Subject: scripts.dll > Printing Messages
Posted by TimeFX on Wed, 14 Jan 2004 23:16:51 GMT
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Is there any way to print messages to the message box (multiplayer)?

Mfg,
TimeFX

Subject: scripts.dll > Printing Messages
Posted by Deafwasp on Thu, 15 Jan 2004 01:22:23 GMT
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You mean print?

And do you mean print them out, like from your printer?

Subject: scripts.dll > Printing Messages
Posted by Doitle on Thu, 15 Jan 2004 02:16:31 GMT
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I think he means display a string such as

"Nod Obelisk destroyed"

I really don't know mr time... I'm not well versed in .dll wizardry.

Subject: scripts.dll > Printing Messages
Posted by Deafwasp on Thu, 15 Jan 2004 05:45:43 GMT
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If that is the case, I am sure that's possible.

Subject: scripts.dll > Printing Messages
Posted by TimeFX on Thu, 15 Jan 2004 11:15:32 GMT
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I tried Commands->Display_Text/Display_Int and Commands->Play_Building_Announcement -
both not working

Subject: scripts.dll > Printing Messages
Posted by Dante on Thu, 15 Jan 2004 19:55:06 GMT
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Commands->Display_Float(0,"message\n");

Subject: scripts.dll > Printing Messages
Posted by TimeFX on Fri, 16 Jan 2004 10:43:11 GMT
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That's almost the same like Display_Int - and not working (I said multiplayer)

I have another bad idea of printing a string but I have to test it

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Subject: scripts.dll > Printing Messages
Posted by Dante on Fri, 16 Jan 2004 17:08:14 GMT
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char temp;
temp = "howdy";
printf("%s",temp);

Subject: scripts.dll > Printing Messages
Posted by TimeFX on Fri, 16 Jan 2004 19:40:51 GMT
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...
...

Printing strings with a building controller works fine
Now I can add damage/destroyed reportings for turrets etc too

@Dante: That would result in an error

Subject: scripts.dll > Printing Messages

Posted by [Aircraftkiller](#) on Fri, 16 Jan 2004 20:07:22 GMT
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Turrets are vehicles, not structures.

Subject: scripts.dll > Printing Messages
Posted by [REHT]Spirit on Fri, 16 Jan 2004 20:13:33 GMT
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He's destroying and/or damaging building controllers to cause warnings and stuff to apear for turrets.

Subject: scripts.dll > Printing Messages
Posted by [General Havoc](#) on Fri, 16 Jan 2004 20:34:36 GMT
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Along the lines of what I wanted a script to do. The JFW_Custom_Damage_Object doesn't work properly. Where you wanted the messages, I wanted the sounds. Does this script cause the sounds to trigger too?

Hopefully it will work and you can get in the next dll release. Then I can demo the method of making CTF mode working in all it's glory.

Subject: scripts.dll > Printing Messages
Posted by [TimeFX](#) on Fri, 16 Jan 2004 22:14:17 GMT
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The script uses strings from strings.tdb - and you can add sounds to scripts - so I think it will work. I'll test the turret script now - wasn't able to test it because my c&c_field.lvl is damaged and causes CCR crash ... damn

EDIT:
General Havoc:
Which script you want exactly - maybe I can help you

Subject: scripts.dll > Printing Messages
Posted by [General Havoc](#) on Fri, 16 Jan 2004 22:56:10 GMT
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Well originally Jonathan Wilson wrote "JFW_Custom_Damage_Object" that was meant to damage a building controller when a custom was sent to the object containing the script thus

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playing the buildings damage EVA announcement and showing the text in the chat box.

However the script didn't work - just killed the building no matter what the damage paramter was set to and not even the building destroyed message came up.

Basically I need a script that uses a building controller damage sounds when a custom is sent to the script. Much like your message one but with sounds.

The CTF stuff is not relevent as it involves other scripts to work with this one.

Subject: scripts.dll > Printing Messages
Posted by TimeFX on Fri, 16 Jan 2004 23:05:53 GMT
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When I finished it (I have to do some last tests) I can give you the dll

It sets building health to 1 and then destroys it - each time the script is used

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Subject: scripts.dll > Printing Messages
Posted by General Havoc on Fri, 16 Jan 2004 23:09:31 GMT
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Yeah that would be great. Make sure you send it to JW too so he can include it with the 1.4 release.

Subject: scripts.dll > Printing Messages
Posted by TimeFX on Fri, 16 Jan 2004 23:23:03 GMT
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Yes I'll send him the code when I finished all the senseless stuff
(Stealth_When_Poked / Wind_When_Entered etc *fg*) ^^

Subject: scripts.dll > Printing Messages
Posted by TimeFX on Sat, 17 Jan 2004 01:10:51 GMT
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Damn I still have problems when using building controller: When all buildings were destroyed the team don't win

I have no idea how to fix it

Subject: scripts.dll > Printing Messages
Posted by [REHT]Spirit on Sat, 17 Jan 2004 03:05:40 GMT
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You need to destroy the buildings used for announcements when the other buildings are destroyed.

Subject: scripts.dll > Printing Messages
Posted by TimeFX on Sat, 17 Jan 2004 15:24:22 GMT
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lol
a) the custom string will be printed then
b) That's not so easy >.<

Any other idea?

Subject: scripts.dll > Printing Messages
Posted by General Havoc on Sat, 17 Jan 2004 16:18:52 GMT
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What about damging the building controller? Can't you set it to damage a building controller by something like 1 and set the health of the building to someting like "9999999" - then kill it with a script when the game is over (CTF + Team DM mode skill the controller when the game ends) as for C&C mode, you need to kill it some other way.

Subject: scripts.dll > Printing Messages
Posted by TimeFX on Sat, 17 Jan 2004 17:29:26 GMT
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In C&C mode there is no other way.
And if you only want a sound you don't need a building controller...

Subject: scripts.dll > Printing Messages
Posted by General Havoc on Sun, 18 Jan 2004 11:55:36 GMT
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The building controller is used otherwise you get the server side bug where only the host can hear sounds. Building controllers transmit globally via the strings.tdb.

For C&C mode, another script could be wrote, so when all of a teams buildings are destroyed, a

script will destroy the last one. IE using death send custom on the teams buildings and the new script triggers when it has received X amount of customs or something.