
Subject: Message script bug?

Posted by [rutk](#) on Tue, 20 Jan 2009 15:51:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

ATM i use "JFW_Message_Send_Death", this works fine and displays the Kill-message.

BUT "JFW_Message_Send_Custom_Team" seems to have a bug and displays not the message (e.g. "...under attack"), but the numeral message, what is used for the event! (like "8011")...

???

Subject: Re: Message script bug?

Posted by [cAmpa](#) on Tue, 20 Jan 2009 16:10:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

```
void JFW_Message_Send_Custom_Team::Custom(GameObject *obj,int message,int
param,GameObject *sender)
{
if (message == Get_Int_Parameter("Message"))
{
int team = Get_Int_Parameter("Player_Type");
Create_2D_Sound_Team(Get_Parameter("Sound"),team);
Send_Message_Team(team,Get_Int_Parameter("Red"),Get_Int_Parameter("Green"),Get_Int_Pa
rameter("Blue"),Get_Parameter("Message"));
if (Get_Int_Parameter("Delete"))
{
Destroy_Script();
}
}
}
```

This is the code and yes it looks like you are right.

Subject: Re: Message script bug?

Posted by [Genesis2001](#) on Tue, 20 Jan 2009 17:53:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

```
cAmpa wrote on Tue, 20 January 2009 09:10void
JFW_Message_Send_Custom_Team::Custom(GameObject *obj,int message,int
param,GameObject *sender)
{
if (message == Get_Int_Parameter("Message"))
{
```

```
int team = Get_Int_Parameter("Player_Type");
Create_2D_Sound_Team(Get_Parameter("Sound"),team);
Send_Message_Team(team,Get_Int_Parameter("Red"),Get_Int_Parameter("Green"),Get_Int_Pa
rameter("Blue"),Get_Parameter("Message"));
if (Get_Int_Parameter("Delete"))
{
    Destroy_Script();
}
}
```

This is the code and yes it looks like you are right.

What's the ScriptRegistrant look like?

Subject: Re: Message script bug?
Posted by [mrÅ£ÅŞÅ-z](#) on Tue, 20 Jan 2009 18:33:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

You want a Death Message? i can script you one theat you have to attach to the object, if noone already made it for you

Subject: Re: Message script bug?
Posted by [rutk](#) on Tue, 20 Jan 2009 18:37:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

Would be nice:

I need:

- Kill message (with Textmessage and Sound)
- Damaged=under attack message (with Textmessage and Sound)
- Repaired message (with Textmessage and Sound)

and for use in a serverside mod-package (pkg), so that anyone can use and play it, not only the client or so...

Subject: Re: Message script bug?
Posted by [mrÅ£ÅŞÅ-z](#) on Tue, 20 Jan 2009 20:24:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

Here a Compiled Scripts.dll with:

MR_Attack_Announce (Under Attack Message)

Parameters:

Health (Example 25, when the object has reached 0-25HP then it will Display the "Under Attack Message")

Red, Green, Blue: (These are the Message Colors)

Under_Attack_Sound: (Fill in the .wav sound of "Turret Under Attack").

Under_Attack_Message: (Fill in the Message to Display ("Nod Turret Under Attack").

MR_Death_Announce (Death Message)

Parameters:

Destroyed_Sound: (Fill in the Sound of "Nod Turret Destroyed").

Red, Green, Blue: (These are the Message Colors)

Destroyed_Message: (Fill in the Message to Display ("Nod Turret Destroyed").

Download the Compiled Scripts.dll here: [Download](#).

Subject: Re: Message script bug?

Posted by [mrÅ£Ä\\$Ä-z](#) on Tue, 20 Jan 2009 20:26:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

Oh Sorry i forgot to make the "Repaired" Script anyway:

Source:

