
Subject: Various scripting and modding questions

Posted by [GEORGE ZIMMER](#) on Thu, 24 Jan 2008 07:19:18 GMT

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Since I generally have questions I'd like to ask here and there but don't feel like making a bunch of topics, I'll just make one and post them here.

So, time to ask.

1- Script zones and music

I'm wondering if there's a script that can play music upon the entry of a script zone, and can change the current music to another track if you enter another script zone. If the music file is the same upon entry, it won't restart it or anything.

I'm sort of making a single player map, so even if it plays for everyone, that'd be alright with me. Though, it would be better if it started only for the player who enters the script zone.

And, in the event that the player dies, I'd like to make a script zone in the spawn area that'd turn off music- Or some sort of way to stop music once the player dies.

2- Bosses and end-game-if-killed units

I know it's possible to attach a building controller to a certain unit- However, I don't really know how to do this. I've seen it in various co-op missions online where if you kill a boss character, it'd say something like "Hand of Nod destroyed" or some random building.

Or, even better, is it possible to make a unit end the game if killed? Perhaps even have a controller of sorts check if multiple units are alive (Multiple bosses, or multiple mission critical units you have to protect). If all the units specified are killed, then it'd gameover in favor of the opposing team.

So say you kill 3 Nod bosses as GDI, GDI would win. And if Nod kills GDI bosses, it'd gameover for Nod.

3- AI management

Well, I seem to have some trouble with AI, and directing them to do what I want.

To be more specific, basically if anyone shoots, the AI in the entire map go into combat mode and all that. It also seems like they can see through objects.

What I would like, is for an AI unit to stay where it is until it ACTUALLY sees you.

So let's say I have a bot right around the corner in a corridor. I want the bot to only attack the player once the player goes around that corner. Otherwise, I want it to stay where it was spawned, and doesn't move around.

I WOULD make them stationary, but I want them to move once they see the player.

Because normally, the bot just walks around freely and does whatever, and can see/hear the player magically. I turned off listener scale, but then they became really dumb and don't really do anything when they're shot even, except crouch down. The only time they run towards you is if you're right in front of them.

That's about all I got for now. I'll add more later on.
