Subject: 4.0 Script question
Posted by rrutk on Mon, 03 Oct 2011 12:01:28 GMT
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Also in 4.0 I'm missing a Script like "JFW_Message_Send_Attack_Team_Timer", which should announce (Sound) a persistent attack at a custom building, but with a timer for the repetition.

Subject: Re: 4.0 Script question
Posted by danpaul88 on Mon, 03 Oct 2011 12:53:52 GMT
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I think you can set those sound effects up in the building controller itself without needing to resort to scripts.

Subject: Re: 4.0 Script question
Posted by rrutk on Mon, 03 Oct 2011 13:16:36 GMT
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danpaul88 wrote on Mon, 03 October 2011 05:53I think you can set those sound effects up in the building controller itself without needing to resort to scripts.

Exactly this is the problem.

E.g. take the helipad. All announcement sounds are 3D in the presets, but you need 2D.

So you have to temp a new sound, which is 2D.

but the links from the building settings are going to the string table.

changing the linked sound to the new temped preset there doesn't work, because changes in the string table won't make it into a mix-file.

so, for custom buildings, you need a script.

there is one for a dead building, but not for attack with timer.

or, where is my fault?

Subject: Re: 4.0 Script question
Posted by danpaul88 on Mon, 03 Oct 2011 13:18:34 GMT
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With 4.0 you can add custom strings tables to a MIX map, I think you have to rename it to something like strings_map.tdb to get it to work. Check with StealthEye, I think he will know how

this works since he knows how resource manager works.

Subject: Re: 4.0 Script question
Posted by StealthEye on Mon, 03 Oct 2011 13:56:41 GMT
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Yes, renaming to strings_map.tdb and including it in the .mix will work.

Subject: Re: 4.0 Script question
Posted by Omar007 on Mon, 03 Oct 2011 15:35:21 GMT
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4.0 saves the day

I do hope someday a list with new features will be put up?

Subject: Re: 4.0 Script question
Posted by rrutk on Mon, 03 Oct 2011 20:58:03 GMT
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StealthEye wrote on Mon, 03 October 2011 06:56Yes, renaming to strings_map.tdb and including it in the .mix will work.

indeed, great!

Subject: Re: 4.0 Script question
Posted by Jerad2142 on Mon, 03 Oct 2011 22:24:17 GMT
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danpaul88 wrote on Mon, 03 October 2011 07:18With 4.0 you can add custom strings tables to a MIX map, I think you have to rename it to something like strings_map.tdb to get it to work. Check with StealthEye, I think he will know how this works since he knows how resource manager works. I'm pretty sure you could force strings to come across in a mix map by putting them in an objects dependencies (in pre 4.0).