Subject: scripts.dll 1.5.1/1.6
Posted by jonwil on Tue, 06 Apr 2004 11:47:47 GMT
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I may be working on either a 1.5.1 or 1 .6

I want all script ideas, you have untill this weekend to make suggestions.

I am giving highest priority to the things SomeRhino needs for his mod.
Folowing that are any scripts that the RenAlert team needs for their mod.
And then, any general scripts, with preference given based on ease of implementation and on what people want the scripts for.
Bug fixes (if any are required) get a higher priority than new scripts.

Also, if anyone has any code of their own to contribute, you must send it by this weekend also.

Subject: scripts.dll 1.5.1/1.6
Posted by Slash0x on Tue, 06 Apr 2004 16:45:26 GMT
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Is there any way you can make a script that does the teleporting, but does it to random spots (let's just say 6 points).

What about a KOTH script? A script that has a scriptzone that if someone is in that area for a certain amount of time, it grants points and a sound for confirmation.

I'm just suggesting ideas.

Subject: scripts.dll 1.5.1/1.6
Posted by Titan1x77 on Tue, 06 Apr 2004 20:16:09 GMT
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Theres already a random Teleport script...check 1.5

I'd like to see Vlokt's new CTF scripts

Subject: scripts.dll 1.5.1/1.6
Posted by [REHT]Spirit on Tue, 06 Apr 2004 20:27:52 GMT
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I have a sensor array script in the works, may be able to send it to you by then.

Just makes a 3D sound if certain presets enters a zone, stops when a certain custom is sent, and stops the sound when the presets leave.

Subject: scripts.dll 1.5.1/1.6
Posted by gibberish on Tue, 06 Apr 2004 20:45:13 GMT
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Titan1x77I'd like to see Vlokt's new CTF scripts

Vlokt's new CTF scripts use a hard coded Hex Address which means if you include that particular piece of code it will only work on a FDS it may even crash a non-FDS game.

Subject: scripts.dll 1.5.1/1.6
Posted by Titan1x77 on Tue, 06 Apr 2004 21:25:23 GMT
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gibberishTitan1x77I'd like to see Vlokt's new CTF scripts

Vlokt's new CTF scripts use a hard coded Hex Address which means if you include that particular piece of code it will only work on a FDS it may even crash a non-FDS game.

He was working on converting it for use with scripts1.5

It was then stated it might be worked on for 1.6

So maybe he's trying to get it right for use with Custom maps??

Subject: scripts.dll 1.5.1/1.6
Posted by Cebt on Tue, 06 Apr 2004 22:37:20 GMT
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how about a script for AI players so they only attack other AI players... i could use that

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Subject: scripts.dll 1.5.1/1.6
Posted by SomeRhino on Wed, 07 Apr 2004 00:13:28 GMT
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Cebthow about a script for AI players so they only attack other AI players... i could use that

They do, as long as they are on different teams and use innate behavior.

I have another suggestion for a script in addition to the one I asked for earlier, Jon. Basically, it's a clone of JFW_Object_Draw_in_Order, except that there is an added variable that allows you to set what number to start from. So, if you wanted to start drawing from model34.w3d, your base name would be "model," and you would put "34" into the StartNumber or whatever you call the variable. My mod doesn't require this script, but it would make some things a lot easier to set-up if you had the time to write it.

Also, I would like a clone of JFW_Visible_People_in_Vehicle, but that identifies the model to draw by the preset that entered the vehicle. I have heard that NeoSaber is working on that one, but I'm unsure.

As usual, I'm available to test the new scripts when you are done.

Thanks.

Subject: scripts.dll 1.5.1/1.6
Posted by jonwil on Wed, 07 Apr 2004 01:41:36 GMT
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SomeRhino, remind me again what the other script you wanted was...
As for identifying the model to draw based on the preset, its possible but would require a large table that maps preset names to models.

The clone of JFW_Object_Draw_In_Order is possible.

Also, what about those bugs you found, remind me again what they are...

Subject: scripts.dll 1.5.1/1.6
Posted by SomeRhino on Wed, 07 Apr 2004 02:48:48 GMT
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JFW_X_Customs_Send_Custom
After recieving the same custom X amount of times, send a custom to another object.

