
Subject: ok, heres the status

Posted by [jonwil](#) on Wed, 10 Dec 2003 23:33:47 GMT

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new scripts by me:

JFW_Give_Money (gives money to whatever object sent the custom when a custom is triggered)

Message (which message to trigger on)

Entire_Team (give to entire team or just the player, 1 = entire team, 0 = player only)

Amount (how much to give, positive means add money, negative means take it away)

Use this script for example with a custom of 1000000025 to trigger when collected

JFW_2D_Sound_Custom (plays a 2d sound when a custom is recieved)

Message (which message to trigger on)

Preset (which sound to play)

JFW_Random_Custom (fires off a custom at a random interval)

Message (which message to send)

ID (what to send it to)

Time_Min (mininum time for how long the timer should run for)

Time_Max (maximum time for how long the timer should run for)

Repeat (0 = fire off only once, 1 = fire off repeately)

also, some new scripts for the survival game mode for some mod and also for the tech assault mod.

Plus, hopefully, fixed versions of the aircraft fuel, the building gun and the stealth armour will be included.

I would request that anyone not using 1.3 switch to 1.3. If you have scripts that use the old code (i.e. DECLARE_INFO and IMPLEMENT_INFO), you will need to convert them to the new code. (contact me with the scripts and I can do that for you)
