
Subject: scripts.dll 1.3.1 is out
Posted by [jonwil](#) on Sat, 20 Dec 2003 03:52:37 GMT
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Hot on the heels of 1.3 is 1.3.1 which fixes a problem with JFW_Base_Defence_No_Aircraft and JFW_Base_Defence_Aircraft_Only

Grab it from <http://www.sourceforge.net/projects/rentools/>

Subject: scripts.dll 1.3.1 is out
Posted by [--oo00o00oo--](#) on Sat, 20 Dec 2003 04:21:38 GMT
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u still looking for script ideas? i know many others have wondered about this, capturable buildings. i had this idea awhile ago, but then i did a search and found the blazer had laid out nearly the exact same idea way before i even thought about it.

Subject: cant be done
Posted by [jonwil](#) on Sat, 20 Dec 2003 07:30:21 GMT
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I dont know of any way to make capturable buildings that would work.

Subject: scripts.dll 1.3.1 is out
Posted by [Cpo64](#) on Sat, 20 Dec 2003 19:42:58 GMT
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There is now way to change ownership of buildings?

Guess it couldn't be done the same way it was with vehicles? (That script that when you leave it, it changes it to your team)

Subject: scripts.dll 1.3.1 is out
Posted by [TheKGBspy](#) on Sat, 20 Dec 2003 20:42:02 GMT
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hum... script zone somewhere in the building, will have a script that detect players that go in. The Modder would be able to Set Up Capture Time, The Cpture sound and The Captured sound. This script would detect the player that is in that script zone. It will change the Team side of the setted Building Controler id. The script would also check if there is more than one team detected, it wont do anything, just wait until there is only one team in the script zone to start the "capturing" sequence.

if changing team of a building controller work then this script would be very useful, which I don't know if this works.

Subject: scripts.dll 1.3.1 is out
Posted by [Cpo64](#) on Sat, 20 Dec 2003 23:32:48 GMT
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I would say, instead of a script zone, maybe some sort of object you 'attack' when it is destroyed, the building changes teams, and the object reappears at full health again

Subject: dont know...
Posted by [jonwil](#) on Sat, 20 Dec 2003 23:33:10 GMT
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I will look at some ideas when I get back from my holiday.

But, here is how I could visualize things working, if it's possible. Basically, you would go up to the building with an engineer and "shoot" it with the repair gun. Then, that would trigger the "damaged" subroutine of the building. Said object would then check to see that the attacker was an enemy engineer (the preset names for same would be passed into the script as parameters). From there, it would start a timer. There would also be a flag which would be set to 0 on startup then 1 when the timer is started. If the damage code trips while the flag is 1, it does nothing. When the timer goes off, the flag gets set to 2. Then, the damage subroutine, when the flag is set to 2, transfers the ownership of the building.

Another thing to think about is, how do you handle the PCTs Plus, what about Base Defence, would that immediately shoot at the new building?

So, even if the "change owner" thing does what is expected, there are unresolved issues. Plus, it would just turn into a building war where it's a race to capture the other guy's building.

Subject: scripts.dll 1.3.1 is out
Posted by [Cpo64](#) on Sat, 20 Dec 2003 23:44:46 GMT
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The base defences have a script to ignore buildings don't they?

I personally wouldn't use this script in a standard c&c map.

But I do have a few ideas.

You wouldn't want all the buildings to have this script, because then things would get confusing spawning in an enemy building, lol.

Another idea, would it be possible to set something up like what is done BF 1942 with the control points?

Subject: scripts.dll 1.3.1 is out
Posted by [Infinint](#) on Sun, 21 Dec 2003 00:49:50 GMT
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This would be cool if you could make mobile bases.

Subject: Re: dont know...
Posted by [TheKGBspy](#) on Sun, 21 Dec 2003 05:05:10 GMT
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jonwilAnother thing to think about is, how do you handle the PCTs Plus, what about Base Defence, would that immediatly shoot at the new building?

Personaly ther wont be problems for Ra2:Vengeance, the script how discrivbe there would be perfect to me (for my uses)

Subject: scripts.dll 1.3.1 is out
Posted by [Blazer](#) on Sun, 21 Dec 2003 19:32:49 GMT
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Thank you Jon. Although I have yet to make my fantasy map and so have yet to actually make use of your hard work, I see lots of things that I will want to use and I for one am greatful for the work you have done with this.

Subject: scripts.dll 1.3.1 is out
Posted by [Renx](#) on Mon, 22 Dec 2003 02:53:33 GMT
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I thought Dante had already made a script for claiming ownership of buildings?

Subject: Re: dont know...
Posted by [\[REHT\]Spirit](#) on Tue, 23 Dec 2003 00:30:19 GMT
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jonwilAnother thing to think about is, how do you handle the PCTs Plus, what about Base

Defence, would that immediatly shoot at the new building?

Make a second switch that looks for a specified message. Then when it recieves it, it switchs a specified object to the new team, the team number would be the message param.

So, for a warfactory, you could do like...

JFW_Switchable_Building with the message param as 51000.

Then 1-5 scripts for the PTs, all of them attached to the warfactory, with the message param as 51000 and their target object as the PCT ID number on the map. So when the warfactory is switched, it sends 51000 to itself, with a team number, and the other stuff acts accordingly.

Although you may have to go as far as recreating the PTs (not too hard), but it should work for base defenses.

Subject: scripts.dll 1.3.1 is out
Posted by [Deactivated](#) on Tue, 23 Dec 2003 08:42:01 GMT
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Comm_Jammer script idea

Shuts down radar for anyone who enters this zone but not for own team.
Radar is enabled again after leaving the zone.
The script becomes disabled when the Comm Center or Power Plant is destroyed.

Example:

-Nod soldier enters GDI Comm Center, Nod soldier's radar is disabled.
-Nod soldier leaves GDI Comm Center, Nod soldier's radar is enabled.

Expection:

If Nod Comm Center or Power Plant is destroyed, there will be no effect.
Radar will stay offline.

Subject: scripts.dll 1.3.1 is out
Posted by [General Havoc](#) on Tue, 23 Dec 2003 13:56:25 GMT
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SeaManComm_Jammer script idea

Shuts down radar for anyone who enters this zone but not for own team.
Radar is enabled again after leaving the zone.
The script becomes disabled when the Comm Center or Power Plant is destroyed.

Example:

-Nod soldier enters GDI Comm Center, Nod soldier's radar is disabled.

-Nod soldier leaves GDI Comm Center, Nod soldier's radar is enabled.

Expectation:

If Nod Comm Center or Power Plant is destroyed, there will be no effect.

Radar will stay offline.

Can Already be done using scripts.

Attach a "_Zone_Send_Custom" script to a script zone then get it to send a custom to "JFW_Toggle_Radar", which disables the radar for the team you specify. Then attach "JFW_Death_Send_Custom" to the powerplant and comms(automatically does it for comms anyway) to send a custom to the zone which destroys the zone and disables the radar "JFW_Custom_Destroy_Object".

Subject: scripts.dll 1.3.1 is out

Posted by [Deactivated](#) on Mon, 29 Dec 2003 19:40:35 GMT

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jonwilAs for the make part of the model disappear thing, I know of a way to do the disappear but the problem is, there is no way for a script to know when something fires its weapon.

How does the deploy and teleport scripts work in C&C Reborn then?

The teleport script makes you teleport "underground" when you press one of the mouse buttons.

Subject: scripts.dll 1.3.1 is out

Posted by [Deactivated](#) on Thu, 15 Jan 2004 14:25:51 GMT

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(Bump)
