_1", 0
-340 Attach_Script, 9, "M05_NOD_gun_emplacement", ""

-350 Create_Real_Object, 9, "CnC_Nod_Mutant_2SF_Templar", 5, "BN_Trajectory"
-350 Attach_Script, 9, "M01_Hunt_The_Player_JDG", ""
-350 Attach_Script, 9, "M00_No_Falling_Damage_DME", ""
-350 Play_Animation, 9, "H_A_X5D_ParaT_1", 0
-350 Attach_Script, 9, "M05_NOD_gun_emplacement", ""

-345 Create_Real_Object, 9, "CnC_Nod_Mutant_0_Mutant", 5, "BN_Trajectory"
-345 Attach_Script, 9, "M01_Hunt_The_Player_JDG", ""
-345 Attach_Script, 9, "M00_No_Falling_Damage_DME", ""
-345 Play_Animation, 9, "H_A_X5D_ParaT_1", 0
-345 Attach_Script, 9, "M05_NOD_gun_emplacement", ""

-350 Create_Real_Object, 9, "CnC_Nod_Mutant_0_Mutant", 5, "BN_Trajectory"
-350 Attach_Script, 9, "M01_Hunt_The_Player_JDG", ""
-350 Attach_Script, 9, "M00_No_Falling_Damage_DME", ""
-350 Play_Animation, 9, "H_A_X5D_ParaT_1", 0
-350 Attach_Script, 9, "M05_NOD_gun_emplacement", ""

-355 Create_Real_Object, 9, "CnC_Nod_Mutant_1Off_Acolyte", 5, "BN_Trajectory"
-355 Attach_Script, 9, "M01_Hunt_The_Player_JDG", ""
-355 Attach_Script, 9, "M00_No_Falling_Damage_DME", ""

-355 Play_Animation, 9, "H_A_X5D_ParaT_1", 0
-355 Attach_Script, 9, "M05_NOD_gun_emplacement", ""

-360 Create_Real_Object, 9, "CnC_Nod_Mutant_1Off_Acolyte", 5,
"BN_Trajectory"
-360 Attach_Script, 9, "M01_Hunt_The_Player_JDG", ""
-360 Attach_Script, 9, "M00_No_Falling_Damage_DME", ""
-360 Play_Animation, 9, "H_A_X5D_ParaT_1", 0
-360 Attach_Script, 9, "M05_NOD_gun_emplacement", ""

-365 Create_Real_Object, 9, "CnC_Nod_Mutant_1Off_Acolyte", 5,
"BN_Trajectory"
-365 Attach_Script, 9, "M01_Hunt_The_Player_JDG", ""
-365 Attach_Script, 9, "M00_No_Falling_Damage_DME", ""
-365 Play_Animation, 9, "H_A_X5D_ParaT_1", 0
-365 Attach_Script, 9, "M05_NOD_gun_emplacement", ""

-370 Create_Real_Object, 9, "CnC_Nod_Mutant_1Off_Acolyte", 5,
"BN_Trajectory"
-370 Attach_Script, 9, "M01_Hunt_The_Player_JDG", ""
-370 Attach_Script, 9, "M00_No_Falling_Damage_DME", ""
-370 Play_Animation, 9, "H_A_X5D_ParaT_1", 0
-370 Attach_Script, 9, "M05_NOD_gun_emplacement", ""

-375 Create_Real_Object, 9, "CnC_Nod_Mutant_2SF_Templar", 5,
"BN_Trajectory"
-375 Attach_Script, 9, "M01_Hunt_The_Player_JDG", ""
-375 Attach_Script, 9, "M00_No_Falling_Damage_DME", ""
-375 Play_Animation, 9, "H_A_X5D_ParaT_1", 0
-375 Attach_Script, 9, "M05_NOD_gun_emplacement", ""

-380 Create_Real_Object, 9, "CnC_Nod_Mutant_2SF_Templar", 5,
"BN_Trajectory"
-380 Attach_Script, 9, "M01_Hunt_The_Player_JDG", ""
-380 Attach_Script, 9, "M00_No_Falling_Damage_DME", ""
-380 Play_Animation, 9, "H_A_X5D_ParaT_1", 0
-380 Attach_Script, 9, "M05_NOD_gun_emplacement", ""

-385 Create_Real_Object, 9, "CnC_Nod_Mutant_2SF_Templar", 5,
"BN_Trajectory"
-385 Attach_Script, 9, "M01_Hunt_The_Player_JDG", ""
-385 Attach_Script, 9, "M00_No_Falling_Damage_DME", ""
-385 Play_Animation, 9, "H_A_X5D_ParaT_1", 0
-385 Attach_Script, 9, "M05_NOD_gun_emplacement", ""

-390 Create_Real_Object, 9, "CnC_Nod_Mutant_0_Mutant", 5,
"BN_Trajectory"
-390 Attach_Script, 9, "M01_Hunt_The_Player_JDG", ""

-390 Attach_Script, 9, "M00_No_Falling_Damage_DME", ""
-390 Play_Animation, 9, "H_A_X5D_ParaT_1", 0
-390 Attach_Script, 9, "M05_NOD_gun_emplacement", ""

This is a script that makes bots fall from a chopper so I assume you could use something like it to make bombs fall instead.

Subject: Re: Script Problem Airstrike

Posted by [mr£ÄŞÄ-z](#) on Fri, 28 Mar 2008 16:04:46 GMT

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-315 Create_Real_Object, 9, "Explosion_NukeBeacon", 5,

Subject: Re: Script Problem Airstrike

Posted by [rrutk](#) on Sun, 30 Mar 2008 16:48:19 GMT

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Done it with commands from the scripts.dll....works great

Subject: Re: Script Problem Airstrike

Posted by [mr£ÄŞÄ-z](#) on Sun, 30 Mar 2008 16:54:56 GMT

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Pics ??? Video ???

Subject: Re: Script Problem Airstrike

Posted by [rrutk](#) on Sun, 30 Mar 2008 21:08:18 GMT

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later. have to finish this thing.
