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Subject: scripts.dll 1.5  
Posted by [jonwil](#) on Tue, 17 Feb 2004 23:36:01 GMT  
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I am currently collecting ideas for version 1.5 of the scripts.dll.  
No firm release date yet.

First ideas:

1. make it so that the JFW\_Preset\_Buy script wont let you buy if you dont have enough cash
2. create a new script, same as JFW\_Preset\_Buy (including the cash fix) but called JFW\_Weapon\_Buy and instead of using a location to spawn, use Give\_Weapon to give the weapon to the player.

Any other ideas?

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Subject: scripts.dll 1.5  
Posted by [Cpo64](#) on Wed, 18 Feb 2004 08:31:55 GMT  
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Is it possible to make a script so that when someone spawns, they do a paradrop?

Maybe it could be done buy running a txt script, that attaches the parachut, adds the no falling death script. and if possible make them fall slower?

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Subject: scripts.dll 1.5  
Posted by [Sn1per XL](#) on Wed, 18 Feb 2004 08:48:08 GMT  
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Could you make a script that creates dust when a apache or orca is near the ground?

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Subject: scripts.dll 1.5  
Posted by [jonwil](#) on Wed, 18 Feb 2004 10:31:58 GMT  
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No to the parachute script (for a bunch of reasons, animation stuff being one)  
And no to the orca dust thing

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Subject: scripts.dll 1.5  
Posted by [Havoc 89](#) on Wed, 18 Feb 2004 12:56:32 GMT  
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what about visiable characters in vehicles? cant u just make it so than when u enter a vehicle it

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just creates a character in a chosen positions?

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Subject: scripts.dll 1.5  
Posted by [jonwil](#) on Wed, 18 Feb 2004 13:37:56 GMT  
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visible characters in vehicles is being worked on.

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Subject: scripts.dll 1.5  
Posted by [Nightcrawler](#) on Wed, 18 Feb 2004 15:13:12 GMT  
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make a aircraft code. Not a orca and helicopter script, a mig maybe, if it's able.

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Subject: scripts.dll 1.5  
Posted by [Havoc 89](#) on Wed, 18 Feb 2004 18:21:36 GMT  
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ahh i c, good luck!

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Subject: scripts.dll 1.5  
Posted by [jonwil](#) on Wed, 18 Feb 2004 22:19:13 GMT  
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Aircraft, cant be done.

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Subject: scripts.dll 1.5  
Posted by [Havoc 89](#) on Wed, 18 Feb 2004 23:35:35 GMT  
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what about vehicle collision damage? like when u collided into a wall or another vehicle, u get damage?

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Subject: scripts.dll 1.5  
Posted by [OrcaPilot26](#) on Wed, 18 Feb 2004 23:48:08 GMT  
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You could just use script zones, or possibly if vehicles could take damage from tiberium (set damage type to skin\_flesh)?

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Subject: scripts.dll 1.5  
Posted by [IRON FART](#) on Thu, 19 Feb 2004 01:21:31 GMT  
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Quote:

what about vehicle collision damage? like when u collid into a wall or another vehicle, u get damage?

That could probably be done, but the vehicle wont show damage or anything and it would just look stupid when it simply stops when it hits a wall. :S

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Subject: scripts.dll 1.5  
Posted by [--oo00o00oo--](#) on Thu, 19 Feb 2004 01:25:22 GMT  
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- 1) healing area around a vehicle or structure?  
(like an ambulance can heal any infantry unit withing 20 meter)  
(same with a structure but it can heal both vehilces an infantry)
- 2) something like a sensor array? when cloaked units come within its range, they can be seen.

(dont know if these can already be done)

- 3) when a certain building gets destroyed u can no longer buy high-tech units  
(example: in Reneage you lose the "tech" building. now as gdi u can no longer make mammys or the 1000 dollar character. but the other "low tech" units can still be made)
  - 4) kinda the same as #3. when u lose a certain building u can no longer buy ion/nuke beacons.  
(example: gdi lose a building modeled like the ion cannon. now the can no longer buy ions)
- 

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Subject: scripts.dll 1.5  
Posted by [Havoc 89](#) on Thu, 19 Feb 2004 01:54:40 GMT  
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IRON-FARTQuote:

what about vehicle collision damage? like when u collid into a wall or another vehicle, u get damage?

That could probably be done, but the vehicle wont show damage or anything and it would just look stupid when it simply stops when it hits a wall. :S

well u can always use damage bones, shows damage when its damaged

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Subject: scripts.dll 1.5  
Posted by [jonwil](#) on Thu, 19 Feb 2004 14:02:54 GMT  
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firstly, the vehicle that heals = not possible.

But, for buildings its possible.

Making something thats tthe same as the repair bay but for infantry only or infantry & vechicles is possible.

Sensor for detect cloaked units = not possible

As for "not able to buy stuff when building gets blown up".

Its not directly possible.

But there are some kludgy hacks that can make something similar happen.

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Subject: scripts.dll 1.5

Posted by [Laser2150](#) on Thu, 19 Feb 2004 19:59:44 GMT

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1. Alt Fire on weapons?

2. I was hoping you could make a script that could do something like:

Player = X

Amount of Kills =Y

When X reaches Y, Sound plays to everyone.

Also, is it possiable to have a certian amount of kills during the span in which they are alive? And have it reset when they die?

Let me know Asap, if they can be done, this means ill finish my TDM map.

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Subject: scripts.dll 1.5

Posted by [Fabian](#) on Thu, 19 Feb 2004 20:52:31 GMT

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jonwil

Sensor for detect cloaked units = not possible

What about a vehicle that when deployed, emits a large, invisible explosion that does 0 damage. Stealth units will light up when they come within the "explosion."

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Subject: scripts.dll 1.5

Posted by [Cpo64](#) on Thu, 19 Feb 2004 21:47:00 GMT

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Or make the "senser array" a base defence, that fires an invisable round at all vehicles, but did

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not damage.

So soon as a stealth vehicle came into range, it would shimmer ^\_^

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Subject: scripts.dll 1.5

Posted by [jonwil](#) on Thu, 19 Feb 2004 22:22:45 GMT

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Firstly, there is no way to detect when a player kills something.

And, ant fire on weapons = not possible

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Subject: scripts.dll 1.5

Posted by [Cpo64](#) on Thu, 19 Feb 2004 22:30:15 GMT

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Change character preset on zone enter?

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Subject: scripts.dll 1.5

Posted by [jonwil](#) on Thu, 19 Feb 2004 22:34:00 GMT

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nope, cant change character preset.

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Subject: scripts.dll 1.5

Posted by [Cpo64](#) on Thu, 19 Feb 2004 22:39:18 GMT

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Custom Camera?

Right now, we are limited buy the cameras shiped with renegade, because if you use a custom camera.ini you are not able to access servers on wol (probaly gsa too)

If you could use a script to have a custom camera angle, that would be cool

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Subject: scripts.dll 1.5

Posted by [jonwil](#) on Thu, 19 Feb 2004 22:49:47 GMT

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Dont think its possible to change the cameras.

