
Subject: scripts.dll progress report

Posted by [Anonymous](#) on Thu, 05 Dec 2002 01:24:00 GMT

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0.96 beta will hopefully include 3 new scripts: JFW_Pokeable_Item which basically turns the green poke arrows on for whatever its attached to, JFW_Death_Send_Custom which sends a particular message to a particular object when whatever its attached to dies and JFW_Preset_Buy which triggers on zone entry (for technical reasons, it doesn't trigger on action key pressed). It then is supposed to give a certain amount of money (you make it negative to take money away) then it spawns a particular preset (e.g. a helicopter or a tank) at a particular location. It also takes a message, when this message is sent to it, it will "deactivate" itself (e.g. use it with JFW_Death_Send_Custom attached to the hpad building controller to make it so you don't get helis anymore when the pad dies). Version 0.96 will also feature any bug fixes that come up. Versions from 0.97-1.0 will feature bug fixing plus whatever AI scripts I am able to write. Also, anyone that provides a script idea (anything at all, no matter what), if I know how to do it, I will try to have it in sometime before 1.0. Only ideas posted in this thread will be considered though.
