
Subject: scripts.dll 1.4...

Posted by [jonwil](#) on Tue, 20 Jan 2004 04:22:37 GMT

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Only bugs, script ideas, new scripts etc posted here will be worked on.

So, post:

- 1.all bugs that are in the dll here in this thread
- 2.any scripts you want me to make here in this thread (if its not in this thread, it wont get made. NO EXCEPTIONS. Cncgenocide this means you)
- 3.anything else to do with the dll here in this thread

Also, any new code that has been written by someone else, send it to me so I can add it to the dll 1.4 and also post a note here in this thread so that I can keep everything in one place.

So far, I have some reborn changes to merge in plus the stuff from Vloktboky (which probably wont end up in 1.4 because it breaks all the rules of script coding plus its not really sutable to include anyway)

So, if there are any other script changes that people have, let me know

Subject: scripts.dll 1.4...

Posted by [NeoSaber](#) on Tue, 20 Jan 2004 05:36:41 GMT

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I've sent you an email with the code for the latest RenAlert scripts.

Subject: scripts.dll 1.4...

Posted by [SomeRhino](#) on Tue, 20 Jan 2004 12:36:14 GMT

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Just in case you guys didn't know, TDA_Stealth_Armor doesn't work client side. I know that it's probably unfixable since scripts are triggered by the host.

Subject: scripts.dll 1.4...

Posted by [Titan1x77](#) on Tue, 20 Jan 2004 12:45:36 GMT

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SomeRhinoJust in case you guys didn't know, TDA_Stealth_Armor doesn't work client side. I know that it's probably unfixable since scripts are triggered by the host.

Yea...It looks like a stealth armor may never work

Subject: scripts.dll 1.4...

Posted by [Genocide](#) on Tue, 20 Jan 2004 18:55:33 GMT

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Well hey aint that about a bitch...

I wanted these to stay secret for FOF but oh well i guess the publics going to see them now:

Capture The Hand -

When player enteres other players flag zone, the player gets the flag, then the cage becomes empty (hence on enter create zone, creation will be empty cage), when entering their own base, they have to enter their flag zone, once entered their flag zone the hand or (flag) will show up in the cage, and visa versa

Switch Animation Zone -

Once entering a specific zone, the main animation is changed, for instance once walking in the zone u will change to a swimming animation.

Cirtain Player Stance On Vehicles-

When entering a vehicle, the player/s inside show up with a specified stance. (We talked about this, and you said it was in production)

Subject: scripts.dll 1.4...

Posted by [Deactivated](#) on Tue, 20 Jan 2004 19:04:56 GMT

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Genocide!Cirtain Player Stance On Vehicles-

When entering a vehicle, the player/s inside show up with a specified stance. (We talked about this, and you said it was in production)

Also, would it possible to enable the transition animations?

You get in, you jump in the vehicle. You get out, you step out the vehicle.

Subject: scripts.dll 1.4...

Posted by [Genocide](#) on Tue, 20 Jan 2004 19:17:23 GMT

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Thats already possible, Somerhino did it on his extras buggy.

Subject: scripts.dll 1.4...

Posted by [Deactivated](#) on Tue, 20 Jan 2004 19:28:52 GMT

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Genocide!Thats already possible, Somerhino did it on his extras buggy.

Really? But how it was done?

Subject: scripts.dll 1.4...

Posted by [\[REHT\]Spirit](#) on Tue, 20 Jan 2004 20:10:22 GMT

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Now that I think about it.....it's pretty simple.

When you leave a vehicle, you send a message to the vehicle, same when you enter. All ya need to do is make an ActionParams structure and set it up to play the right animation.

Subject: scripts.dll 1.4...

Posted by [Majiin Vegeta](#) on Tue, 20 Jan 2004 20:55:26 GMT

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SomeRhinoJust in case you guys didn't know, TDA_Stealth_Armor doesn't work client side. I know that it's probably unfixable since scripts are triggered by the host.

i knew that a while back when i was making a map.. i got bored when i found out the stealth armor would not work

Subject: scripts.dll 1.4...

Posted by [SomeRhino](#) on Tue, 20 Jan 2004 22:21:32 GMT

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Genocide!Thats already possible, Somerhino did it on his extras buggy.