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Subject: scripts.dll 1.5  
Posted by [Cpo64](#) on Thu, 19 Feb 2004 23:18:04 GMT  
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Im starting to think you put yourself out of a job

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Subject: scripts.dll 1.5  
Posted by [jonwil](#) on Thu, 19 Feb 2004 23:40:45 GMT  
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no, its just that everyone keeps asking me for stuff that I cant do.

What happened to all the good ideas?

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Subject: scripts.dll 1.5  
Posted by [tooncy](#) on Thu, 19 Feb 2004 23:47:38 GMT  
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How about a capture the mobius script? Make mobius follow you when you press 'e' near him, and bring him back to a zone for points.

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Subject: scripts.dll 1.5  
Posted by [jonwil](#) on Fri, 20 Feb 2004 00:09:12 GMT  
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Capture The Mobius might be possible using the Action\_Follow\_Input script command.

If I had the complete definition of the ActionParamsStruct structure, it would make my life so much easier

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Subject: scripts.dll 1.5  
Posted by [vloktboky](#) on Fri, 20 Feb 2004 01:21:56 GMT  
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I've had Capture the Mobius sitting on my desktop for a month now. We hosted it for a day, the game play was horrible compared to the other game modes. Even when everyone knew how to play it, the fun was lacking. We quickly took it off and hosted CTF, since everyone preferred that over CTM.

The ActionParamStruct that I made the Mobius use was screwed up when it came to tunnels. It refused to move through tunnels, so certain maps like Canyon were almost unplayable.

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If people really want it, I could spend a few days cleaning it up. CTM looks great on paper, but is horrible in game.

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Subject: scripts.dll 1.5

Posted by [SuperFlyingEngi](#) on Fri, 20 Feb 2004 01:55:36 GMT

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CHICKEN SKEET

The Ultimate Game Mode

Everyone would get in a bunker and shoot as chickens fly through the air. One chicken is worth 6/33 of a point. And then when people shoot a chicken, it morphs into a power ranger and follows the player around killing other power rangers. For every 10 points, the player gets the Batmobile for 30 seconds and tries to squish as many chickens as possible. But when a chicken is squished instead of shot, it turns into Cookie Monster, and proceeds to take potshots at Big Bird. The player with the most pies in the end wins.

Oh, and Mobius follows players around if you punch him in the face.

Think you could make that with scripts? It would be a lot more fun than Capture the Flag in my book...

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Subject: scripts.dll 1.5

Posted by [tooncy](#) on Fri, 20 Feb 2004 02:58:30 GMT

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vloktbokyl've had Capture the Mobius sitting on my desktop for a month now. We hosted it for a day, the game play was horrible compared to the other game modes. Even when everyone knew how to play it, the fun was lacking. We quickly took it off and hosted CTF, since everyone preferred that over CTM.

The ActionParamStruct that I made the Mobius use was screwed up when it came to tunnels. It refused to move through tunnels, so certain maps like Canyon were almost unplayable.

If people really want it, I could spend a few days cleaning it up. CTM looks great on paper, but is horrible in game.

If you could clean it up that would be great!

EDIT: Are there any other game modes that you have tried to recreate?

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Subject: scripts.dll 1.5

Posted by [Havoc 89](#) on Fri, 20 Feb 2004 03:22:42 GMT

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What about an animation play/pause script? it may be the key to get around mechs, example... when in a vehicle, and moving, the animation will play, but when not moving, it will pause.

can that be done?

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Subject: scripts.dll 1.5

Posted by [gibberish](#) on Fri, 20 Feb 2004 09:09:32 GMT

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vloktbokys The ActionParamStruct that I made the Mobius use was screwed up when it came to tunnels. It refused to move through tunnels, so certain maps like Canyon were almost unplayable.

I suspect the problem is that the AI is setup for vehicles, hence it won't go into the tunnels, I am guessing there's a flag that will make it work for people.

However I have looked at that structure and I don't have a clue how you do that, so an alternative might be to:

Define your own AI to get mobius to move smoothly through the tunnels.

I am not sure if it would work but you could try to detect when mobius is at the tunnel mouth then have waypoints at all the tunnel junctions and tell mobius to move to the waypoints.

Note: I am using the term waypoints liberally basically it would just be an array of Vector3's

Gib

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Subject: scripts.dll 1.5

Posted by [General Havoc](#) on Fri, 20 Feb 2004 15:29:41 GMT

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Yeah, remember what sort of things we can do with the scripts.dll. Most of the ideas in the first part of the thread are no things you normally do with scripts alone. Ideas like Domination and the random presets were good ideas for 1.4 and all perfectly do-able.

As for vloktbokys scripts, they are all very well but they would be nicer if you could write them as a "useable" script so people can program them into their maps also. In reality server-side dll scripts offer no advantage to modders making maps. It causes more problems if anything.

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Subject: scripts.dll 1.5

Posted by [Deactivated](#) on Fri, 20 Feb 2004 15:43:09 GMT

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jonwilAnd no to the orca dust thing

If UnitX in zone  
Then display EmitterName

?

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Subject: scripts.dll 1.5  
Posted by [\[REHT\]Spirit](#) on Fri, 20 Feb 2004 15:56:05 GMT  
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Havoc 89What about an animation play/pause script? it my be the key to get around mechs, example... when in a vehicle, and moving, the animation will play, but when not moving, it will pause.

can that be done?

Should be. Just need to use a timer to check if the mech's in the same position.

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Subject: scripts.dll 1.5  
Posted by [General Havoc](#) on Fri, 20 Feb 2004 16:20:25 GMT  
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Only problem with that is like JW mentioned before. There is no way as of yet on how to play animations through a script. We can reference a W3D name via a script and manipulate it's position but not call different animation frames or tell it to play/pause/stop.

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Subject: scripts.dll 1.5  
Posted by [\[REHT\]Spirit](#) on Fri, 20 Feb 2004 16:57:12 GMT  
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General HavocOnly problem with that is like JW mentioned before. There is no way as of yet on how to play animations through a script. We can reference a W3D name via a script and manipulate it's position but not call different animation frames or tell it to play/pause/stop.

You actually can play an animation and have it work in MP! And if the animation say takes 2 seconds, then just make a timer that happens every 2 seconds, checking to see if it needs to play the animation again (if looping and stopping can't work).

Only issue is I don't know how well playing an animation constantly online works. But checking it every 2 seconds shouldnt really slow things down (I did a map where there were LOTS of bots constantly checking their position, didn't seem to slow down).

And I think somewhere down in the first page there was someone saying that sensors to detect

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stealth units isn't possible, however it can be done! Just depends on how you want it to be set up (like if you want the sensor to scream "BZZT!!! STEALTHED UNIT DETECTED! ALERT! BZZT!...", or what).

Heck if you guys give me some more details i might take a shot at some of this stuff.

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Subject: scripts.dll 1.5

Posted by [vloktboky](#) on Fri, 20 Feb 2004 19:59:15 GMT

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General HavocAs for vloktbokys scripts, they are all very well but they would be nicer if you could write them as a "useable" script so people can program them into their maps also. In reality server-side dll scripts offer no advantage to modders making maps. It causes more problems if anything.

My scripts were not meant for fan maps, clients should not have my work. They were meant so servers could host modified games that everyone could play on. That's why it's "server side".

