Subject: are people using JFW_User_Settable_Parameters?
Posted by jonwil on Wed, 21 Jan 2004 04:35:11 GMT
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If not, why not?
Its a very nifty script that I worked hard to get right.

Subject: are people using JFW_User_Settable_Parameters?
Posted by laeubi on Wed, 21 Jan 2004 10:41:13 GMT
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I think it is used for CTF maps

Subject: are people using JFW_User_Settable_Parameters?
Posted by SomeRhino on Wed, 21 Jan 2004 13:31:05 GMT
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I never completely understood how to use it. Otherwise, I think I could take advantage of it in Sole Survivor. How exactly do you format the text file and apply the script?

Subject: are people using JFW_User_Settable_Parameters?
Posted by General Havoc on Wed, 21 Jan 2004 17:26:32 GMT
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It's used for anything you want. It allows settings for a script to be stored in a text file in the game directory. As far as i remember, you need to format it the same as you see in leveledit. The best way to do it is to add the desired script in Level Edit, set some default parameters, then look at the string of values that are created. There should be values seperated by commas (1,10023,100024,3). This line of values go into the text file. you need to include all of the paramerts even if they are null (,,). You then use the JFW_User_Settable_Parameter script where you want the real one to go and specify the name of the text file (ctf_score.txt) or (data\ctf_score.txt) for example.

It is useful where you have variables such as in CTF for score or other things.