Naw, it doesn't actually work in-game. The farthest I made on doing transition animations would only work on vehicles that you knew the ID number of, and involved several scripts and a text cinematic. It would work on vehicles placed on the map, but not vehicles constructed by a factory, so I threw that out and the extras buggy now has a first-person view instead. I think the testers enjoy that one more anyway.

Subject: scripts.dll 1.4...

Posted by [\[REHT\]Spirit](#) on Tue, 20 Jan 2004 23:00:19 GMT

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SomeRhinoGenocide!Thats already possible, Somerhino did it on his extras buggy.

Naw, it doesn't actually work in-game. The farthest I made on doing transition animations would

only work on vehicles that you knew the ID number of, and involved several scripts and a text cinematic. It would work on vehicles placed on the map, but not vehicles constructed by a factory, so I threw that out and the extras buggy now has a first-person view instead. I think the testers enjoy that one more anyway.

Can't you then make it work in a new script, that way the ID isn't needed?

Subject: its bring worked on
Posted by [jonwil](#) on Wed, 21 Jan 2004 02:26:57 GMT
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Ways to do transitions and open-top vehicles and stuff are being worked on...

Its just a matter of figuring out which of the various animation commands works properly in MP (Action_Play_Animation may work, we dont know yet. Set_Animation is confirmed to work since thats what Text Cinematics use) then using the right things on it.

Also, if Set_Model works in MP, that opens up even more possibilities

Subject: scripts.dll 1.4...
Posted by [xptek_disabled](#) on Wed, 21 Jan 2004 02:42:31 GMT
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Would it be possible to attach a script to a zone so becons wouldnt be able to be planted in that zone?

Subject: scripts.dll 1.4...
Posted by [Deafwasp](#) on Wed, 21 Jan 2004 02:59:28 GMT
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Well that would be down right stupid.

Subject: scripts.dll 1.4...
Posted by [xptek_disabled](#) on Wed, 21 Jan 2004 03:57:03 GMT
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DeafwaspWell that would be down right stupid.

No, it has some use, I have some buildings on a mod I'm working on that I dont want beacons. Using this I could disallow beacons in that certain area.

Subject: scripts.dll 1.4...

Posted by [Imdgr8one](#) on Wed, 21 Jan 2004 04:00:57 GMT

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SomeRhinoGenocide!Thats already possible, Somerhino did it on his extras buggy.

Naw, it doesn't actually work in-game. The farthest I made on doing transition animations would only work on vehicles that you knew the ID number of, and involved several scripts and a text cinematic. It would work on vehicles placed on the map, but not vehicles constructed by a factory, so I threw that out and the extras buggy now has a first-person view instead. I think the testers enjoy that one more anyway.

You bet your ass we did

Subject: cant be done

Posted by [jonwil](#) on Wed, 21 Jan 2004 04:01:58 GMT

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there is no way to stop beaoning

Subject: Re: cant be done

Posted by [xptek_disabled](#) on Wed, 21 Jan 2004 04:12:20 GMT

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jonwilthere is no way to stop beaoning

Ah well, was worth a shot, I'll just have to find another way around it...

Subject: scripts.dll 1.4...

Posted by [IRON FART](#) on Wed, 21 Jan 2004 04:14:53 GMT

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I got a good game-mode. This is present in UT2003:

Forgot what it was called but oh well.

On a map there are 2 special zones. They begin neutral. One team has to activate (walking into it) both zones to score a point. Once a player has activated a zone, (say GDI activated it) It will turn a yellow-gold color. That player will have to defend the spot until someone from Nod walks into it and claims it for Nod. or someone else from GDI claims the other Zone also for GDI and GDI scores a point.

Some teamwork is required to play. Simple idea really.

OT: How are you making the scripts? And how would you go about scripting a game mode for

example. I understand scripting cinematics or flybys easy enough, but not something interactive and consistent through the game.

Subject: good gamemode idea
Posted by [jonwil](#) on Wed, 21 Jan 2004 04:18:51 GMT
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And, its actually possible too.

How does the game know when to end?