Adding support so fan maps could take advantage of the mode, that would make sense. But, converting the whole thing for fan maps alone defeats the entire purpose of the mod.

I don't see how they could cause problems. If you want to host a server for the purpose of sniping or for CTF games, use them. If you want to host fan maps or use other rules, don't use them.

I've got a few good ideas on some scripts that I could make this weekend. If you need any help with anything Jonathan, you know how to reach me.

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Subject: scripts.dll 1.5

Posted by [jonwil](#) on Fri, 20 Feb 2004 22:50:03 GMT

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How do you do animations in MP?

What command is it that makes things work and how do you use it?

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Subject: scripts.dll 1.5

Posted by [\[REHT\]Spirit](#) on Sat, 21 Feb 2004 00:07:22 GMT

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Doesn't the animation stuff ActionParamsStruct work in MP? Either way, there has to be some command that plays animations, Test\_Cinematic script is/should be proof of this.

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Subject: scripts.dll 1.5

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Posted by [jonwil](#) on Sat, 21 Feb 2004 02:23:02 GMT

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As far as animation-related script commands go:

Action\_Play\_Animation is untested in MP, I dont know if that will work or not

Set\_Animation is confirmed to work since thats what the Test\_Cinematic script uses but I dont know all the parameters so I cant use it yet. (help figuring out the parameters would be appreciated)

Set\_Animation\_Frame is tested and doesnt work (Its this one that does things like the obelisk powerup animation). BTW, the reason its busted is because somehow either renegade doesnt correctly send the network message to the client from the server or it doesnt correctly process it in the client (this is according to one of the dev team a while back, it was going to be fixed but they ran out of time)

Static\_Anim\_Phys\_Goto\_Frame and Static\_Anim\_Phys\_Goto\_Last\_Frame I dont know if they work in NP or not.

Now that I think about it, if I knew how to use Set\_Animation, I may be able to do the walking animation for vehicles thingo.

But I dont know how to use it

As for detecting stealth vehicles, how would you do that?

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Subject: scripts.dll 1.5

Posted by [\[REHT\]Spirit](#) on Sat, 21 Feb 2004 02:34:12 GMT

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Simplest way is to set up a zone that acts like "If XXX object is alive and XXX object that entered is XXX preset then yell at the top of our virtual lungs "DANGER! ALERT! STEALTH UNIT DETECTED! DANGER! ALERT!"

If you have stealth powerups, you can use a system through the customs where the zone and the object entering communicate with eachother, and if xxx value in the object is 1, it tells the zone it's stealthed. That way stealth powerups and zones can send whatever value in a custom, thus flipping a value to 1 or 0 in the object.

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Subject: scripts.dll 1.5

Posted by [vloktboky](#) on Sat, 21 Feb 2004 02:36:07 GMT

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jonwilSet\_Animation is confirmed to work since thats what the Test\_Cinematic script uses but I dont know all the parameters so I cant use it yet. (help figuring out the parameters would be appreciated)

I could play with it tomorrow, the last 3 parameters are what looks to be confusing.

I've got some scripts made up that mainly relate to weather, such as Create\_Rain\_On\_Enter, and

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stuff like that. I can also confirm that the Set\_Clouds, Set\_Lightning, Set\_War\_Blitz, Set\_Wind, Set\_Rain, Set\_Snow, and Set\_Ash work in MP, and what their parameters mean.

If you ever want to see my dynamic flowing weather, join BCServ3, 4, or 5 sometime. I see no problem in throwing that in as well for fan map use, if others want it.

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Subject: scripts.dll 1.5

Posted by --oo00o00oo-- on Sat, 21 Feb 2004 10:11:10 GMT

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jonwil

As for "not able to buy stuff when building gets blown up".

Its not directly possible.

But there are some kludgy hacks that can make something similar happen.

any insite on how this is done?

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Subject: scripts.dll 1.5

Posted by [jonwil](#) on Sat, 21 Feb 2004 11:17:22 GMT

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Lets say you want a helipad and orca.

When the helipad gets blown up, you should be no longer able to buy orcas.

How to:

1.make/modify the orca preset as usual, lets call it CnC\_GDI\_Orca

2.make it so the orca isnt purchasable from the PT

3.make the helipad in the map, with a regular building controller. Lets assume for this example, the helipad has ID 1

4.somewhere, place a small script zone (large enough to walk into but not so large its in the way). Lets assume this zone has ID 2

5.Then, place a marker (a sign perhaps or something on the wall if its inside) to indicate that this is where you buy orcas. (put it somehow so that people will know to walk into the zone to buy orcas). Its possible to make this object go away when the helipad is blown up, just do the same as for the zone (see below) but substitute the ID of this object.

6.Make a Daves Arrow somewhere, lets say it has ID 3.

Now for the scripts:

1.put JFW\_Preset\_Buy on the zone. Set Preset\_Name to CnC\_GDI\_Orca. Set Cost to whatever. Set Location to where you want the orcas to appear. Then set Player\_Type to whatever player type should be able to use this.

2.put JFW\_Death\_Send\_Custom on the helipad controler. Set ID to the ID of the Daves Arrow. Set message to something e.g. 100 (doesnt matter as long as it matches). Then set Param to 0.

then finally 3.On the Daves Arrow, attach one copy of JFW\_Custom\_Destroy\_Object for

everything that should disappear when the helipad goes. Set Message to the same thing as in step 2. Set ID to the ID of the object to use (e.g. 1 for the example). If you wish to make a building go away, you need JFW\_Custom\_Destroy\_Building with the ID being the ID of the building controller.

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Subject: scripts.dll 1.5  
Posted by [Spike](#) on Sat, 21 Feb 2004 17:18:36 GMT  
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Is there a script that makes ai vehicles move along a waypath, fire at enemys, chase them for a bit, then return to waypath and even if they kill and enemy it keeps on goin and shootn?

(If so how?)

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Subject: scripts.dll 1.5  
Posted by [jonwil](#) on Sat, 21 Feb 2004 22:39:41 GMT  
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Try JFW\_Guard\_Duty, thats pretty much what you asked for.

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Subject: scripts.dll 1.5  
Posted by [vloktboky](#) on Sun, 22 Feb 2004 01:34:44 GMT  
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I've got some scripts relating to weather ready. A quick list and their descriptions:

KAK\_Precipitation\_Create - Creates precipitation when object script is attached to is created or destroyed.

KAK\_Precipitation\_Zone - Creates precipitation when object enters or leaves the zone script is attached to.

KAK\_Wind\_Create - Changes wind levels when object script is attached to is created or destroyed.

KAK\_Wind\_Zone - Changes wind levels when object enters or leaves the zone script is attached to.

KAK\_Clouds\_Create - Changes cloud settings when object script is attached to is created or destroyed.

KAK\_Clouds\_Zone - Changes cloud settings when object enters or leaves the zone script is attached to.

KAK\_Lightning\_Create - Creates lightning when object script is attached to is created or destroyed.

KAK\_Lightning\_Zone - Creates lightning when object enters or leaves the zone script is attached to.

