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Subject: progress update

Posted by [jonwil](#) on Fri, 12 Dec 2003 12:10:22 GMT

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Given that the "request for more script ideas" has been out there for a while, its reasonable to assume that all of the "easy to add" script ideas have been given to me.

So, I am not going to add any more scripts to 1.3 (since I really need to get the ones I already wrote tested and added)

changes:

1.the JFW\_Building\_Gun bug, after talking with NeoSaber, I cant find anything wrong with the script itself.

So for now, I wrote a note in the readme.

If I can get another map (from NeoSaber or anyone else) that shows the same symptoms, I might be able to investigate further.

2.the JFW\_Aircraft\_Fuel and TDA\_Stealth\_Armour bugs are being looked into, I am still in need of people to make test maps for me to test both these 2 scripts and all the new ones.

and 3.new scripts:

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)

Just attatch multiple copies of this to trigger multiple sounds

JFW\_Random\_Custom (fires off a custom at a random interval)

Message (which message to send)

ID (what to send it to)

TimerNum (what number to use for the timer)

Time\_Min (minimum 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)

JFW\_Resource\_Field (when entered by a resource collector, a timer is started and a flag is cleared. If the resource collector exits before the timer goes off, the flag is set. When the timer goes off, if the flag is clear, it will send a cash amount to the resource collector)

Cash (how much cash this field is worth)

Time (how long the timer should run for before it grants the cash, i.e. the "resource collection time")

TimerNum (what number to use for the timer)

Collected\_Preset (this preset will be created when the timer trips. Attatch a "destroy this after a short time" script to it)

Collected\_Preset\_Distance (how far in units from the harvester the Harvested\_Preset should appear. It will be created in a straight line from the direction the harvester is facing)

Collected\_Message (what message to send to the resource collector to record the cash amount)

Nod\_Preset (the preset name of the Nod Resource Collector)

GDI\_Preset (the preset name of the GDI Resource Collector)

n.b., if there is already a resource collector in the zone, any zone entry events by other resource collectors will be ignored (so if the original collector leaves, the new collector then has to leave and re-enter to trigger the start of collection)

JFW\_Resource\_Collector (this should go on the resource collector preset to make it work)

Collected\_Mesage (what message will be sent to record the cash amount)

Refinery\_Message (what message will be sent by the refinery to identify that the refinery has been entered, when this is recieved, it will give the current cash total to the player)

Cash\_Limit (do not let the total cash amount get any larger than this, 0 = no limit)

Cash\_Type (how to record cash, 0 = when someone gets in, reset cash figure, 1 = when someone other than the person who was last in gets in, reset the cash amount, 2 = never reset the cash amount)

The cash amount is of course always reset when the refinery is triggered and the cash is delivered to the player.

JFW\_Resource\_Refinery (this handles the refinery, when its entered, it sends a message to the resource collector which then gives the correct cash amount to the player)

Refinery\_Message (what message to send to the resorce collector to identify that the refinery has been entered)

JFW\_Custom\_Damage\_Object (this takes health from an object when its sent a message)

ID (what object to damage)

Message (what message to trigger on)

Damage (how much damage to do)

JFW\_Blow\_Up\_On\_Custom (This script will create an explosion at the location of the object that sent the message when a message is sent)

Explosion (the explosion to create)

Message (the message to trigger on)

Use 100000025 to make an exploding powerup

JFW\_Blow\_Up\_Obj\_On\_Custom (This script will create an explosion at the location of the object that the script is attatched to when a message is sent)

Explosion (the explosion to create)

Message (the message to trigger on)

Use 100000029 to make it blow up when someone exits and 100000028 to make it blow up when someone enters it

JFW\_Delay\_Custom (This script will introduce a delay into a message that is sent to it)

Message (the message to delay)

Delay (the time to delay)

ID (the ID of the thing to send it on to)

NH\_SpawnObject\_OnPoke: This is inaccuratly named, as it actually triggers on damage. Small delay is set between damaging, and it shouldn't work if it's triggered by a non-player (Say, a turret accidentally hitting it, that's AI controlled).

PresetName: Preset to create on damage.

Add\_Vectors: Position, added to the object's position, to create the new object.

NH\_Deploy\_Building\_OnPoke: Same as above except triggers on death...

NH\_Create\_BuyPanels: Triggers on death, but creates 4 objects. Again, same as above.

NH\_Timed\_Destroy: Triggers on startup, sets a timer to destroy an object

Time: Time to wait before destroying

ID: The ID of the object to destroy

NH\_SetTeam\_OnLeave: Triggers when something leaves this vehicle and sets the team that owns the vehicle to the team that the vehicle exiter is in

SUR\_NHB: This is the "brain" of the army. Judges who goes where, also taunts a little.