Bug: JFW_Visible_Person_in_Vehicle
When the player enters the vehicle, the model is drawn correctly, but the vehicle gets aligned to the world axis and is stuck, not being able to move. I tried this with a model without a worldbox or the projectile collision boxes, but it didn't fix anything. It's not necessary to fix this if NeoSaber has a working version, because I think I'll need to use one that draws models based on the preset that entered.

Bug: JFW_Guard_Duty
This worked great in scripts 1.4, but in 1.5 the script somehow got messed up. Vehicles follow their waypaths at about 0.1 MPH now, and only when the player is in their sight I believe. I restored scripts 1.4 to confirm that I hadn't changed anything, and the script worked properly again.

Subject: scripts.dll 1.5.1/1.6
Posted by NeoSaber on Wed, 07 Apr 2004 03:02:56 GMT

I haven't had time yet to work on a script for matching models to presets. I've been too busy getting the new RenAlert vehicle models rigged, and getting some other scripts written/tested. So jonwil can work on that script if he wants.

Subject: scripts.dll 1.5.1/1.6
Posted by Alkaline on Wed, 07 Apr 2004 08:21:00 GMT

Workind Stealth Generator Zones that work on FDS would be good.

e.g Hybrid_forest, the stealth generators do not work on a dedicated server, only on NON dedicated servers. Anyone know whats up with that?

Subject: scripts.dll 1.5.1/1.6
Posted by jonwil on Wed, 07 Apr 2004 08:36:43 GMT

Basicly stealth logic is brokwn and cant be fixed without the source code to renegadfe (which we dont have)

Subject: scripts.dll 1.5.1/1.6
Posted by Titan1x77 on Wed, 07 Apr 2004 10:41:52 GMT

Any news on vlokt's CTF?

Subject: scripts.dll 1.5.1/1.6
Posted by jonwil on Wed, 07 Apr 2004 12:45:42 GMT

If Vloktboky has the CTF ready in time, good, it goes in.
Basicly, whatever Vloktboky has thats ready will go in.

So, Vloktboky, I need to know what scripts are likely to be done in time for 1.6.
Whats happening with your CTF stuff?

Also, NeoSaber, I need to know from you, what scripts you are working on, what will be ready for 1.6, what you plan to implement etc etc etc.
Basicly, its likely that 1.6 will be the last release for a while (basicly, its some stuff SomeRhino wants for his mod, any stuff the RenAlert team needs for the new version of their mod plus a few

---

other bits and pieces.

The deadline of "this weekend" still applies, if I havent heard from you by then (looking at you Vloktboky and NeoSaber), no dice

---

Subject: scripts.dll 1.5.1/1.6
Posted by laeubi on Wed, 07 Apr 2004 13:52:24 GMT
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It seems there is a bug in the Teleporter

a) it seems not to work in MP

b) Quote:
alertren(renagade1221@hotmail.com)
Hello Laeubi, I made a map where you get teleported up a hill, this works fine. the problem is when i make a teleporter for going down the soldier just dies, it is asif i am just falling from the hill, please help me on this problem, thank you

---

Subject: scripts.dll 1.5.1/1.6
Posted by [REHT]Spirit on Wed, 07 Apr 2004 19:40:47 GMT
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Just to verify, you got the e-mail with the new NHP script sensor scripts right? Should have that and a few bug fixes for other scripts from me in the zip file.

Subject: scripts.dll 1.5.1/1.6
Posted by Titan1x77 on Wed, 07 Apr 2004 22:24:18 GMT
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Teleporters work fine in MP...

The lower distance spawn act's like a jump....you have to leave at most 3 meters above the ground for them not to die.

Subject: scripts.dll 1.5.1/1.6
Posted by Slash0x on Thu, 08 Apr 2004 01:02:10 GMT
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Titan1x77Teleporters work fine in MP...

The lower distance spawn act's like a jump....you have to leave at most 3 meters above the

---

ground for them not to die.

Or you get stuck into something... WAH!!!!!

Subject: scripts.dll 1.5.1/1.6
Posted by SuperFlyingEngi on Thu, 08 Apr 2004 02:16:56 GMT
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I don't know if you've made this or not, but if you haven't:

The script would work like this:

A special weapon in the inventory would act like a targeting laser.

When you shoot the weapon, the place you aimed at gets a   dropped on top of it by a C-130 in 20 seconds or whatever.