KAK\_Flowing\_Weather - Creates dynamic weather on the map. Cloud level, wind, rain/snow/ash, and lightning are controlled to simulate real flowing weather.

If anyone has any ideas for other scripts on the basics of weather, post them.

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Subject: scripts.dll 1.5

Posted by [Aircraftkiller](#) on Sun, 22 Feb 2004 02:33:41 GMT

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Anything that changes the weather would be great for Renegade Alert.

I would love to have my levels utilize dynamic weather. Playing Camos Crossing with a thunderstorm building up would be really awesome.

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Subject: scripts.dll 1.5

Posted by [Cpo64](#) on Sun, 22 Feb 2004 02:50:08 GMT

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Disabling Transitions while in zone script

You attach it to a zone, when a vehicle enters a zone, you can't get in or out of it. Soon as you leave the zone, Transitions are reenabled.

Could have several uses,

Preventing people from jumping out of aircraft in certain areas.

Preventing people from abandoning ship for naval combat.

Preventing people from entering a vehicle before it has left a warfactory etc

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Subject: scripts.dll 1.5

Posted by [jonwil](#) on Sun, 22 Feb 2004 02:51:03 GMT

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ok, those weather scripts will be in 1.5

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Subject: scripts.dll 1.5

Posted by [jonwil](#) on Sun, 22 Feb 2004 03:03:46 GMT

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ok, new script.

Any vehicle that enters the zone will have Disable\_Vehicle\_Transitions called on it and any vehicle that exits the zone will have Enable\_Vehicle\_Transitions called on it.

Almost enough ideas to do a 1.5 but not quite

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Subject: scripts.dll 1.5  
Posted by [vloktboky](#) on Sun, 22 Feb 2004 03:56:51 GMT  
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Since the ideas seem to be flowing in..

Would anyone have a practical use for a script that forced a player to pull out a certain weapon, and/or force a player to fire a certain weapon?

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Subject: scripts.dll 1.5  
Posted by [IRON FART](#) on Sun, 22 Feb 2004 05:13:27 GMT  
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Is there a script that would decloak a stealthy unit? I know there is one that can cloak, but decloak?

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Subject: scripts.dll 1.5  
Posted by [jonwil](#) on Sun, 22 Feb 2004 05:23:13 GMT  
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nope, cant decloak a stealth unit.

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Subject: scripts.dll 1.5  
Posted by [kirby651](#) on Sun, 22 Feb 2004 05:41:09 GMT  
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ok. a script that attaches a object to a bone of another object but still tracks there health seprety. so you can have a trans chopper with a gunnturret clamped to the side or a script zont that follows a player/object(stelth zone\damage zone )

maby a transform script that keeps the player in the tank\object as it transforms.

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Subject: scripts.dll 1.5  
Posted by [Cpo64](#) on Sun, 22 Feb 2004 05:49:38 GMT  
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You mean like the reborn mk2 turret script?

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Subject: scripts.dll 1.5  
Posted by [kirby651](#) on Sun, 22 Feb 2004 05:57:08 GMT

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yha... i think. i want to have a Base object with say 2 bones, there are 2 more objects, 1 on each bone, if you kill objects 2 or 3 they die\explode whatever but if you kill object 1 objects 2 and 3 will die to...

also a script to change the sun settings. maby make it move across the sky in real time...

---

---

Subject: scripts.dll 1.5

Posted by [vloktboky](#) on Sun, 22 Feb 2004 06:41:08 GMT

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---

kirby651also a script to change the sun settings. maby make it move across the sky in real time...

Not possible.

---

---

Subject: scripts.dll 1.5

Posted by [Aircraftkiller](#) on Sun, 22 Feb 2004 07:48:55 GMT

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---

Even if it were, the engine isn't capable of dynamic lighting in its current iteration, so the lighting would never change. It could turn dark outside on BasinTS and it would still have a relatively bright yellow tint on the landscape.

---

---

Subject: scripts.dll 1.5

Posted by [--oo00o00oo--](#) on Sun, 22 Feb 2004 09:05:57 GMT

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---

about this stealth situation. instead of having it decloak by entering a certain area, is it possible to make any enemy unit within a certain area appear on radar?

---

---

Subject: scripts.dll 1.5

Posted by [jonwil](#) on Sun, 22 Feb 2004 09:16:11 GMT

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---

cant change radar in MP.

---

---

Subject: scripts.dll 1.5

Posted by [kirby651](#) on Sun, 22 Feb 2004 18:28:43 GMT

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a invisible turret that shoots invisible bullets that do no damage. if you want an alarm put a fire sound on the bullet and swap the turret for an alarm box. if a stelth unit comes in range the alarm will go off and the stelthed unit will shimmer... what about how if your helth is red you destelth? can you use that?

and insted of a buy weapon zone or ptc zone have a Poke\_buy\_weapon and Poke\_buy\_object zones have a setting for buying chars

---

---

Subject: scripts.dll 1.5  
Posted by [kirby651](#) on Sun, 22 Feb 2004 18:55:40 GMT  
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---

if object script is attached to dies then kill object(id)

also have a "Router" script and a Custom\_send id, enterzone\_send\_id, poke\_send\_id(of poked object), poke\_send\_id(of poking object).

id send example:

player enters zone, triggers Enterzone\_send\_id, Enterzone\_send\_id sends id of entering object to router.

Router example:

custom is sent to router id, router reroutes the custom to the last id that has ben triggerd(last player to enter zone) can be set to run all ids sent.

Edit:

a script that forces a bot\base defence to fire if a custom is sent to it is good...

---

---

Subject: scripts.dll 1.5  
Posted by [jonwil](#) on Sun, 22 Feb 2004 22:38:23 GMT  
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---

Poke doesnt work in multiplayer.

Also, you cant change the current char of a player via scripts  
I will think about force-fire base defences.

---

---

Subject: scripts.dll 1.5  
Posted by [Titan1x77](#) on Sun, 22 Feb 2004 22:49:56 GMT  
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Something that may just be damn near impossible...

But worth the brain storming

---

Anything that would allow a moderator(possibly using jfw settable parameters) so that the server could set up a Spectator camera of some sorts.

---

---

Subject: scripts.dll 1.5  
Posted by [jonwil](#) on Sun, 22 Feb 2004 23:23:50 GMT  
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---

spectator camera = not possible.

---

---

Subject: scripts.dll 1.5  
Posted by [kirby651](#) on Sun, 22 Feb 2004 23:27:37 GMT  
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whatabout the router ones?

---

---

Subject: scripts.dll 1.5  
Posted by [jonwil](#) on Sun, 22 Feb 2004 23:38:32 GMT  
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---

If I understand what you want to do, they are possible with various combinations of existing scripts.

---

---

Subject: scripts.dll 1.5  
Posted by [gibberish](#) on Sun, 22 Feb 2004 23:46:14 GMT  
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Titan1x77Something that may just be damn near impossible...

But worth the brain storming

Anything that would allow a moderator(possibly using jfw settable parameters) so that the server could set up a Spectator camera of some sorts.

You might be able to do spectator vehicle.

If you set call:

```
Set_Player_Team(obj, -2);
```

On both the vehicle and the player object you can drive around the map without either sides base defenses firing on you.