Subject: scripts.dll 1.4...
Posted by [IRON FART](#) on Wed, 21 Jan 2004 04:30:13 GMT
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Time limit or score. Score limit can be set in the making of the map. (Not the best way, I know)

Say something like 40 minutes or 30 points; whichever comes first.

Subject: ok, cool
Posted by [jonwil](#) on Wed, 21 Jan 2004 04:34:04 GMT
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I can do that.

Using JFW_User_Settable_Parameters (a script that few people seem to use for some wierd reason), it would be possible to set both the points and time from the server.

Subject: scripts.dll 1.4...
Posted by [IRON FART](#) on Wed, 21 Jan 2004 04:40:29 GMT
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Of course!

How could I forget JFW_User_Settable_Parameters?

Subject: scripts.dll 1.4...
Posted by [Blazer](#) on Wed, 21 Jan 2004 08:31:49 GMT
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I think that mode was called Domination? To win you had to have the majority of the zones turned your color for a certain amount of time.

Subject: Re: cant be done

Posted by [laeubi](#) on Wed, 21 Jan 2004 10:50:14 GMT

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Cwazyapejonwilthere is no way to stop beaconing

Ah well, was worth a shot, I'll just have to find another way around it...
What about just deactivating the []Projectile Collision on the ground, so a beacon will fall through

Subject: scripts.dll 1.4...

Posted by [IRON FART](#) on Wed, 21 Jan 2004 15:16:50 GMT

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BlazerI think that mode was called Domination? To win you had to have the majority of the zones turned your color for a certain amount of time.

Yes that's the one. I forgot to mention the time that you have to control them for.

Subject: scripts.dll 1.4...

Posted by [General Havoc](#) on Wed, 21 Jan 2004 17:19:03 GMT

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Yeah it's called domination. From the original UT, you have around 3 zones (could be more), they have a spinning logo in them that is neutral to begin with when the game starts. When a team member walks into it, it turns to their team's color (thus capturing that zone until an enemy walks into it). Your team either starts off with a certain amount of points, or there is a limit set that you win on. For each zone you are able to maintain control of, the points decrease/increase by 1 each second (or 1 every X seconds). Therefore, the more zones you hold, the faster the score increases/decreases. The winner is the team who reaches the target score first, be it decreasing to 0 or increasing to a limit such as 300.

Could be quite fun in Renegade, maybe you could get some animations that change color everytime a member of a team enters it. Also it may be wise to note that the zone should be fairly small to stop people camping on the zone and being able to fit more than 1 player inside it (C4 is an issue here too).

Subject: Re: cant be done

Posted by [Renx](#) on Wed, 21 Jan 2004 23:36:55 GMT

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LaeubiCwazyapejonwilthere is no way to stop beaconing

Ah well, was worth a shot, I'll just have to find another way around it...
What about just deactivating the []Projectile Collision on the ground, so a beacon will fall through

But wouldn't bullets/rockets/shells/mines fall through too?

Subject: scripts.dll 1.4...

Posted by [IRON FART](#) on Wed, 21 Jan 2004 23:55:16 GMT

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Yes, C4 would be a problem. It could always be disabled in the making of the map, but it is a crude way to do it.

Subject: Re: cant be done

Posted by [TheKGBspy](#) on Thu, 22 Jan 2004 21:28:16 GMT

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RenxLaeubiCwazyapejonwilthere is no way to stop beaconing

Ah well, was worth a shot, I'll just have to find another way around it...
What about just deactivating the []Projectile Collision on the ground, so a beacon will fall through

But wouldn't bullets/rockets/shells/mines fall through too?

yes there is a way. just create new armor that has no effect from beacon warheads. So only buildings with AntiBeacon armor won't be destroyable by the beacon!

Subject: Re: cant be done

Posted by [TheKGBspy](#) on Thu, 22 Jan 2004 21:41:48 GMT

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jonwil3.TheKGBspy, post details of all the scripts you want (including the other ones you said before) here in this thread.

you posted this in the last thread in scripts.. but i never saw this reply lol. so can i post them in this thread?

Subject: ok, I don't see many script ideas here...

