Subject: scripts.dll progress report (but I need help)
Posted by Anonymous on Sat, 18 Jan 2003 22:28:00 GMT
View Forum Message <> Reply to Message

The folowing things have been done since 0.99 came out:1.code that will spit out an error message if scripts2.dll is missing2.a few changes to the various Callbacks (the Callbacks are how the game communicates with the scripts) to better reflect the real purpose of the different arguments (still a little work to be done here though)3.a few general bits and pieces pertaining to the base Scripts class (only visible to script coders)4.a bunch of work on ActionParamsStruct (this brings the goal of better AI scripts closer, see below under "new stuff")5.a few bug fixes to the script commands (stuff that was defined wrong)6.a bunch more of the script commands have now been tested (still 70 or so left to test though)and 3 new scripts (so far, more to come, see below):JFW_Nod_Turret (basicly a clone of M00_Nod_Turret)JFW_Base_Defence (basicly a clone of M00_Base_Defence)JFW_User_Controllable_Base_Defence (basicly a clone of GTH_User_Controllable_Base_Defence)This is what I hope will be in 1.0 (or as much of it as possible)1.testing of the remaining 70 or so commands2.cloning of more westwood scripts (for testing and etc)and 3.the folowing new scripts:JFW_Grant_Key_Zone_Entry, when something enters the zone it will give that thing a particular key. Key to give and team that can get it will be settable by mapmaker.JFW_Crate, script that you use to define a crate.JFW_Crate_Controller script that handles all the logic for crates.Position of crates is fixed, contents are random.For each possible thing you can get, mapmaker can elect to turn it off)Current contents list:money (amount to give settable by mapmaker)refill all health + armourboost max health (basicly same as an health medal)boost max armour (basicly same as an armour medal)explosion type 1 (type settable by mapmaker)explosion type 2 (type settable by mapmaker)explosion type 3 (type settable by mapmaker)weapons type 1 (mapmaker selects one weapon to give to GDI players and one to NOD players)weapons type 2 (mapmaker selects one weapon to give to GDI players and one to NOD players)weapons type 3 (mapmaker selects one weapon to give to GDI players and one to NOD players)permanent stealth (will its permanent unless you go into a stealth zone, dont know how entering a vechicle or changing what character you are will do to it either)JFW_Bounce_Zone_Entry, adds a value (settable by mapmaker) to the Z position of anything that enters the zone.JFW_Timer_Custom (sends a custom when a timer expires)JFW_Custom_Play_Cinematic (plays a cinematic when it recieves a custom)JFW_Power_Off, when this script recieves a message it will power off or power on the building its attatched to depending on the message parameter)JFW_Assault_Powerplant_Controller, on startup, an internal flag is set. a message is set to a bunch of buildings (which will use JFW_Power_Off) to turn them off. Then, when the timer expires, if the flag is set, it will turn the buildings back on. On zone entry, the flag is cleared. On zone exit, the flag is set. Timer Length, team that can trigger the zone and other stuff will be configurable by the mapmaker.JFW_Zone_Send_Custom_Preset, same as TDA_Zone_Send_Custom but will only send the custom if the object that entered the zone is a specific preset.JFW_2D_Sound_Timer_Health, same as JFW_2D_Sound_Timer but only plays the sound if the health of whatever its attatched to is within a certain range.JFW_2D_Sound_Timer_Random, same as JFW_2D_Sound_Timer but instead of using a fixed time, it will pick a random time between 2 fixed timer values.JFW_3D_Sound_Timer_Random, same as above but plays a 3D sound at a mapmaker specified locationJFW_Blow_Up_On_Death, when whatever this is attatched to dies, it will do a Create_Explosion with a mapmaker specified explosion (for e.g. Demo Trucks etc)JFW_Engineer_Repair, script to go on engineer botsJFW_Engineer_Target, script to go on

target of engineer botsJFW_Guard_Duty, object patrolls a waypoint until something trips EnemySeen, then it attacks that object, then resumes patrolling.JFW_Hunt_Blow_Up, object "hunts" anything that cones in range, then blows up at their location.JFW_Hunt_Attack, same as above but does an attack instead of going to the location then blowing up.JFW_Zone_Send_Custom_Enable, same as TDA_Zone_Send_Custom but needs to be sent another custom to enable it first.JFW_Aircraft_Fuel, on startup, sets a timerwhen the timer expires, the object its attatched to will be blown up. Sending it a message (from e.g. a zone entry) will reset the timer.JFW_Debug_Text_File, basicly logs all events that happen to an object, usefull for making sure that e.g. messages are being passed around correctly and whatever else. It will be like M00_Debug_Text_File_RMV but better   JFW_Nod_Obelisk_CnC, will be a clone of M00_Nod_Obelisk_CnCJFW_Obelisk_Weapon_CnC, will be a clone of M00_Obelisk_Weapon_CnCJFW_Advanced_Guard_Tower, will be a clone of M00_Advanced_Guard_TowerJFW_Advanced_Guard_Tower_Gun will be a clone of M00_Advanced_Guard_Tower_GunJFW_Advanced_Guard_Tower_Missile will be a clone ofM00_Advanced_Guard_Tower_MissileJFW_Nod_Obelisk_Ground_CnC, same as JFW_Nod_Obelisk_CnC but only shoots ground units.JFW_Obelisk_Weapon_Ground_CnC, same as JFW_Obelisk_Weapon_CnC but only shoots ground units.JFW_Sam_Site_CnC, script for working nod sam sites.JFW_CnC_Advanced_Guard_Tower. like JFW_Advanced_Guard_Tower but without the 4 guns and firing 2 missiles instead of 1 (mabie)Note that this list of now final, no scripts other than whats on this list are going into 1.0 (and some of these might not make it, depends on if I get the help I need with AI and etc)However, I need help:Basicly, I need people to make up small "test" maps that show different AI scripts working (for example, scripts that make something hunt the player or scripts for making objects folow waypaths or anything else). Also, I need similar test case(s) for various different Sam Site logic scripts. If someone can set up tests for any engineer related scripts also, that would be good.If someone can do these tests, it will making coding my own AI (and sam site) scripts a lot easier. [January 18, 2003, 23:36: Message edited by: Jonathan Wilson]