Additionally the targeting dot for normal players is grey (neutral) rather than Green or Red.

Combine this with a script to make the Pickup truck invulnerable to players and you have got yourself a camera car.

Note: Make sure you don't get out of the vehicle because it can crash the server having a player not in a vehicle with an alignment of -2

Gib

---

---

Subject: scripts.dll 1.5  
Posted by [Titan1x77](#) on Sun, 22 Feb 2004 23:54:38 GMT  
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---

how about a real bounce pad script...with settable jump velocity...the current one just teleports you to a set z axis location.

I'd like to have one where you make a zone and it set's jump velocity for object then enters it.

so player X enters zone velocity set to 30 which would enable player to reach a platform high above.

it would have to remove jump velocity changes back to normal after exit of the zone.

and possibly a set gravity on objects that enter the zone.

I'd really like to see a true CTF script...where when the player drops the flag it doesnt return until the team picks it up and returns it.

---

---

Subject: scripts.dll 1.5  
Posted by [--oo00o00oo--](#) on Mon, 23 Feb 2004 14:42:32 GMT  
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---

another thought on script that would make certain things unbuyable upon a certain event.

a script that would alter the cost of a certain purchasable item??

(wonder cuase there has to be some way for the game to double the price of all the units after the power plant is destroyed....hmmm maybe this is already psooible)

examples: (taken and altered from my previous post)  
ion cannon is destroyed = ion beacon now cost 9999999 credits  
high tech building is destroyed = all high tech units cost 999999 credits

(see people get lots of credits in games, bu nowhere near 99999999)

---

---

Subject: scripts.dll 1.5

Posted by [Laser2150](#) on Mon, 23 Feb 2004 15:00:43 GMT

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I know! This is just a idea.

Have when a person enters a zone, they are given a preset so when they spawn in the zone, they become the preset i need them to be.

Do we have a no damage zone?

---

---

Subject: scripts.dll 1.5

Posted by [kirby651](#) on Mon, 23 Feb 2004 17:30:29 GMT

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---

A disarm script? so if you shoot somone with a weapon\secondary fire it grants you the weapon they are holding and removes it from them...

spawn zone script. spawns a player in a random spot (x y plane only ) within a zone.

animations do work in mp. they stop playing if the player moves\lookes away. they work fine on bots.

Can a duck animation replacement work? so insted of ducking you dive into the prone pos? what are the names of the duck animation? [/qustion]

Koth script. for every 30 seconds <team> is the only team on the hill zone give <team> 1000 score.

a script that will zoom in players view if secondary fire is triggerd

object is poked while weapon is held send custom from player.

custom\_play\_first\_person\_animation

secondary\_fire\_send\_custom

a script that changes weapon presets in a slot. (on trigger remove <weapon> and replace with <weapon>. play for <time>

primary\_fire\_send\_custom

script that changes the side of a bot\player if hit by a preset.

script that makes the screen blurry if hit by preset.

Edit:

is there a way to plant a beacon from far away? like have a laser pointer that you point on something and hold it there till the beacon is armed???

[/qustion]

---

---

Subject: scripts.dll 1.5  
Posted by [kirby651](#) on Mon, 23 Feb 2004 19:25:26 GMT  
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---

Script that disables the brackets for a player.  
Script that enables the targeting brackets for a player.

seeking missile script.

qustion: how do you do a knockback effect? do you need a script?

Script that, on secondary\primary fire, will remove a weapon from inventory and fire a projectile.  
(Dragon from perfect dark)

poke open door.  
poke unlock door.  
poke elavators

---

---

Subject: scripts.dll 1.5  
Posted by [gibberish](#) on Mon, 23 Feb 2004 19:50:25 GMT  
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---

kirby651poke open door.  
poke unlock door.  
poke elavators

jonwilPoke doesnt work in multiplayer.

---

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Subject: scripts.dll 1.5  
Posted by [kirby651](#) on Mon, 23 Feb 2004 21:28:09 GMT  
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why not?

---

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Subject: scripts.dll 1.5  
Posted by [gibberish](#) on Mon, 23 Feb 2004 22:40:09 GMT

---

kirby651why not?Please note that I haven't tested this myself, so I am relying on what other people have posted, however:

General HavocI don't think westwood "disabled" them, rather they hit a limitation in their net code that prevents them communicating with the clients properly.

Assuming Havoc is correct, it probably means there is no "Network Poke" as a result the client can hit the poke key (E) as many times as they like and the server will never receive the event.

However if a (server side) bot were to poke something it would probably work.

PS I was going to make a joke about poking other people, but I decided against it

---

---

Subject: scripts.dll 1.5  
Posted by [jonwil](#) on Mon, 23 Feb 2004 23:44:21 GMT  
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---

bounce pad (i.e. where jump velocity is modified), that wont work.  
I can do a version of the current script that lets you modify x,y and z instead of just z though.

A "no damage" zone isnt really possible  
Changing the preset of an object/player/whatever isnt possible.  
Spawn Zone script, not possible.

kirby651, which command are you using for animation?

As for the KOTH idea, basicly, when something enters the zone, a timer is started if the team of the entering object is different from the last team to enter the zone.

Cant detect when weapons are fired  
Also, poke doesnt work in MP (the poke event isnt transmitted)

Removing individual weapons from an object cant be done  
Plant beacon from far away, cant do that  
making the screen blur, cant be done in MP  
Changing the side of a bot/player, I dont think that will work (at least for players) in MP.  
Disable/Enable the targeting brackets = no  
Changing the cost of units, cant be done.

As for animations, if someone can figure out Set\_Animation, I could do a lot more with animations.  
Knockback (i.e. when this object is hit, make it move backwards) is possible.  
But it would happen for all weapons (since you cant tell what weapon hit the object)

Since you cant put a script on an ammo preset, you cant do a seeking missile.

Also, some scripts I will look into: (but no promises)

1.a CTF script that makes the flag drop on the ground where you die instead of appearing back at the enemies base.

2.a script for Capture The Mobius.

Shoot Mobius (who is a bot and is invincible) and he follows you.

When he is lead into a certain zone, player gets points and a new mobius is spawned.

3.a script for CTF but with one flag in a central location with it respawning in the central location when it is returned.

4.same as 3 but instead of respawning in central location, it appears in base of player who last captured it.

Plus, some requests from Dante (added here to keep ideas in one place)

Chronosphere scripts x 2

Iron Cutrain scripts x 2

Chronotank script

No promises when any of this 1.5 stuff will be done, study comes first...

---

---

Subject: scripts.dll 1.5

Posted by [--oo00o00oo--](#) on Mon, 23 Feb 2004 23:55:45 GMT

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---

jonwil

Changing the cost of units, cant be done.

how is this outcome performed in the event of having your power plant destroyed?

---

---

Subject: scripts.dll 1.5

Posted by [jonwil](#) on Mon, 23 Feb 2004 23:59:11 GMT

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---

its internal to the renegade game engine.

---

---

Subject: scripts.dll 1.5

Posted by [General Havoc](#) on Tue, 24 Feb 2004 00:12:03 GMT

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This is where if EA forked over the engines source (I'm sure Westwood would have released it if they could have) it would have been a great help to us. We could basically do what we want with the game. Relying on the Linux FDS has been the main option that JW and other people have had

to use for hints at how the whole thing works.

