
Subject: JFW_Building_Gun

Posted by [YSLMuffins](#) on Mon, 09 Jun 2003 18:49:08 GMT

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Quote:JFW_Building_Gun (generic script for doing base defences)

Disable_Custom (what custom to use internally to disable the building when the power goes out or when the building is destroyed)

Positon (what offset from the building controller to spawn the weapon at)

Weapon (what "vechicle" to use for the weapon, e.g. GDI_AGT is for the AGT missile)

Visible (if the "vechicle" should be visible (like the AGT guns) or invisible (like the AGT missile), 0 = invisible, 1 = visible)

Min_Range (if the thing its going to shoot at is closer than this range not counting any differences in Z position, it wont be shot at)

Max_Range (if the thing its going to shoot at is further away than this range, it wont be shot at)

Alright, I can understand this much, but does anyone here know what's supposed to be entered for "Disable_Custom"? I just don't understand this part of the script...

Subject: JFW_Building_Gun

Posted by [General Havoc](#) on Mon, 09 Jun 2003 20:20:38 GMT

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Yeah it's asking for a number, it can be any number but you will understand in a second. Basically the script is "dumb" so it doesn't know when the base power has been taken down so you need to tell it. Attaching something like JFW_Death_Send_Custom to the power plant building controller will allow the power plant to send a custom when it is destroyed. In the script you attach to the power plant (JFW_Death_Send_Custom) you will have to specify a custom, this can be any number as long as it matches with the on that it's sending to. Also the on that script it will ask for an ID number, that should be the ID number of the thing the gun script is attached to. Hope i haven't confused you too much, let me know if you get stuck anywhere.

_General Havoc

Subject: JFW_Building_Gun

Posted by [YSLMuffins](#) on Mon, 09 Jun 2003 21:02:46 GMT

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Ooo thanks for your help so far!

Ok, I attach JFW_Death_Send_Custom to the power plant...

ID: Put the ID of the power plant controller here?

Message: Any number X?

Param: ???

And on JFW_Building_Gun...

Disable_Custom: whatever number X is?

Subject: JFW_Building_Gun

Posted by [General Havoc](#) on Mon, 09 Jun 2003 22:57:40 GMT

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Yeah you got most of that correct. X should be any number that is the same for both scripts. Jonathan Wilson said its a way for one script to talk to another basically.

For the ID on JFW_Death_Send_Custon you should enter the ID of the object with JFW_Building_Gun so yes it would be the power plant controller if the gun script was attached to that.

For param try just a "0" or if that doesn't work then try a "1" I am unsure on what it does but a "0" or a "1" normally work. Normally the parameter is sent to the object along with the custom if the receiving script need one.

Also remember that scripts are always read from inside a PKG file and from the Renegade directory in a MIX file. If you need any more help then just post here.

_General Havoc

Subject: JFW_Building_Gun

Posted by [YSLMuffins](#) on Tue, 10 Jun 2003 05:49:36 GMT

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Hmm, it just doesn't seem to be working. Under the weapon parameter, should the vehicle ID or the vehicle preset name be entered?

Subject: JFW_Building_Gun

Posted by [General Havoc](#) on Tue, 10 Jun 2003 08:30:56 GMT

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The weapon ID should be entered under the ID parameter. You can't use a vhicle as a weapon however you can use the vehiles wapon. Go to the preset tree and browse to Munitions > Weapon > Weapons_Vehicle > CnC_Weapons_Apache_Rocket You'll see when you browse the preset tree the different catogories. When you find the desired weapon (extend the brances fully before choosing one as you'll see sub weapons sometimes) double click the preset and use the ID number you see there as well as the preset name if the JFW_Building_Gun asks for it.

Hope you get it working now

_General Havoc

Subject: JFW_Building_Gun
Posted by [YSLMuffins](#) on Tue, 10 Jun 2003 22:29:52 GMT
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Hmmm, still no luck.

JFW_Building_Gun doesn't have any place to put any sort of "ID", just weapon. I thought the readme said to use a "vehicle."

Havoc, would you be so kind as to list step by step what I should do?

I have the script directly attached to the building controller preset and I attached the Death_Custom script to the power plant controller after making it on the map.

Building_Gun script is so far as follows:

Disable_Custom: 5
Position: X, 1; Y, 1; Z, 20
Weapon: Weapon_MobileArtillery_Cannon_Player
Visible: 0
Min_Range: 5
Max_Range: 200

Subject: JFW_Building_Gun
Posted by [YSLMuffins](#) on Tue, 10 Jun 2003 22:56:45 GMT
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Well I got a turret to spawn, but it didn't do anything...

Subject: JFW_Building_Gun
Posted by [YSLMuffins](#) on Tue, 10 Jun 2003 23:11:44 GMT
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WONDERFUL! IT'S WORKING! NOW MY BEAUTIFULLY MODELLED PRISM TOWER WON'T GO TO WASTE NOW!

Perhaps the thing that was making it not work was the fact that if it's invisible it won't work....

Subject: JFW_Building_Gun
Posted by [General Havoc](#) on Tue, 10 Jun 2003 23:12:31 GMT

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I got it working fine. I have uploaded my mod folder to http://www.btinternet.com/~glenn_hunt/JFW_Gun.zip and it also includes the scripts and everything.

If you take a look at how I did it you will see it is fairly simple. The gun itself has to be attached to a building controller as far as I know. And i can confirm that the custom is sent to the gun when the powerplant is destroyed using a debug script to test it.

The best thing to do is load up the mod folder and look at the two scripts on the building controller. You can probably (not certain) omitt the death send custom if you want the gun to be disabled ONLY when that building is destroyed and not ALSO when the power plant is destroyed. Hope this helps you out. I am still not certain on the weapon naming but GDI_AGT worked for me, get the script working then play around with it.

_General Havoc

Subject: JFW_Building_Gun

Posted by [General Havoc](#) on Tue, 10 Jun 2003 23:13:39 GMT

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Great good to hear it. Hope you can get into using the wide range of other custom scripts too

_General Havoc

Subject: JFW_Building_Gun

Posted by [YSLMuffins](#) on Wed, 11 Jun 2003 02:04:29 GMT

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So it seems like JFW_Building_Gun doesn't work or isn't needed at all...if you place the gun manually on the map and use the JFW_Building_Gun_Weapon and Death_Send_Custom scripts.

Subject: JFW_Building_Gun

Posted by [YSLMuffins](#) on Wed, 11 Jun 2003 03:13:42 GMT

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Darn it! I have no idea why it stopped working. At first, using _Building_Gun worked--it would spawn the vehicle but it would just sit there. Then I attached the Base defense script to the vehicle, and then it would fire. Now it just stopped working.

Manually placing the vehicle would work. Destroying the building would send the message and disable the vehicle, but destroying the power plant wouldn't work unless you specify a different parameter in the Death_Send_Custom script on the power plant controller. :-\

Dandy though, it works fine now, except I hope I can reproduce this next time for the final product.

Subject: JFW_Building_Gun

Posted by [Aircraftkiller](#) on Wed, 11 Jun 2003 04:01:21 GMT

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Well, it does say "JFW_BUILDING_GUN," not "JFW_VEHICLE_GUN."

Correct me if I'm wrong, but what's making you think that a building controlling script will work properly with a vehicle, of all things?

Subject: JFW_Building_Gun

Posted by [YSLMuffins](#) on Wed, 11 Jun 2003 06:51:08 GMT

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It's was not attached to a vehicle--never was--it's attached to a building controller. But Building_Gun is buggy.

Building_Gun_Weapon is what is attached to the vehicle.