Posted by [jonwil](#) on Fri, 23 Jan 2004 01:46:21 GMT

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I am going to set a deadline of 7 february 2004.
Any script ideas not posted in this thread by then wont be in 1.4

Subject: scripts.dll 1.4...
Posted by [SomeRhino](#) on Fri, 23 Jan 2004 03:51:02 GMT
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How about a script that plays a text cinematic after recieving 5 specific customs? You could use this, for instance, if you wanted the player to complete 5 objectives before a cinematic is triggered. If you wanted less objectives, you could just have the script send itself some customs to fill in the blanks. Maybe allow 10 customs? I don't know, just a suggestion.

Subject: scripts.dll 1.4...
Posted by [Cpo64](#) on Fri, 23 Jan 2004 04:10:18 GMT
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There might be already a script for this, but how bout...

When Player Type enters Script Zone A, it triggers a 3D sound at object A, B, C...

I would use this for an intruder alarm sort of thing.

And if you can already do this can you tell me how

Also, If I recall there is a add script on zone enter, is it posible to have a remove script on zone enter/exit?

Subject: scripts.dll 1.4...
Posted by [SomeRhino](#) on Fri, 23 Jan 2004 04:56:28 GMT
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Also, there seems to be a bug with JFW_User_Settable_Parameters. When it is applied to the CTF Scripts, it causes the flags to stay in their zones and attaches a copy of the flag to the player when he enters the zone without removing it from its set location. I would assume this is a problem with the CTF scripts not being able to communicate with eachother when they are set up like that.

Subject: scripts.dll 1.4...
Posted by [IRON FART](#) on Fri, 23 Jan 2004 05:29:10 GMT
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How about making a script to make the Iron curtain possible?

When the PP is still up, shooting at a certain building with an Iron curtain script attached to it will just show a reddish-brick color shield. Like shooting a stealth tank, except that the building doesn't become invisible and doesn't take damage. (Unless the PP is out in which case it is just like a regular building.)

Subject: ok, some responses

Posted by [jonwil](#) on Fri, 23 Jan 2004 06:55:32 GMT

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The "play cinematic on X customs" thing is possible, I know just how to make it work too as for 3d sound thing, there is JFW_3D_Sound_Zone, that does just what you want.

As for removing scripts, the thing is, there is no way to do it.
The CTF thing I dont know about, I didnt write the CTF scripts but I will keep it in mind as something to look into.

As for the Iron Curtain, one way to do it would be to make a box preset that has collision settings for projectiles turned on but everything else (physical, vechicle etc) turned off. Then, you make one of these surrounding the building.

Then when the PP blows up, you make the box go away. I also have some ideas as to how to make the effect work.

Subject: scripts.dll 1.4...

Posted by [renegay3](#) on Fri, 23 Jan 2004 09:29:55 GMT

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Quote:Blazer wrote:

I think that mode was called Domination? To win you had to have the majority of the zones turned your color for a certain amount of time.

Yes thats the one. I forgot to mention the time that you have to control them for.

I thought that was UT's Domination.

UT2003's Domination is where you have to control All the zones for 10sec to get points, then they are reset.

Would it be possible to put Capture the Mobius back into renegade?

Subject: scripts.dll 1.4...

Posted by [Deactivated](#) on Fri, 23 Jan 2004 14:43:04 GMT

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It involves a poke action and it works only for the player hosting the game.

Subject: scripts.dll 1.4...

Posted by [General Havoc](#) on Fri, 23 Jan 2004 19:02:23 GMT

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Whats that poke script JW wrote that works in mplayer? Is it for objects that are "vehicles" only?

Subject: scripts.dll 1.4...

Posted by [TheKGBspy](#) on Fri, 23 Jan 2004 22:43:17 GMT

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there are my requested scripts:

Edit: duh i forgot to add pictures lol. they are coming.

edit2: pictures fixed.

NB: some of the following scripts may seem to be worthless, take time to read info i putted after each.

- New Attach turret Script: Work same way as current reborn one.. except you can set a custom bone for the explosion.