Subject: scripts.dll 1.5.1/1.6
Posted by drunkill on Thu, 08 Apr 2004 02:47:12 GMT
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i was wondering, a script, kinda like CTF but a little diffrent, i got the idea from Call of Duty, and i think alot of people would have a nice time trying it out.

basically, 1-5 objects, one team needs to protect them, the other needs to get them, (in CoD there radio parts) when the team that needs them, brings them back to the zone, they win that round, and the host could say, 10 rounds before changing maps, or somthing like that. so its kind of CTF but the objects need to go to the zone, and when they do, the enemy cant take them back. And, if you really want to, make a script so when lets say Nod steals the object, and dies. GDI can carry it back to there own Zone, and put them back into place.

for this to work, you will also need them to be on the radar, and a message saying 'Nuclear control rods taken" or what ever object, and if the other team returns them "nuclear rods returned"

i was just wondering if thats possible.

Subject: scripts.dll 1.5.1/1.6
Posted by jonwil on Thu, 08 Apr 2004 04:09:09 GMT
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I did get the new sensor scripts and stuff.
Also, the teleporter scripts do work in MP (unless there is a bug)
As for the problems with death/distance/whatever, I dont know why they happen.
Game engine limitations I suspect.

SuperFlyingEngi, your script idea is, sadly, not possible with renegade as it is now.
drunkill, your idea is probobly possible somehow.
However, it would be a large task and I do not have the time to implement it

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Subject: scripts.dll 1.5.1/1.6
Posted by drunkill on Thu, 08 Apr 2004 14:47:19 GMT
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oh well, thats alrihgt, i was not going to use it personally (coz i cant make maps hehe) i was just thinking of a new game type that would intrest the community, oh well. mabye in a while.

Subject: scripts.dll 1.5.1/1.6
Posted by [REHT]Spirit on Thu, 08 Apr 2004 22:51:19 GMT
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BTW JonWil, an issue's been found with the latest deploy script. Apperantly the offset thing for on deploy, to prevent people from getting stuck, does not work and instead crashes the game (oh boy).

In Reborn.cpp, inside the function "Reborn_Deployable_Vehicle::Killed", there's a line that says something like

```
   if (pilotID != 0)
       Commands->Set_Position(&pilotID,Get_Vector3_Parameter("LeaveOffset"));
```

Just take out those 2 lines and the script shouldn't crash anymore. Just figured I'd tell you this since your e-mail is down.

walks off feeling reeeeeaalllly stupid

Subject: scripts.dll 1.5.1/1.6
Posted by Deth7 on Fri, 09 Apr 2004 00:13:03 GMT
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[REHTSpirit]BTW JonWil, an issue's been found with the latest deploy script. Apperantly the offset thing for on deploy, to prevent people from getting stuck, does not work and instead crashes the game (oh boy).

In Reborn.cpp, inside the function "Reborn_Deployable_Vehicle::Killed", there's a line that says something like

```
    if (pilotID != 0)
        Commands->Set_Position(&pilotID,Get_Vector3_Parameter("LeaveOffset"));
```

Just take out those 2 lines and the script shouldn't crash anymore. Just figured I'd tell you this since your e-mail is down.

walks off feeling reeeeeaalllly stupid

Omg, look its spirit.

Subject: scripts.dll 1.5.1/1.6
Posted by jonwil on Fri, 09 Apr 2004 01:59:45 GMT
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I did better than that, I fixed those 2 lines to not crash
your code contained a bug

Subject: scripts.dll 1.5.1/1.6
Posted by [REHT]Spirit on Fri, 09 Apr 2004 02:09:56 GMT
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Ehm.................stop embarrasing me in public!!!!!

Yea I relised how stupid that code was today when talking to DarkOmen about it and tried to improve it but it doesn't seem that it'll move the driver once ejected. Is that working for you?

Subject: scripts.dll 1.5.1/1.6
Posted by jonwil on Fri, 09 Apr 2004 02:21:33 GMT
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Dont know, havent tried it
I have sent you a zip containing the current source code.
If you could test such things as you think need testing (the sensor array scripts for example and this one) just to confirm everything is working, that would be good.
I am having email issues right now so post here with anything to do with the test (e.g. code fixes)
[/url]

Subject: scripts.dll 1.5.1/1.6
Posted by jonwil on Fri, 09 Apr 2004 03:22:55 GMT
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ok, vloktboky confirms that he has nothing to submit.
NeoSaber, waiting to hear on that.
Also, Mad Ivan has some stuff from his RA2 mod that will be in 1.6.