The new CTF sounds good if you get around to doing it. I have a \*working\* sound system for Dante's CTF that plays the EVA on drop (aka return atm), capture and steal. That's where the 3D\_Sound\_Custom comes into play, setting the sound sphere to cover the entire map works almost like the EVA does except you hear the source of the sound, which is actually quite effective. Involves a awful lot of jiggery poker working with 12 sounds and their scripts, I was amazed it worked at all. I will think it through and see if there is a way of optimising it.

---

---

Subject: scripts.dll 1.5  
Posted by [gibberish](#) on Tue, 24 Feb 2004 00:49:29 GMT  
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---

jonwil1.a CTF script that makes the flag drop on the ground where you die instead of appearing back at the enemies base.

Can be done just make sure you capture all the possible events.

Killed - The player gets Killed.  
Destroyed - The player commits suicide.  
Detached - The player changes character

Note: You may get more than one, but catching all of them makes the flag drop sooner.

jonwil

Plus, some requests from Dante (added here to keep ideas in one place)  
Chronosphere scripts x 2  
Iron Cutrain scripts x 2  
Chronotank script

No promises when any of this 1.5 stuff will be done, study comes first...

Is this for multiplayer?  
Any ideas on how to trigger the chrono effect in MP?

General HavocI have a \*working\* sound system for Dante's CTF that plays the EVA on drop (aka return atm), capture and steal.

Does this require any client side downloads or is it all server side?  
I.e. Is there already a standard set of sound message for flags?

---

---

Subject: scripts.dll 1.5  
Posted by [jonwil](#) on Tue, 24 Feb 2004 00:56:59 GMT

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Chrono will work in MP.

---

---

Subject: scripts.dll 1.5

Posted by [Aircraftkiller](#) on Tue, 24 Feb 2004 01:42:22 GMT

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---

Everything planned for Renegade Alert, including the Iron Curtain, plus the Chronosphere and its offspring, will work in multiplayer.

---

---

Subject: scripts.dll 1.5

Posted by [--oo00o00oo--](#) on Tue, 24 Feb 2004 01:54:51 GMT

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---

^^ sounds spiffy. would like to see how these new abilities play out.

---

---

Subject: scripts.dll 1.5

Posted by [jonwil](#) on Tue, 24 Feb 2004 03:09:03 GMT

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ok, complete list of changes (its confirmed that I will code these up) for 1.5 so far:

1.make it so that the JFW\_Preset\_Buy script wont let you buy if you dont have enough cash

2.new script, JFW\_Weapon\_Buy

Weapon\_Name (the name of the preset to create)

Cost (the cost, I think I fixed it, you use positive numbers to take amounts away now)

Player\_Type (what player type to trigger on, 0 = Nod, 1 = GDI, 2 = any, 3 = havoc)

Also wont buy if you dont have the cash

3.new script, JFW\_Heal\_Zone, same as JFW\_Repair\_Zone but infantry only instead of vehicules only

4.the weather scripts, as follows:

KAK\_Precipitation\_Create

KAK\_Precipitation\_Zone

KAK\_Wind\_Create

KAK\_Wind\_Zone

KAK\_Clouds\_Create

KAK\_Clouds\_Zone

KAK\_Lightning\_Create

KAK\_Lightning\_Zone

KAK\_Flowing\_Weather

5.new script, Disable\_Transitions\_Zone

---

When a vehicle enters the zone, it will have Disable\_Vehicle\_Transitions.  
When a vehicle exits the zone, it will have Enable\_Vehicle\_Transitions.

6.new script, JFW\_Bounce\_Zone\_Entry\_All\_Directions  
Player\_Type (what player type to trigger on, 0 = Nod, 1 = GDI, 2 = any)  
Amount (what to add to the position each time, it takes x,y,z)

7.JFW\_KOTH\_Zone.

On startup, set current\_team to "no team"

When entered, set team to team of entering player and start timer unless team of entering player is same as current team

Then, when timer expires, grant points

Points & timer time will all be settable via scripts

8.new script, JFW\_Death\_Destroy\_Object (will make an object disappear when the thing the script is attached to dies)

9.new script, JFW\_Chronotank. Basically, when the chronotank is damaged itself (using the same logic as the reborn digging vehicle), it will move <distance> forward in the direction its currently facing and add <amount> to the Z position.

10.new script, JFW\_Iron\_Curtain\_Zone.

When started, will trigger timer and zone is disabled

When timer expires, zone becomes enabled.

When object enters zone, invulnerability script is attached to thing that tripped the zone, zone is disabled and timer resets

11.new script, JFW\_Invulnerability\_Timer.

Basically, on startup, starts a timer.

While the timer is activated, the object its attached to is rendered invulnerable.

12.new script, JFW\_Chrono\_Beacon. On startup,sets a timer

On timer expired, sends its current position to the chronosphere and deletes the object its attached to.

13.new script, JFW\_Chrono\_Controller\_Zone.

On startup, starts a timer

When timer expires spawn a preset at a location

When sent custom (with location) by the beacon, enable a different timer

if something of the correct team enters the zone during this timer period, make it go to the location that was passed in.

When this second timer times out, start the first timer again

Also, stuff I may make if I have the time

1.a CTF script that makes the flag drop on the ground where you die instead of appearing back at the enemies base.

2.a script for CTF but with one flag in a central location with it respawning in the central location when it is returned.

3.same as 3 but instead of respawning in central location, it appears in base of player who last captured it.

After reading the thread again, I decided not to do Capture The Mobius since it would suck (IMO)

Depending on if I can figure out the Set\_Animation script command, I can also do:

1.animation effect for Chronosphere and Iron Curtain (basically, when it triggers, it will create an object at whatever location set by the mapmaker and then play an animation on that object, much like how the animation command in the cinematics does it. (in fact, if I cant figure out Set\_Animation, maybe I can add a command to make a cinematic for the animation effect)

2.this script: JFW\_Walking\_Animation.

in creation it starts a timer and records the current position of the vehicle.

When the timer expires, the timer will be reset. And, it will play the animation if the current position of the vehicle doesnt match the stored position. If the animation is played, the current position becomes the new stored position.

---

Subject: scripts.dll 1.5

Posted by [Titan1x77](#) on Tue, 24 Feb 2004 03:33:36 GMT

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jonwil

6.new script, JFW\_Bounce\_Zone\_Entry\_All\_Directions

Player\_Type (what player type to trigger on, 0 = Nod, 1 = GDI, 2 = any)

Amount (what to add to the position each time, it takes x,y,z)

is it at all possible to move the player in a straight line from point A to point B at a certain speed?

Location of the zone to a location specified....but moved in a direct line to that location...so you can actually see the player move across the screen to it's set location...instead of it basically teleporting the player.

or a zone that triggers the players movement 1 meter per x seconds...this would have to be done in tenths of a second...but you could actually see him move from 0-Z to 1-Z to 2-Z and so forth.

