Subject: scripts.dll 1.4...
Posted by TheKGBspy on Fri, 23 Jan 2004 22:43:17 GMT
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there are my requested scripts:
Edit: duh i forgot to add pictures lol. they are coming.
edit2: pictures fixed.

NB: some of the falowing scripts may seem to be worthless, take time to read info i putted after each.

- New Attach turret Script: Work same way as current reborn one.. except you can set a custom bone for the explosion.
  * Turret_Preset (preset name of the object to spawn)
  * Bone_Name (the name of the bone to attach the object to)
  * Explosion_Bone (Set where the exposion will be made)
  * Explosion_Preset (made at the Explosion Bone when the vehicle die to get rid of the object spawned)

Useless? no i need it to work this way (customizable explosion bone)

- Remake of the script that give damage on enter (when attached to a script zone)
  * Team_Targeted: Select wich team is supposed to receive this damage(Gdi, Nod, Unteamed or All)
  * Warhead: Select the type of warhead that the dammage will do
  * Damage: x value given when hit
  * Interval : Set up at wich interval the damage is done ex: every 2 sec.

Why this new version of the current one? There is a bug that when you dont move inside the scripts zone no damage is given. When not moving no damage is applyed. BTW this is very important that the Unteamed option work. allow to kill unreachable vehicle that some place.

- New Deploy scripts. the current scripts made by reborn has a bug, that cause any vehicle when they deploy to create the deployAnim and the deployed stated only in the x,y,z value on the map. there is no inclination done. Look at the next 2 pictures to see the problems if you havent undertsand what i tried to say:
UnDelpoyed: http://www.drireign.net/TheKGBspy/ScreenShot19.jpg
Deploying : http://www.drireign.net/TheKGBspy/ScreenShot20.jpg

So that make the vehicle stuck in some condition. The idea is to use the same scripts code, but chnage one little thing: Instead of making it spawn something at X,Y,Z pos, make it attach to Custom bone or origin bone and then destroy the vehicle. this will give something like this: When the deploy trigger is done: Attach object to Origin bone, Make explosion to destroy the undeployed vehicle and only show the deploying anim.

Same idea will does to deploying anim (attach instead of spawning at).

- Teleport on enter if preset = Something.

This scripts will be attached to a scripts zone. The Script_zone will look if there is a speciefic object having a X preset name. If its the case, it teleport this object (move) to) to X,Y,Z(dunno if this will be faster to teleport at a specified Object having XYZ and this object is unique in the map) the options of the script:

  *Alowed_preset: Define the allowed object to be teleported
  *Destination_preset(Or X, y, z as i stated before): Define the name of the object where the allowed preset should be teleported.

- on death give x points to last shooter:
  i dont know if this is makeable, but if you can this would be Awsome.
When this scripts is attached to an object, it will wait until the object get destroyed. everytime the object get hit by someone it keep the id of the player. when the object die it give x points to the last id keep. It should have object to keep id only of Gdi, nod or any team player. (ex: if i have a building and i shoot to the building wich is nod and i am nod, and i setted the keep_id_team option to gdi only, it wont keep my id if the building is destroyed lol)
script options:
  *Points: Set the number of points given the to "destroyer"
  *Team_id: Set wich last id player the script can keep if its in this team

Can you put the prefix Ra2 in front of these scripts? Ra2_jfw i dont care, i just wanna see the ra2 at the beginning plz
more to come