BTW [REHT]Spirit, you need to learn how to use the Get_ID command and the Find_Object command. Look at the sensor scripts to see what I mean.

Subject: scripts.dll 1.5.1/1.6
Posted by TheKGBspy on Fri, 09 Apr 2004 05:29:25 GMT
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jonwilAlso, Mad Ivan has some stuff from his RA2 mod that will be in 1.6.
*cough*TheKGBspy*cough*

Subject: scripts.dll 1.5.1/1.6
Posted by jonwil on Fri, 09 Apr 2004 05:54:16 GMT
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NeoSaber is going to have some RenAlert stuff ready to go.
Also, I will be working on fixing the visible person in vechicle logic and also implementing visible person in vechcile based on what sort of infantry gets into the vechicle.

Subject: scripts.dll 1.5.1/1.6
Posted by SomeRhino on Fri, 09 Apr 2004 06:10:06 GMT
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jonwilAlso, I will be working on fixing the visible person in vechicle logic and also implementing visible person in vechcile based on what sort of infantry gets into the vechicle.

Awesome, thanks a million, Jon. Do you think that, instead of using a table that links presets to models, would it be possible to have it draw a "real object" of the preset that entered the vehicle, while attaching M00_Disable_Physical_Collision to the real object to prevent obstruction from the worldbox? I would think that would be easier to work with on your part if it worked at all. If not, how many different presets will you allow, and will it work for two seats?

Anyways, however you do it, I'm very glad that I will be able to include this in Sole Survivor now. Thanks.

Subject: scripts.dll 1.5.1/1.6
Posted by Deactivated on Fri, 09 Apr 2004 06:13:14 GMT
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Don't forget the enter and exit anims... how you're going to do that and how you are going to delay taking control of the vehicle so you can't drive before you're in the vehicle?

Subject: scripts.dll 1.5.1/1.6
Posted by SomeRhino on Fri, 09 Apr 2004 06:22:53 GMT
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SeaManDon't forget the enter and exit anims... how you're going to do that and how you are going to delay taking control of the vehicle so you can't drive before you're in the vehicle?

Although that's a nice effect, I don't know if that's entirely necessary, one reason being if you enter the vehicle from the opposite side, then your character suddenly appears on the other side of the vehicle climbing in. It would take probably more than 20 parameters to set up a vehicle to use these things as well. I won't be upset if this feature is not included.

Subject: scripts.dll 1.5.1/1.6
Posted by jonwil on Fri, 09 Apr 2004 06:26:39 GMT
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The script doesnt handle enter and exit anims.
Before I can do anything, I have to get the base script working first (i.e. the model problem SomeRhino mentioned)

As for matching models to presets, it will, on entry, send a custom to the entering object.
The entering object will create the model and send another custom back with its ID. Therefore, each infantry unit needs a new script on it to tell what model to create and etc.
Something like that anyway.

Subject: scripts.dll 1.5.1/1.6
Posted by SomeRhino on Fri, 09 Apr 2004 06:34:27 GMT
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Sounds like a good plan. There will be an unlimited number of different preset/model configurations then?

Subject: scripts.dll 1.5.1/1.6
Posted by drunkill on Fri, 09 Apr 2004 08:09:01 GMT
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thats good then, so if ya do get animations, it will rock. and that if its a 2 person vec with windows? well you see more? and i also saw that SS screenshot with the flamer and commando in the buggy (looks good) so if ya do get it working, will you see any body movments whle in the

---

vel? like a hand out the side, or maby somthing inside the car, like a passenger looking around?

Subject: scripts.dll 1.5.1/1.6
Posted by [REHT]Spirit on Fri, 09 Apr 2004 23:37:11 GMT
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jonwilBTW [REHT]Spirit, you need to learn how to use the Get_ID command and the Find_Object command. Look at the sensor scripts to see what I mean.

Ah, whoops......

