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Subject: Re: Scripts Release Soon

Posted by [R315r4z0r](#) on Tue, 27 Nov 2007 20:58:37 GMT

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A script that I always wanted is something along the lines of a "Spawn object in presence of another object"

For example, lets say I have 2 AI bots with the script attached. One GDI, one Nod. Now I have an 2 objects that can be destroyed. Once one of the objects is destroyed it automatically spawns the other one (both ways, endlessly)

So lets say while the first object is on the map, the GDI bots would spawn. If the object was destroyed then the other object would spawn and while this object is on the map, the Nod AI bots would spawn instead.

Another example could be I that I have a weapon spawner, I want it to only spawn while a crate is on the map. However if this crate is destroyed, the weapon would stop spawning. If the crate where to respawn, than the weapon would start respawing again.

So to put it basically, a script that spawns an object while another object is presently occupying the map.

Also, I have a question. Are you adding on to the current scripts.dll, or are you making your own from scratch? Like will all the features of the scripts we have now still be available?

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