- * Turret_Preset (preset name of the object to spawn)
- * Bone_Name (the name of the bone to attach the object to)
- * Explosion_Bone (Set where the explosion will be made)
- * Explosion_Preset (made at the Explosion Bone when the vehicle die to get rid of the object spawned)

Useless? no i need it to work this way (customizable explosion bone)

- Remake of the script that give damage on enter (when attached to a script zone)

- * Team_Targeted: Select wich team is supposed to receive this damage(Gdi, Nod, Unteamed or All)
- * Warhead: Select the type of warhead that the damage will do
- * Damage: x value given when hit
- * Interval : Set up at wich interval the damage is done ex: every 2 sec.

Why this new version of the current one? There is a bug that when you dont move inside the scripts zone no damage is given. When not moving no damage is applied. BTW this is very important that the Unteamed option work. allow to kill unreachable vehicle that some place.

- New Deploy scripts. the current scripts made by reborn has a bug, that cause any vehicle when they deploy to create the deployAnim and the deployed stated only in the x,y,z value on the map. there is no inclination done. Look at the next 2 pictures to see the problems if you havent undertsand what i tried to say:

UnDeployed: <http://www.drireign.net/TheKGBspy/ScreenShot19.jpg>

Deploying : <http://www.drireign.net/TheKGBspy/ScreenShot20.jpg>

So that make the vehicle stuck in some condition. The idea is to use the same scripts code, but change one little thing: Instead of making it spawn something at X,Y,Z pos, make it attach to Custom bone or origin bone and then destroy the vehicle. this will give something like this: When the deploy trigger is done: Attach object to Origin bone, Make explosion to destroy the undeployed vehicle and only show the deploying anim.

Same idea will does to deploying anim (attach instead of spawning at).

- Teleport on enter if preset = Something.

This scripts will be attached to a scripts zone. The Script_zone will look if there is a specific object having a X preset name. If its the case, it teleport this object (move) to X,Y,Z(dunno if this will be faster to teleport at a specified Object having XYZ and this object is unique in the map) the options of the script:

*Allowed_preset: Define the allowed object to be teleported
*Destination_preset(Or X, y, z as i stated before): Define the name of the object where the allowed preset should be teleported.

- on death give x points to last shooter:

i dont know if this is makeable, but if you can this would be Awsome.
When this scripts is attached to an object, it will wait until the object get destroyed. everytime the object get hit by someone it keep the id of the player. when the object die it give x points to the last id keep. It should have object to keep id only of Gdi, nod or any team player. (ex: if i have a building and i shoot to the building wich is nod and i am nod, and i setted the keep_id_team option to gdi only, it wont keep my id if the building is destroyed lol)

script options:

*Points: Set the number of points given the to "destroyer"
*Team_id: Set wich last id player the script can keep if its in this team

Can you put the prefix Ra2 in front of these scripts? Ra2_jfw i dont care, i just wanna see the ra2 at the beginning plz
more to come

Subject: to TheKGBspy

Posted by [jonwil](#) on Sat, 24 Jan 2004 01:06:42 GMT

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Attatch Turret script change/addition I can do.

Basicly, instead of making the explosion at the parameter Bone_Name, it will make it at the parameter Explosion_Bone_Name

As for the damage on enter, I will fix it to do damage even when the thing doesnt move.

Basicly, when something enters the zone, it records its ID and starts a timer. Then, when the timer triggers, damage is done. Regardless of if the object moves or not (or how far it moves), damage will continue to be done at the same rate untill the object moves <distance passed in as a parameter> away from the location of the zone.

Will look into the deply scripts to see if its a bug or what

Teleport on enter if preset is easy, I will make that

As for the give points thing, basicly, the points will be given to whatever object is the "killer" (i.e. whichever object actually killed the thing)

No, I wont put the prefix RA2_ on these

Subject: scripts.dll 1.4...

Posted by [TheKGBspy](#) on Sat, 24 Jan 2004 03:21:04 GMT

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also about the damage script zone dont forget to add the "hurted" team plz: Gdi, Nod, Unteamed, Any.