Oh well, anyhow, me and DarkOmen betaed that new dll, the command doesn't seem to work as well as our way of doing it. I belive it's because the driver doesn't exist when the vehicle is being killed, or something to that extent. So I guess the leave offset code can be taken out (in the on killed and some junk in the custom that just needs the "if blah { pilotID = 0; }" instead of all the other junk in the if statement).

I'll let ya know if something turns up though.

Subject: scripts.dll 1.5.1/1.6
Posted by jonwil on Fri, 09 Apr 2004 23:49:37 GMT
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ok, can you tell me exactly which code to remove and which not to remove?
Better yet, paste the 2 changed functions here?

Just to be sure I remove only the right bits

Subject: scripts.dll 1.5.1/1.6
Posted by [REHT]Spirit on Sat, 10 Apr 2004 00:33:01 GMT
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Sure, no problem

```
void Reborn_Deployable_Vehicle::Custom(GameObject * obj,int message,int param,GameObject
* sender)
{
 Vector3 nppos;
 Vector3 vpos;
 if (message == 1000000028) {
  pilotID = Commands->Get_ID(sender);
 }
 if (message == 1000000029) {
```

```
  pilotID = 0;
  nppos = Get_Vector3_Parameter("LeaveOffset");
  vpos = Commands->Get_Position(obj);
  nppos.X += vpos.X;
  nppos.Y += vpos.Y;
  nppos.Z += vpos.Z;
  Commands->Set_Position(sender,nppos);
 }
}
```

can become

```
void Reborn_Deployable_Vehicle::Custom(GameObject * obj,int message,int param,GameObject
* sender)
{
 if (message == 1000000028) {
  pilotID = Commands->Get_ID(sender);
 }
 if (message == 1000000029) {
  pilotID = 0;
 }
}
```

and

```
void Reborn_Deployable_Vehicle::Killed(GameObject * obj,GameObject * shooter)
{
 if (pilotID != 0)
  Commands->Set_Position(Commands->Find_Object(pilotID),Get_Vector3_Parameter("LeaveOff
set"));
}
```

can be deleted completely actually.

Proballly also want to change

```
ScriptRegistrant<Reborn_Deployable_Vehicle> Reborn_Deployable_Vehicle_Registrant
("Reborn_Deployable_Vehicle","Animated_Preset:string,Explosion_Preset:string,LeaveOffset:Vec
tor3");
```

to

```
ScriptRegistrant<Reborn_Deployable_Vehicle> Reborn_Deployable_Vehicle_Registrant
("Reborn_Deployable_Vehicle","Animated_Preset:string,Explosion_Preset:string");
```

so the parameter is taken out and people aren't as confused (I say as I write a post full of C++ code in a public forum).

Subject: complete list of changes for 1.6
Posted by jonwil on Sat, 10 Apr 2004 08:10:36 GMT
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Here is a (as of now) complete list of changes for 1.6.
some have yet to be written and some need testing but all should (assuming they work) be in 1.6.
Scripts by TheKGBSpy (already coded, some tweaks left)
Ra2Ven_MirageTank script for a RA2 mirage tank.
Ra2Ven_VehicleFalling script to cause damage to a vechicle when it falls.
Ra2Ven_DemoTruck script for a Demo Truck (hopefully this will be sufficiant for RenAlert)
He is working on more scripts for his RA2 mod and he has told me that he will release all scripts he writes when they are finished except for certain specual ones being used for some "very special" gameplay features which I am keeping secret at his request (i.e. everything to do with specific units will be released)
also, he is going to fix a problem with the reborn deploy script (something to do with deploying on uneven terrain)

New RenAlert scripts by NeoSaber:
RA_Helipad_Zone (reload script for helipads)
RA_MineLayer (mine layer script)
RA_Mine (script for mines)
RA_Mine_Manager (manager for mines)
RA_ObjectDeath_OnCreate (This script is designed to create a new object at the location of another object's creation, then kill the script generated object to make use of its KilledExplosion setting to place a sound on the map.)
Also, fix to the thief script to take cash from the soviets.