---

Subject: scripts.dll 1.5

Posted by [Carl](#) on Tue, 24 Feb 2004 04:06:03 GMT

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just a reminder about what we spoke of earlier jonwil....

Single player vehicle drop/spawn drive to player script.

---

---

Subject: scripts.dll 1.5  
Posted by [jonwil](#) on Tue, 24 Feb 2004 04:13:03 GMT  
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JFW\_Drive\_To\_Player.  
Basicly, when this script starts up, it calls Get\_The\_Star (which returns the player).  
Then calls Get\_Position on that.  
Then calls Action\_Goto to make the thing the drive\_to\_player is attached to go to the location of the player.  
Renegade will do the rest

---

---

Subject: scripts.dll 1.5  
Posted by [jonwil](#) on Tue, 24 Feb 2004 11:05:13 GMT  
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What I will do for the animations for the controllers is to allow it to be done via Cinematic Text Scripts (i.e. Test\_Cinematic).  
Basicly, you pass in the Cinematic Script file and the location to spawn the script (x,y,z & facing) and it plays the script. Also, it will use a feature of cinematic text scripts so that the controler building (ID to be passed into the controler script which remember is on a zone) is available as an object in the cinematic text script  
Basicly, you will tell the script the ID of the building and the cinematic slot to load it into.  
Then the takes the slot index and adds 10000 to it. Then, it sends it as a message to the object with Test\_Cinematic attached, with the ID as the param.

Basicly, this means that e.g, the cinematic could e.g. play an animation on the building (e.g. make the iron curtain glow)

---

---

Subject: scripts.dll 1.5  
Posted by [kirby651](#) on Tue, 24 Feb 2004 16:40:00 GMT  
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---

i use M00\_Screen\_shot\_poser\_DAY. makes a bot loop a animation file  
used it in my sig

---

---

Subject: scripts.dll 1.5  
Posted by [gibberish](#) on Tue, 24 Feb 2004 18:19:49 GMT

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Titan1x77this would have to be done in tenths of a second  
I wrote a script which moves an object every 1/10 of a second (via Set\_Position) and it looked absolutely horrible.

Trust me you don't want that.

I was able to use the existing methods to make a vehicle drive from point A to point B but I couldn't find the correct arguments to do a simple linear interpolation.

Another solution would be to increase the number of updates per second (you probably need at least 30) however this will not help MP games as most servers only run with 10 net updates per seconds.

Gib

---

---

Subject: scripts.dll 1.5  
Posted by [kirby651](#) on Tue, 24 Feb 2004 19:13:11 GMT  
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for jump pads can you use bones? like

player enters zone, make w3d, attach player to bone of w3d file, play animation on w3d file, wait, remove w3d.

somthing along the lines of that?

oh and what about a script that forces a bot\bot tank fire his weapon.

---

---

Subject: scripts.dll 1.5  
Posted by [vloktboky](#) on Tue, 24 Feb 2004 21:15:15 GMT  
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I'll rewrite the CTF scripts I made to what you listed up there tomorrow. I've gotten myself wrapped up in making this parachute thing work, which is actually starting to work for me.

In the mean time, I'll keep looking at that animation deal. I've sort of figured out what one of the mysterious parameters does, but those other two are looking tricky.

---

---

Subject: scripts.dll 1.5  
Posted by [jonwil](#) on Wed, 25 Feb 2004 00:59:49 GMT  
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---

The chronotank will have a timer, when its used, it will not be able to be used for a while (settable with a parameter)  
Also, the timer triggers at startup so that you cant use the tank right away

---

---

Subject: scripts.dll 1.5  
Posted by [Aircraftkiller](#) on Wed, 25 Feb 2004 01:10:22 GMT  
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It shouldn't, because the tank was able to be used the second it emerged from the War Factory.

Shouldn't it be tied to the munition, instead of a timer? The munition can have a set rate of fire so that it won't be able to Chronoshift itself until 30 seconds has passed.

---

---

Subject: scripts.dll 1.5  
Posted by [jonwil](#) on Wed, 25 Feb 2004 01:14:26 GMT  
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---

aah good point.  
Just set the ROF on the weapon so that it cant fire too often

---

---

Subject: scripts.dll 1.5  
Posted by [kirby651](#) on Wed, 25 Feb 2004 05:02:02 GMT  
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ok full jump pad idea:

player enters jump zone.  
triggers text script.  
telaports player to "Box" off map.  
puts player in letterbox mode\changes to cimatic camera.  
bot plays animation.  
remove bot, move player to end of jump zone, disable letterbox mode.  
the bot has a script so if bot is killed player is killed.  
player id is set by router script.

will this work?

---

---

Subject: scripts.dll 1.5  
Posted by [jonwil](#) on Wed, 25 Feb 2004 05:08:59 GMT  
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ok, vloktboky, that would be good. (the CTF stuff that is)

What parachute thing and how is it working?  
Also, which parameters have you figured out for the animation one?

There is no way to do a proper "jump pad" (its possible to do fake ones though like the ideas given in this thread and the "move the player +x+y+z script" that I am going to do for 1.5

---

---

Subject: scripts.dll 1.5  
Posted by [Titan1x77](#) on Wed, 25 Feb 2004 06:18:33 GMT  
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one last request...JFW\_Gravity\_Zone?

Kirby...that wouldnt solve anything anyways...I just dont want people teleporting stuck together from a jump pad...also shooting in mid air would be nice aswell.

I was going to do a series of CTF maps...with jump pads etc.

But I think im only going to make AOW maps and maybe a few more KOTH maps with the new scripts...I also have to work on maps for FOF mod.

So no time for silly jump pad CTF maps anyways.

---

---

Subject: scripts.dll 1.5  
Posted by [jonwil](#) on Wed, 25 Feb 2004 08:30:32 GMT  
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---

Cant do anything with gravity at all.

---

---

Subject: scripts.dll 1.5  
Posted by [jonwil](#) on Wed, 25 Feb 2004 09:52:40 GMT  
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btw, to vloktboky (or anyone else working on Set\_Animation), I have figured out that const char \*unk1 is actually the subobject for that animation (i.e. the same thing as the sub\_obj\_name mentioned here <http://renhelp.co.uk/?tut=21> for play\_animation)

So that only leaves 2 parameters to identify.

