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Subject: Re: Scripts Release Soon

Posted by [Jerad2142](#) on Tue, 27 Nov 2007 19:36:26 GMT

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reborn wrote on Tue, 27 November 2007 12:31Jerad Gray wrote on Tue, 27 November 2007 12:35Oblivion165 wrote on Tue, 27 November 2007 08:37Theres always Oblivion's kick ass time machine script.

Oblivion165 wrote on Sun, 15 July 2007 00:08I always wanted to make a time travel script. One that records everything that has health to 10 slots.

Every minute it takes a snapshot of all the health/buildings/XYZ and put it in a slot of 10.

Slot1: 1:00 minutes in

Slot2: 2:00 minutes in

...

Slot10: 10:00 minutes in

Then when it goes past 10 minutes in it goes back to slot 1:

Slot1: 11:00 minutes in

Then when a time beacon is triggered it will got back 5 minutes or something and everything will be warped back to that slot's state.

This one actually seems easier then the swimming script I am currently working on, well at least until you get to the part where a person has quit the game or a building has been destroyed. Besides that it would be easy to reset the player credits, health position, ect. And recreate vehicle that were on the map at the time, and destroy ones that weren't. You would have to have a script attached to every unit and vehicle on the map but by modding some temp presets it would be easy to do. The only hard part would be the flippen building controllers.

Wouldn't it be possible to create on map load a spare set of controllers, and move them into position if and when necessary? Then destroy them all at the end if they wasn't necessary?

I've never tried that approach, but I remember thinking about it before.

All I think that would do is make it so when they destroyed a building they would still be able to build. It would be easiest if you set the beacon to record all the stuff when it was placed, at set it all to that point once it is destroyed.

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