Subject: Re: to TheKGBspy

Posted by [TheKGBspy](#) on Sat, 24 Jan 2004 03:25:18 GMT

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jonwilAs for the give points thing, basicly, the points will be given to whatever object is the "killer" (i.e. whichever object actually killed the thing)

oh btw, about this, i want points because if i set something destroyable but the team is unteamed, the "killer" wont get any point to destroying it. why making it unteamed? u just dont want it to be killed by bot (instead of putting it as unteamed put it as Gdi, so nod bots or defences will kill it wich its exactly what i dont want.)

Subject: scripts.dll 1.4...

Posted by [TheKGBspy](#) on Sat, 24 Jan 2004 05:22:09 GMT

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juts a little modification to theses scripts:

- on death give x points to last shooter:

i dont know if this is makeable, but if you can this would be Awsome.

When this script is attached to an object, it will wait until the object gets destroyed. Everytime the object gets hit by someone it keeps the id of the player. When the object dies it gives x points to the last id kept. It should have an option to keep id only of GDI, NOD or any team player. (ex: if I have a building and I shoot to the building which is NOD and I am NOD, and I set the keep_id_team option to GDI only, it won't keep my id if the building is destroyed lol)

script options:

*Points: Set the number of points given to "destroyer"

*Team_id: Set which last id player the script can keep if it's in this team

*Team_id: Set which last id player the script can keep if it's in this team
will have an option between GDI, NOD, or any.

- Teleport on enter if preset = Something.

This script will be attached to a script zone. The Script_zone will look if there is a specific object having a X preset name. If it's the case, it teleports this object (move) to X,Y,Z (dunno if this will be faster to teleport at a specified Object having XYZ and this object is unique in the map)

the options of the script:

*Allowed_preset: Define the allowed object to be teleported

*Destination_preset(Or X, y, z as I stated before): Define the name of the object where the allowed preset should be teleported.

*Explosion_preset: it will do an explosion where the object is supposed to be teleported before teleporting it. There will be a delay to not kill the teleported object.

Btw the teleported object will have same direction as the Destination object.

other scripts:

- Spawn object on death Same direction.

Basically it works like the original spawn on death, but now it makes the spawned object have the same direction of the killed object.

- Teleport to destination preset if the preset name != Something

That's the opposite of the other one I asked. It just makes object not having the preset name set to be teleported to the destination object.

*Preset_name_no_teleport: Set the preset name.

*Object_destination: Name of the object where the non-selected object will be teleported.

*Explosion_preset: it will do an explosion where the object is supposed to be teleported before teleporting it.

Subject: Re: to TheKGBspy

Posted by [Titan1x77](#) on Sat, 24 Jan 2004 14:24:07 GMT

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jonwil

Teleport on enter if preset is easy, I will make that

As for the give points thing, basicly, the points will be given to whatever object is the "killer" (i.e. whichever object actually killed the thing)

No, I wont put the prefix RA2_ on these

Im interested in both these scripts...

For the teleport on enter can there be a keycard parameter..such as 0=none ,1=key 1 and so forth.

on this killing point value...can you make a specific zone to only give out kill's to a player in this zone(kills outside this zone arent counted)....This would help with a King of the Hill map where a player picks up a keycard that's spawned ,then enters a teleporter with this keycard and teleports to the hill where a zone will be counting only players in this zone's kills,then possibly use the DM script to end map on x amount of kills from that zone by any team or certain player.

Subject: scripts.dll 1.4...

Posted by [Cpo64](#) on Sun, 25 Jan 2004 03:13:32 GMT

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renegay3Would it be possible to put Capture the Mobius back into renegade?

SeaMan

It involves a poke action and it works only for the player hosting the game.

What about making it so that when you shoot him he follows you, instead of the poke?

Subject: OT: Extending Scripts.dll

Posted by [gibberish](#) on Mon, 26 Jan 2004 05:14:35 GMT

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Just wondering if I am extending scripts.dll is there any way in my scripts that I can get:

The current player name ?

The current player score ?

The current number of team-mates killed?

Thanks,
Gib

Subject: Re: to TheKGBspy

Posted by [laeubi](#) on Mon, 26 Jan 2004 10:10:17 GMT

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TheKGBspyjonwilAs for the give points thing, basicly, the points will be given to whatever object is the "killer" (i.e. whichever object actually killed the thing)

oh btw, about this, i want points because if i set something destroyable but the team is unteamed, the "killer" wont get any point to destroying it. why making it unteamed? u just dont want it to be killed by bot (instead of putting it as unteamed put it as Gdi, so nod bots or defences will kill it wich its exactly what i dont want.)

