
Subject: Re: Scripts Release Soon

Posted by [Jerad2142](#) on Sat, 01 Dec 2007 00:28:35 GMT

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crazfulla wrote on Thu, 29 November 2007 20:36 For R1942, to create a battlefield mode, we would need scripts for control points.

When a player enters a zone, the control point is converted to thier side, kinda domination style. While captured, a steady point flow is awarded to that team. Credits are unnecessary in this mode as there are no PT's.

Basically make it work the same as in BF. Also what would be nice is when say the allies control it, an allied flag is displayed ... and vehicles fitting to that side are spawned around the control point. Though not sure if this is possible on the Renegade engine? Remember no PT's so spawners are paramount.

Parameters would be something like this

Points - no of points to give the team when in control

Time - time delay between each award of points

TimerNum - Timer number for the above

AlliedFlag - model/preset for Allied flag to be used

AxisFlag - model/preset for Axis flag to be used

+ Positions to spawn vehicles and vehicle presets for respective sides ???

Note, the last two are used to define which flag should be used. EG for the Allies it could be American/British/Russian/etc.

I am aware there are already some domination scripts and that they have been used in maps like Lightwave_KOTH so I believe this should be possible. I hope anyway.

It would be easy enough to do, but I won't be using zones, I would use a script that sent a custom a certain distance, and all the soldiers on the map would have a script on them that would reflect the script back to it, so it would know when a soldier was in range, and it would not break if someone got killed in the zone, or just stayed in the zone. We could also probably just force create vehicles in the zone.
