
Subject: scripts.dll 1.8 is being worked on (I need ideas people)

Posted by [jonwil](#) on Thu, 15 Jul 2004 00:12:52 GMT

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ok, a new script idea that I will implement.

JFW_Building_Damage_Controller. Used to make things that dont usually damage buildings (because they use Create_Explosion to cause damage) do damage to buildings.

Parameters will be the IDs of the buildings.

Also, the message to listen for.

And the distance from the building controller that the thing doing the damaging can be.

And how much damage to do.

There will also be a formula for damage scaling (so that the closer you get the more damage you do) The exact formula is still to be decided (and this logic will be optional)

Then, when it receives a message, it checks the location of the message sender against the location of each building controller. If it is close enough, it applies the appropriate damage (based on the formula).

This script is usefull for many things including Nuke Trucks (just set the damage big enough to ensure total destruction of the target) and the GLA bomb truck in a Generals mod (if someone was to do a Genreals mod).

Although you still need another set of functionality to actually made the explosion and make it do damage to people and vechicles.

I will be making this script and functionality (the exact details of which are still to be worked out) generic enough to use for infantry also (for example, GLA terrorists from Generals or Goblin Sappers from Warcraft)

Also, another one JFW_Death_Destroy_Object_Delay, this is like JFW_Death_Destroy_Object but adds a delay before the object is killed.
