Subject: Topic for script bug reports/improvement suggestions, that 4.0 should include
Posted by rrutk on Mon, 16 Feb 2009 13:10:38 GMT
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Topic for script bug reports/improvement suggestions, that 4.0 should include

1) Nearly all (not all) message_send_custom_xx scripts in 3.4.4 have the bug, that they display not the textstring but the numeric message! And color doesnt work too.

We need a simple WORKING script: Display_Message_Custom_Team_Sound (to display a textmessage for seperated NOD/GDI teams on custom and play a sound).

2) The sidebar should include the beacon icon.

3) Dont know, if it is in the code: the "buy equipment PT" call

4) JFW_PT_Disable seems to be bugged.

5) A "building repaired"-script.

other suggestions?

Subject: Re: Topic for script bug reports/improvement suggestions, that 4.0 should include
Posted by saberhawk on Mon, 16 Feb 2009 15:20:36 GMT
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rrutk wrote on Mon, 16 February 2009 08:10Topic for script bug reports/improvement suggestions, that 4.0 should include

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1) They look just fine in our current 4.0 repository.
3) The what?
4) JFW_PT_Disable disables the PT icon for whatever object is at it's parameters on it's construction, and it works just fine.
5) Please describe any scripts requests to some detail. What you have right now is so incredibly vague that it could be taken as "make a script that repairs a building when a nuke goes off"

Subject: Re: Topic for script bug reports/improvement suggestions, that 4.0 should include
Posted by rrutk on Mon, 16 Feb 2009 15:47:16 GMT
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1) Script working/not bugged for having messages displayed are e.g.:
JFW_Message_Send_Death/Team and JFW_Message_Send_Zone/Team. They are fine.

Bugged is:
- JFW_Message_Send_Custom/Team (and may be some others, I dont remember ATM)

There is a bug, it displays not the message (e.g. "...under attack"), but the numeric message, what is used for the event! (like "8011")
And the RGB color doesnt work too.
See here: http://www.renegadeforums.com/index.php?t=msg&goto=368124&rid=22815#msg_368124

Thats why some other guys made scripts for e.g. attack announcements for other presets like the buildings. E.g. mounted vehicles.

2)
The beacon icon: clear.

3)
As you see in Leveledit, there was the plan not only for refill and buying characters/vehicles, but for buying equipment (e.g. weapons, powerups...) at PT too.

See: Global Settings -> Purchase Settings -> Equipment.

I dont know, if the code is functionable within the engine.
If so, it would be great to have access.

4a)
JFW_PT_Disable: it didnt work with the sidebar.
My last answer from Whitedragon (05.05.2008):
"I looked and JFW_PT_Disable seems to be bugged. In any case, the best way to disable a PT icon on a certain map is to temp the PT settings for that map and remove it there.
As for setting the cost to 1000000, it's the only way to disable the icon at the moment."

4b)
JFW_PT_Hide: team values are reversed. if one doesnt know that, he will search the bug forwever. And they are not hided for the whole time the map is running.

5) Dunno, may be, I just have missed the script, but:
A script: Message_Send_Preset_Repaired_Sound_Team
(to have to "building repaired announcement" with sound and displayed textmessage). Dunno, how this is scripted ATM. I dont find a script usable for that.

6) If scripts to display the big green messages like mentioned (with picture) below are possible, it would be great too.
  http://www.renegadeforums.com/index.php?t=msg&th=32041&start=0&rid=2 2815

7) Unbelievable great would be a script for an airstrike at a beacons position with an preset given in the paramters, but this is just a special wish of mine

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Posted by saberhawk on Mon, 16 Feb 2009 17:38:42 GMT
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7) Unbelievable great would be a script for an airstrike at a beacons position with an preset given in the paramters, but this is just a special wish of mine

1) "They look just fine in our current 4.0 repository.
3) The code doesn't exist anymore.
Everything else) We'll get back to you