Just set the damage points to 0 and the destroypoints to 100 or whatever will give you the needed effekt without any scripts...

Subject: scripts.dll 1.4...

Posted by [TheKGBspy](#) on Mon, 26 Jan 2004 16:00:57 GMT

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well yea if its an "ennemy" to the player.

but if its an Unteamed object you cant get point from killing it! that why im asking for this script

Subject: You cant get that information...

Posted by [jonwil](#) on Tue, 27 Jan 2004 00:35:51 GMT

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Its not visible to the scripts.dll

Remember, scripts operate server-side so there is no conecept of "current player"

Subject: Re: OT: Extending Scripts.dll

Posted by [gibberish](#) on Tue, 27 Jan 2004 01:11:12 GMT

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gibberishJust wondering if I am extending scripts.dll is there any way in my scripts that I can get:

The current player name ?

The current player score ?

The current number of team-mates killed?

Let me re-phraze that question.

If I have an GameObject * that represents a player is it possible to retrieve the:

- Player name
- Player score
- Player teammate kill stat.

Additionally would anybody be able to explain how damage works for vehicles if player (A) is in a vehicle and player (B) is on foot and they both shoot at each other.

Damage appears to come from the relevant player objects, however damage can only be done to the player on foot.

Thanks,
Gib

Subject: cant get that info
Posted by [jonwil](#) on Tue, 27 Jan 2004 02:20:10 GMT
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I think there is a Get_Score but no others.

Subject: scripts.dll 1.4...
Posted by [OrcaPilot26](#) on Tue, 27 Jan 2004 20:01:53 GMT
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What about some sort of mobile radar jamming device, where if you get a certain vehicle within a range of the enemy's comm center (in a script zone) Their radar gets disabled, and when you exit the zone, it comes back on. This could serve as cover for infantry infiltrating into an enemy base, not to mention a distraction so the enemy goes after the jammer.

Subject: scripts.dll 1.4...
Posted by [Havoc 89](#) on Tue, 27 Jan 2004 21:36:46 GMT
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hey jonwil, can u make a script in which the armour can regenerate, but after a few seconds, and it regenerats pretty fast. armour regeneration basically not health.

Subject: scripts.dll 1.4...
Posted by [Sir Kane](#) on Tue, 27 Jan 2004 21:55:09 GMT
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That would be easy to make.

Subject: Cant do that
Posted by [jonwil](#) on Wed, 28 Jan 2004 00:00:00 GMT
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Radar jamming isnt possible.

But, the other one with the armour is definatly possible.

Subject: scripts.dll 1.4...
Posted by [Titan1x77](#) on Wed, 28 Jan 2004 05:20:29 GMT
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when u get a kill and the kill is listed on the stats/score is that thru a script or the source code itself...im thinking the source code,

But I may aswell ask...can a script zone report all kills from withen that zone to the score/stats only...any kill's outside that zone arent counted?

Also an old idea...a beacon script zone thats team specific....that way no building controller isnt needed for the map to indicate team ped's.

Since we know that the teleport script works with MP...maybe we can add some options...like the above mentioned,keycards access and if preset/explosion, How about a randomizer to a few different locations...so you dont know where your going to end up.

Subject: Re: Cant do that
Posted by [Deactivated](#) on Wed, 28 Jan 2004 13:59:16 GMT
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jonwilRadar jamming isnt possible.

Hmm...

General HavocCan 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 1.4...

Posted by [Sanada78](#) on Wed, 28 Jan 2004 20:01:25 GMT

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Isn't radar jamming used on the 2nd SP mission? When you approach the Comm. centre, your radar is shut of until you're out of its range.

Subject: things

Posted by [jonwil](#) on Thu, 29 Jan 2004 02:52:52 GMT

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firstly, radar jamming does work but not in MP.