To-do before I release:

- 1.Implement the Chronosphere script (about to do that, shouldnt take long)
- 2.Grab any scripts vloktboky (or anyone else) wants to submit
- 3.Write JFW\_Walking\_Animation if I can figure out how.
- 4.Write and/or get someone else to write (e.g. vloktboky) the 3 CTF ideas

5.Test the scripts and/or get them tested  
then 6.release 1.5  
[/url]

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Subject: scripts.dll 1.5  
Posted by [jonwil](#) on Wed, 25 Feb 2004 11:32:25 GMT  
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Regarding the cinematics for the iron curtain and chronosphere, there are 3:  
Cinematic 1 (for powerup) plays when the Chronosphere beacon is deployed or when the Iron Curtain has charged up  
Cinematic 2 (for activation) plays when something chronoshifts or when the iron curtain makes something invulnerable  
and Cinematic 3 (for powerdown) plays as follows:  
1.after cinematic 2 has finished (settable with a timer as to how soon after cinematic 2 cinematic 3 should play)  
2.When the iron curtain or chronosphere is killed and its powered up (or when the power goes down, same thing as killing it)  
or 3.When the chronosphere times out and becomes inactive again

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Subject: scripts.dll 1.5  
Posted by [jonwil](#) on Wed, 25 Feb 2004 12:51:26 GMT  
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ok, I have implemented all the scripts and am now doing final cleanup and documentation, then comes:

Testing

Integrating any other scripts made by others (e.g. the 3 CTF ideas which I personally dont have time to code up)

Writing some animation scripts if I/we can figure out how

Also, I have had to abandon the JFW\_KOTH\_Zone script due to being unable to implement it in a workable way, mabie I will take another look for 1.6 (if there is a 1.6)

No ETA on release yet

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Subject: scripts.dll 1.5  
Posted by [General Havoc](#) on Wed, 25 Feb 2004 19:12:52 GMT  
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So the sub object in an animation is something like MYFLAG.WINDANIM where the bit in bold is the sub object? Normally when calling an animation to play you have to name the subobject, well in Leveledit anyway that is true. The default animation is normally the same as the W3D file name like MYFLAG.MYFLAG for example.

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Subject: scripts.dll 1.5  
Posted by [vloktboky](#) on Wed, 25 Feb 2004 19:57:01 GMT  
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Contact me tonight around 7 PM EST. I'll have the CTF stuff ready and maybe the animation stuff ready. My parachute idea is too complicated to explain in words right now, but it will not be ready for the 1.5 release, so don't wait on it.

---

Subject: scripts.dll 1.5  
Posted by [Laser2150](#) on Wed, 25 Feb 2004 21:57:13 GMT  
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Just one last thing that I hope is possible!

Attach a unique script with a number (like 00001)  
Can you have it send a message to a controller when someone dies  
Then it sends a message to the player to activate a sound.

can that be done?

---

Subject: scripts.dll 1.5  
Posted by [General Havoc](#) on Wed, 25 Feb 2004 22:37:27 GMT  
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Laser2150Just one last thing that I hope is possible!

Attach a unique script with a number (like 00001)  
Can you have it send a message to a controller when someone dies  
Then it sends a message to the player to activate a sound.

can that be done?

Attach JFW\_Death\_Send\_Custom to a player when they spawn by using a scriptzone with JFW\_Attach\_Script on it. Configure death send custom to send to a daves arrow. On the daves arrow attach JFW\_3d\_Sound\_Custom with your sound set.

---

Subject: scripts.dll 1.5  
Posted by [jonwil](#) on Thu, 26 Feb 2004 02:55:53 GMT  
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I dont know exactly what the "sub object" refers to  
I just know that the parameters passed to Set\_Animation match with the parameters passed to the

Play\_Animation command in a Cinematic Text file.

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Subject: scripts.dll 1.5  
Posted by [jonwil](#) on Thu, 26 Feb 2004 03:46:40 GMT  
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oh and BTW, if you come online and I am not online, please email me (at [jonwil@tpgi.com.au](mailto:jonwil@tpgi.com.au)) the CTF stuff and the animation stuff and so on.

Or post here or whatever.  
Because I really need this last stuff from you ASAP so that I can finalize 1.5 and move on to testing

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Subject: scripts.dll 1.5  
Posted by [bigwig992](#) on Thu, 26 Feb 2004 04:26:15 GMT  
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Oh, a late request, but shouldn't be hard. A clone of the engineer target, repair scripts. So each team can have their own script and the AI engineers of one team don't repair the objects on the other team. Sorta, maybe understand?

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Subject: scripts.dll 1.5  
Posted by [jonwil](#) on Thu, 26 Feb 2004 08:01:12 GMT  
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Making AI engineers I can do.  
But that will be for 1.6

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Subject: scripts.dll 1.5  
Posted by [jonwil](#) on Fri, 27 Feb 2004 00:54:47 GMT  
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ok, I added a script JFW\_Looping\_Cinematic that starts a cinematic when an object is created and stops it when the object is destroyed.  
How often to play the cinematic is user-settable.

Also, I am looking at the AI engineers (if I can figure out they should work)

Still waiting for vloknboky to give me that stuff. (GRRR @ vloknboky )

If I can get Set\_Animation working, I will try and add a few animation related scripts to 1.5.

Also, I am aiming to get to 200 new scripts in the custom scripts.dll for 1.5 so I will add various misc scripts (for example, clones of some WW scripts just to act as demonstration of how they work so other coders can see, plus they are easy way to bump up the count

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Subject: scripts.dll 1.5  
Posted by [jonwil](#) on Fri, 27 Feb 2004 01:04:48 GMT  
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BTW, thats 200 total on top of all the WW script, not 200 new ones since 1.4  
Currently, there are 181 in the current 1.5 WIP so getting to the magic 200 should be possible.

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Subject: scripts.dll 1.5  
Posted by [jonwil](#) on Fri, 27 Feb 2004 01:07:16 GMT  
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As for the engineer scripts, because its too difficult to implement a suitable algorithm for determining which building to repair (i.e. one that doesnt have the engineer moving all over the map all the time and never actually repairing), I am implementing things so that each engineer can only repair one building (specified in the script)

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Subject: scripts.dll 1.5  
Posted by [jonwil](#) on Fri, 27 Feb 2004 01:29:35 GMT  
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Actually, its still up in the air, I am still trying to figure out what to do with these bots

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Subject: scripts.dll 1.5  
Posted by [jonwil](#) on Fri, 27 Feb 2004 02:18:04 GMT  
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Final answer is that I cant figure out how to do engineer bots in any usefull way therefore I dont intend to do the scripts.

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Subject: scripts.dll 1.5  
Posted by [jonwil](#) on Fri, 27 Feb 2004 03:25:23 GMT  
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Check these scripts for some scripts that might make "bot" engineers work:  
DLS\_Spawn\_Engineer  
DLS\_Spawn\_Engineer2

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M03\_Engineer\_Repair  
M03\_Engineer\_Target  
MX0\_Engineer1  
MX0\_Engineer2  
MX0\_Engineer\_Goto  
MX0\_Engineer\_Goto2  
MX0\_Engineer\_Return  
RMV\_Building\_Engineer\_Controller  
RMV\_Engineer\_Wander  
RMV\_Toggled\_Engineer\_Target

One or more of these, if used in the right way, should be usable for engineer bots. (no I dont know just how, just try playing with those)

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Subject: scripts.dll 1.5  
Posted by [bigwig992](#) on Fri, 27 Feb 2004 12:57:41 GMT  
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I'll try those, but all I really wanted is a clone of the westwood script because I was happy the way it worked, even though it didn't repair buildings .

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Subject: scripts.dll 1.5  
Posted by [vloktboky](#) on Fri, 27 Feb 2004 20:05:05 GMT  
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Those CTF scripts will not be ready for 1.5. The way I had done it before won't work correctly, and I am in the middle of rewriting the entire thing so it would work correctly. I worked on it all day Wednesday and 3 hours straight when I got home last night, and I am no where near finished.

I can have them done for the next update, but I seriously don't think I could get them done by this update.

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