Subject: scripts.dll 1.8 progress report
Posted by jonwil on Fri, 23 Jul 2004 00:14:38 GMT

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ok, more finished scripts: (untested though)
JFW_Character_Buy
JFW_Zone_Character
JFW_Teleport_Zone_Team
JFW_Create_Destroy_Object_On_Enter
JFW_Custom_Send_Ordered_Customs
JFW_Custom_Send_Customs
JFW_Custom_Send_Custom_Multiple_IDs

this batch grant the bonus to the thing with the script on it
JFW_Set_Health_On_Custom
JFW_Add_Health_On_Custom
JFW_Set_Max_Health_On_Custom
JFW_Add_Max_Health_On_Custom
JFW_Set_Shield_Strength_On_Custom
JFW_Add_Shield_Strength_On_Custom
JFW_Set_Max_Shield_Strength_On_Custom
JFW_Add_Max_Shield_Strength_On_Custom

there is another batch called _On_Custom_Sender instead of _On_Custom.
They grant the bonus to the object that sent the custom. Use with a custom of 1000000025
All of the Max_Health/Max_Shield_Strength scripts set the health/shield strength to the new max
health/shield strength.

Oh and passing negative numbers to the Add scripts to take away instead should work.