New scripts by Spirit
NHP_Sensor_Array_Zone (script for a Sensor Array zone)
NHP_Senserable_object (script for a sensorable object)

New stuff still to do:
JFW_Object_Draw_In_Order_2 (starts at another number than 0)
JFW_X_Customs_Send_Custom (sends a custom when it recieves another custom x times)
fix bugs in JFW_Visible_Person_In_Vechicle
fix bugs in JFW_Visible_People_In_Vechicle
new script, JFW_Person_Model (this goes on the person and is used to create the person model for the per-preset visible people script)
new script, JFW_Visible_Person_In_Vechicle_Preset (this is for the vechicle)
new script, JFW_Visible_People_In_Vechicle_Preset (this is for the vechicle)
fix bugs in JFW_Guard_Duty
new scripts for doing a "force shield" like in YR (basicly, will activate somehow, then make all

buildings back to full health and stay invulnerable against all things that dont kill it in one hit then once its over, it stops being invulnerable anymore). Works like the con yard, one script on each building and one on the central building. Effect will be triggered by walking into a zone. Settable limit for how long it will last for and how long it takes to charge up and so on.
new script, JFW_Dreate_Destroy_Object_On_Custom. Basicly, this will create a preset when sent one custom and destroy it when sent another.
new script, JFW_Dreate_Destroy_Object_On_Custom_Animate. Basicly, this will create a preset when sent one custom and destroy it when sent another.
This one plays an animation on the object also (with settable loop flag)
new script, JFW_Dreate_Destroy_Object_On_Custom_Animate_2. Basicly, this will create a preset when sent one custom and destroy it when sent another.
This one plays one animation (no loop) when it starts and another one (also no loop) just before it is destroyed.
new script, JFW_Set_Model_On_Custom. Sets the model of whatever its attatched to to whatever the parameter specified is.
new script, JFW_Set_Model_Animation_On_Custom. basicly, same as JFW_Set_Animation_On_Custom and JFW_Set_Model_On_Custom in one script.
new script, JFW_Custom_Send_Custom. Sends a custom to another object when it gets a custom. Great for using with System Messages (such as collect powerup)
fix to JFW_Enable_Disable_Animation_On_Custom so that if you send it the enable custom and its already enabled, it does nothing.
Same with if you send it the disable custom and its already disabled.

There are some nice effects possible with the animation scripts (specificly JFW_Set_Animation_On_Custom and JFW_Enable_Disable_Animation_On_Custom) when combined with other scripts.
For example, combining JFW_Death_Send_Custom and JFW_Set_Animation_On_Custom lets you have an animation for when the power is down. Or when the bulding itself has been destroyed.
And combining JFW_Startup_Custom, JFW_Death_Send_Custom and JFW_Enable_Disable_Animation_On_Custom allows you to have a building with an animated portion (such as a radar dish that rotates) only while the building is still alive.

I predict that, as more people figure out how to use them to their full potential, the animation scripts are going to open big doors for renegade modders.

Oh and sorry to TheKGBSpy for calling him MadIvan by mistake.

Subject: scripts.dll 1.5.1/1.6
Posted by jonwil on Sun, 11 Apr 2004 01:51:43 GMT
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ok, thanks to vloktboky, we have a nice, fully functional script for doing AI harvesters without any limitations. You even get animations both at docking and while harvesting.
Looks very cool too.
Only thing is that the harvester doesnt get created at the WF, it spawns in the harvester bay of the refinery.

Not much that can be done about that.

Subject: scripts.dll 1.5.1/1.6
Posted by jonwil on Sun, 11 Apr 2004 04:12:10 GMT
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I have had to abandon the script idea of checking for repairing vs not repairing because there is no way to make it work in all situations. I can detect each time a building is shot with the repair gunbut I dont know when the repairing stops. (in fact, its hard to define when it stops because it may stop when someone stops firing and then start again shortly after)

but for the idea I had, I can use this new script idea: JFW_Damaged_Send_Custom_Amount. Basicly, this script takes one flag for greater than or less than and another value for the damage amount. Then, it will send the custom based on the greater than or less than flag and whether the damage amount is greater than or less than the amount specified.
So, what you can do is to have JFW_Damaged_Send_Custom_Amount send a custom only when damage < 0 (i.e. repairing is happening). Then, you can have it so that you have a very short animation (just 2 fast frames of e.g. an icon blinking from on to off) then use that animation with JFW_Set_Animation_On_Custom and set loop to false.
So, with jsut 2 scripts, you can have visual cues that a building is being repaired.