.CPP

```
void MR_Attack_Announce::Damaged(GameObject *obj,GameObject *damager,float damage)
{
    if (Commands->Get_Health(obj) <= Get_Float_Parameter("Health"))
    {
        Commands->Create_2D_Sound(Get_Parameter("Under_Attack_Sound"));
        Send_Message(Get_Int_Parameter("Red"),Get_Int_Parameter("Green"),Get_Int_Parameter("Blue"),Get_Parameter("Under_Attack_Message"));
        Destroy_Script();
    }
}
ScriptRegistrant<MR_Attack_Announce>
MR_Attack_Announce_Registrant("MR_Attack_Announce","Red:int,Green:int,Blue:int,Health:float,Under_Attack_Sound:string,Under_Attack_Message:string");
```

```
void MR_Death_Announce::Killed(GameObject *obj,GameObject *shooter)
{
    Commands->Create_2D_Sound(Get_Parameter("Destroyed_Sound"));

    Send_Message(Get_Int_Parameter("Red"),Get_Int_Parameter("Green"),Get_Int_Parameter("Blue
"),Get_Parameter("Destroyed_Message"));
}
ScriptRegistrant<MR_Death_Announce>
MR_Death_Announce_Registrant("MR_Death_Announce","Destroyed_Sound:string,Red:int,Gree
n:int,Blue:int,Destroyed_Message:string");
```

```
.H
class MR_Attack_Announce : public ScriptImpClass {
    void Damaged(GameObject *obj,GameObject *damager,float damage);
};

class MR_Death_Announce : public ScriptImpClass {
    void Killed(GameObject *obj,GameObject *shooter);
};
```

Subject: Re: Message script bug?
Posted by [rrutk](#) on Tue, 20 Jan 2009 20:54:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

thx a lot!!!
downloading.

how to use the source?

I never compiled anything for renegade.
I have no idea of c++ (only delphi)

PS: later i would need an script for an airstrike

Subject: Re: Message script bug?
Posted by [mrÃÄÅ&SjÄ-z](#) on Tue, 20 Jan 2009 21:07:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

The Source is in the .DLL, its just that people can edit the code.
For the Airstrike, i can make you one, i just need more info's, How to Trigger it (per Chat
Command)? on Zone Enter? just tell me, need more info's

I think you already saw my Airstrike Video?

Subject: Re: Message script bug?

Posted by [rrutk](#) on Tue, 20 Jan 2009 21:30:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

people can edit the code.

For the Airstrike, i can make you one, i just need more info's, How to Trigger it (per Chat Command)? on Zone Enter? just tell me, need more info's

I think you already saw my Airstrike Video?

1)

ATM not, i guess

with the airstrike thing, we can talk for the next release.

but this would be a nice use for gdi airstrip, the old nod-aircraft and a10 gdi aircraft.

2)

would be great, if you can compile the "building repaired" script too. not only for buildings, but for mounted vehicles (turrets) too.

Subject: Re: Message script bug?

Posted by [mr£ŠÄ-z](#) on Tue, 20 Jan 2009 21:42:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

You can attach the code to every Object, Building, Vehicle or whatever and im gonna post another version with the "Building Repaired" Function tomorrow, its late g2g sleep now lol. The good thing is you need just to Replace the old Scripts.dll in your Renegade/data folder without reediting your Map because it will update and existing Code

Subject: Re: Message script bug?

Posted by [rrutk](#) on Tue, 20 Jan 2009 22:19:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

Building, Vehicle or whatever and im gonna post another version with the "Building Repaired"

Function tomorrow, its late g2g sleep now lol. The good thing is you need just to Replace the old Scripts.dll in your Renegade/data folder without reediting your Map because it will update and existing Code

tested and works! thx a lot!!
with the comming "repaired" script it solved a problem i had a long time!

but 2 bugs:

- 1.) It announces even an "attack" at the own teams installations, even if there is no real damage.
- 2.) It should have been a timer attached, so it repeads attack-messages every x seconds, if there is still attack. ATM there is only 1 attack-message.

200% would be different messages/sounds for NOD/GDI (triggered by team 0, 1)....

Subject: Re: Message script bug?
Posted by [Gen_Blacky](#) on Wed, 21 Jan 2009 01:47:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

what are the sound named for turret under attack and turret destroyed ?

Subject: Re: Message script bug?
Posted by [rnutk](#) on Wed, 21 Jan 2009 01:52:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

Gen_Blacky wrote on Tue, 20 January 2009 19:47what are the sound named for turret under attack and turret destroyed ?

Nod Turret destroyed.
M00BNTU_KILL000111EVAN_SND
M00BNTU_KILL000211EVAG_SND

Nod Turret under attack.
M00BNTU_TDFE000211EVAG_SND