Secondly, the kills go through the score code not the scripts

team-specific beacon script, cant be done

As for "random teleport", thats possible

I will also be making modifications to JFW_Zone_Send_Custom_Enable, TDA_Send_Custom_Zone and JFW_Zone_Send_Custom_Preset such that:

1.passing an EnterMessage or ExitMessage will cause no message at all to be sent and 2.passing an EnterParam or ExitParam of 0 will cause "the ID of the thing that triggered the zone entry or exit" to be sent as the parameter.

My new script to be written, JFW_Zone_Send_Custom_Keycard will also work the same way.

Subject: Re: cant get that info

Posted by [gibberish](#) on Thu, 29 Jan 2004 08:41:01 GMT

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jonwill think there is a Get_Score but no others.

Ok, sorry I missed that one, thanks. :oops:

Anyhow I have wierd bug, I am not sure if its something I have done or something in the scripts.dll before I modified it, however I seem to be getting excessive damage between infantry.

Basically all infantry verse infantry damage appears to be applied twice.

I have noticed this when others kill me and when I shoot others.

And before you ask no I don't have any cheats/lagbots/skins installed, my client side is totally vanilla.

Has anyone else seen this?

The only thing I can think of is that I have Friendly Fire on, would this have any effect ?

Thanks,
Gib

Subject: dont know
Posted by [jonwil](#) on Thu, 29 Jan 2004 09:20:16 GMT
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I dont see any reason why the scripts.dll would cause problems with damage.

Subject: scripts.dll 1.4...
Posted by [General Havoc](#) on Thu, 29 Jan 2004 10:12:00 GMT
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Idea. With C&C Reborn, the scripts display the number of MK2's and cyborgs in the top right corner of the screen.

Would it be possible to display the amount of GDI/Nod kills for the Team DM mode? Could make an useful addition to 1.4 if isn't too hard to do.

Subject: dont know how...
Posted by [jonwil](#) on Thu, 29 Jan 2004 10:34:45 GMT
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sorry

Subject: scripts.dll 1.4...
Posted by [Titan1x77](#) on Thu, 29 Jan 2004 12:05:50 GMT
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Found the original plans for KOTH

BTW my map is 90% complete and ready for scripts.

- Only_King_Can_Score

Whether or not only the KOTH can score points.

(prehaps a zone where only the points will be issued to the person in the zone)

- Koth_Damage_Multiplier

A factor > 1 that scales all damage done by the KOTH.(a zone that multiplies the objects damage by 2,or variable)

I can get away with some spawners that have 100 points in them each and the longer you stay king the more points you get....and I was going to use the keycard script to enter a teleporter that will be the only way to reach the hill...and keycards will be limited to 1 per side every 60 seconds...also was going to take out all repair guns and proxy c4.

Subject: scripts.dll 1.4...

Posted by [\[REHT\]Spirit](#) on Thu, 29 Jan 2004 17:46:17 GMT

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General HavocIdea. With C&C Reborn, the scripts display the number of MK2's and cyborgs in the top right corner of the screen.

Would it be possible to display the amount of GDI/Nod kills for the Team DM mode? Could make an useful addition to 1.4 if it isn't too hard to do.

Alas, the display only shows up on the host's screen.

Subject: scripts.dll 1.4...

Posted by [Goltergau](#) on Sun, 01 Feb 2004 13:11:22 GMT

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hi are these new scrips compatibel with linux servers?

Subject: scripts.dll 1.4...

Posted by [gibberish](#) on Mon, 02 Feb 2004 00:12:49 GMT

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Ok, sorry to be a pain, a couple more questions:

1.>

The M00_GrantPowerup_Created script can be used as a quick hack to add a server script in a standard game, which allows actions to be taken with the player object.

Is there anything similar that I can use to associate a script with a vehicle on standard maps. Primarily I want to trigger an action when someone gets in or out of a vehicle.

2.>

Is there any way to find out the current map name from scripts.dll ?

Thanks,
Gib

Subject: answers

Posted by [jonwil](#) on Mon, 02 Feb 2004 00:33:25 GMT

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1. There is no script that is attached to all vehicles by default that you can hook into.

2. There is no way to get the current map name via scripts

and 3. the scripts currently don't work with the linux FDS but we are investigating ways to make them work.
