Subject: script or stock replacement for?
Posted by UnitXc on Sun, 04 May 2014 18:35:28 GMT

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hi peeps.

I used the above scripts on my map Platforms to enable the destruction of any vehicle that fell off the map and any aircraft that flew too low in the map also.

it worked great but it seems this script is no longer present in scripts dll,

since ive not managed to get any damage zone or kill zone scripts to work how can i acheive the same function this performed?

or does anyone know of an existing script which does the same job.

Subject: Re: script or stock replacement for?
Posted by Xpert on Mon, 05 May 2014 03:13:57 GMT

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UnitXc wrote on Sun, 04 May 2014 14:35hi peeps.

I used the above scripts on my map Platforms to enable the destruction of any vehicle that fell off the map and any aircraft that flew too low in the map also.

it worked great but it seems this script is no longer present in scripts dll,

Oh, that explains why the vehicle didn't explode last night when we ran the map on Jelly. (Yes Unit, I set the map, we played a nice 12+ v 12+)

Did you try using the scripts Iran made that I pointed out to you, or did it not do what you wanted?

Subject: Re: script or stock replacement for?
Posted by UnitXc on Mon, 05 May 2014 13:46:27 GMT

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yes, i cant get irans scripts to work, i dont know if im just doing it wrong or what, they worked fine on 00Temple. or at least the killing infantry one did.

and lol who won the map?

Subject: Re: script or stock replacement for?
Posted by Xpert on Mon, 05 May 2014 20:28:53 GMT
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Nod did. Took a while to break the standoff back and forth. Nod finally broke through by flame rushing. GDI had us pinned with a shit load of Meds and MRLS for awhile. After that we coordinated arties to kill the GT's and then Apaches to kill them from behind.

Subject: Re: script or stock replacement for?
Posted by danpaul88 on Thu, 08 May 2014 10:09:21 GMT
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If you want to destroy something entering a certain map area (such as, below the map) a script zone is the correct way to do it. I'd suggest using a script such as;

SH_HurtUnitTimerZone

It's parameters are;
Time: How long to wait between each damage event
Warhead: The warhead to apply damage with
Amount: The amount of damage to apply with the warhead

For an instant death I'd suggest a time of 0 or 0.1, warhead "Death" and amount of about 1000 just to be sure.

Subject: Re: script or stock replacement for?
Posted by UnitXc on Sat, 10 May 2014 22:49:12 GMT
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thanks i'll try that.