GDI\_Gen and Nod\_Gen - These are the primary objectives that must be destroyed to win.

Anything destroyable object can fill these parameters.

Strike\_Preset - This is the preset to create (creates 2 of them) later in the game as an attack unit.

Preferably an air unit.

Taunt1, Taunt2, and OrcaWarning: These are the objects, preferably buildings, to apply explosive damage to (something like 9999). Upon destruction these buildings will trigger a warning causing a message to appear, to use for taunts or warnings. The buildings MUST be on the GDI or Nod team, set one of the primary objectives to blow these up when they die so you don't have to wait until the bot uses these buildings to end the game. Set the object ID to something else if you don't want the bot to use these.

SUR\_NHB\_Soldier: This is used for infantry. These guys are the main part of the army.

NHB\_ID: ID of the object with the NHB script.

Rest of params: Path information for various targets. Vpad would be where the vehicle pad or maybe WF would be at. Helipad would be for where players get air units...etc...Nod and GDI Gen paths are paths to primary objectives.

Note: Soldiers can also take out C4. To do this, send a message with the msg number as 503030 and the param as 501120. This will, however, convince the soldiers that they are at their destination so they will not go back on their path if they stray from it.

SUR\_APC\_AI: This is used for an APCish unit. NHB judges how many troops come out of the APC, the APC itself however judges where it goes. Can also be used on say, a tank, giving it the ability to drop troops and fire upon enemies. The unit with this script acts as a guard once it makes its delivery. Drops troops once it receives a msg with the number 503030 and a param with the number 202020.

Preset\_To\_Create: Preset of the soldiers to create.

NHB\_ID: ID of the object with the NHB script.

SUR\_Orca\_AI: Doesn't really do much special. Can be attached to anything, but NHB only sends units with this script out to the GDI generator (or whatever you designate that object to be).

NHB\_ID: ID of the object with the NHB script.

Attack\_Offset: The position, based on the target position, to move to while shooting at the target.

SUR\_Chinook\_AI: Not special. Designed for a chinook to fly around a path and, once it receives a msg with the number 503030 (zone entry or something else), drops something (like a tank).

Preset - The preset to create.

Position\_Offset - Where, based on the chinook's position, to create the object.

SUR\_Dep\_Turret: This is really just a base defense script. However, it is designed to fire upon only mutants (and maybe unteamed). Will not fire upon items on GDI or Nod.

Params are same as that of M00\_Base\_Defense

SUR\_Obj\_Destroyer: Just kills something else when the object with this script dies.

ID - ID of the object to destroy. Uses Explosive damage type.

SUR\_Timed\_Death: .....kills itself after so long.....

Delay - How long to wait.

Damage - How much damage to apply.

Damage\_Type - What damage type to apply.

SUR\_GrantPowerup\_OnEntry: Grants a powerup if a certain preset enters the zone.

Preset - This is the preset that gets the powerup if it enters the zone (set to Any with EXACT spelling for any preset to get the powerup)

Powerup - This is the powerup to be granted.

SUR\_New\_PT: For some, this might be an interesting script. This is used on a vehicle that looks like a PT (or something else that you can poke). Then it sends the designated message to something. In effect, you've just enabled new objects that you can poke (press E) and have it work in MP! Used to buy vehicles from a vehicle pad or helipad.....kind of like in Tribes or PlanetSide, etc... Note that this object is re-created every time someone enters the vehicle, because of some bug that I couldn't get rid of (prevented people from exiting the PT).

Marker\_ID - The Daves Arrow or whatever is to receive the msg.

Message - The message to send (like 1045255).

SUR\_New\_PT\_Receiver: This is attached to whatever is supposed to receive the msg from the SUR\_New\_PT script.

Preset\_Name - Name of the preset to create, creates the preset a little above the object running this script.

Message - This is the message that the object running this script needs to receive before it will create the object.

Also, it has been discovered that only the host in a Multiplayer game can hear 2D sounds. This is a game engine limitation that I can't do anything about

Also, I am still offering to teach any C++ programmer that wants to learn how to code scripts.

And, I intend to continue investigating the unknown script commands at some point, I have just

given more meaningful "educated guess" names to some of the parameters (figured out by studying the LFDS and the symbol table contained therein). And I figured out more of the System Events (that is, custom events sent by the game engine)

BTW, I may incorporate some "to-be-written" clones of westwood scripts (mainly those used in standard MP maps), I havent decided which ones to clone though.

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