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Subject: scripts.dll stuff

Posted by [REHT]Spirit on Thu, 15 Jan 2004 19:11:47 GMT

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\*comes in and smacks JonWil for the fun of it \* (just kidding)

1. Reborn's deploy and burrow scripts don't actually detect when you fire. They essentially pray you set it up so that, as said in the read-me, you set secondary or primary fire to make a projectile that somehow collides with the vehicle. You should be able to set the amount of damage actually done to 0, the bullet just needs to hit the vehicle or make an explosion.

Extra: For other futuristic mods, you can use this as an advantage for SFX (make a transparent chamber in the vehicle, and make it so that when the guy deploys, you can make a projectile with the model of something and make it appear in the chamber, so it should hit the vehicle by hitting some vehicle part inside....looks like it's actually doing something! \*shrugs\*).

2. You CAN print messages to the chat box! But with some limitedness. This is how I did it for Survival:

-Make a new string of the message you want to say (for me, one of them was something like "NHB: MUAHAHAHAHAHAHA!!!!").

-Make a new building, must be on GDI or Nod, and have its destruction string set to your new string.

-When you want to trigger the message, kill the building.

This does have some faults, like you can't do something like "You have XXX vehicles" without making a string for each number. You also have to kill the building at the end of the game if it doesn't get killed before then, otherwise you can't win until the building is killed (well, the map would be one-sided based on the building's team).

Still, it works. For me it was enough. With a little tricky work-arounds, you can probably use the current Survival scripts to do this. SUR\_NHB or SUR\_Overmind, whichever it's called, can trigger it. You just need to fool it into thinking that it's time to "taunt" you.[/u]

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