
Subject: last call for scripts.dll 1.4
Posted by [jonwil](#) on Wed, 04 Feb 2004 04:50:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

TimeFX, if you want your scripts in 1.4, send them to me

Here is what is going to be in it thus far (coding is in process for these)
new renalert scripts, as follows:

Script Name: "RA_Allied_Thief"

Description:

A new script for the thief, it grants the thief's team credits when he enters a zone with the script "RA_Soviet_Refinery_Theft_Zone", as well as every 30 seconds (by default, this can be changed) the thief remains inside the zone.

Script Parameters:

-Credits_To_Award: How many credits the thief gets per theft. The default amount is 500.00

-Prevent_Theft_Timer: How many seconds to wait between thefts. Default is 30.00

Notes:

This script is attached to the preset for whatever soldier is being used as the thief

Script Name: "RA_Soviet_Refinery_Theft_Zone"

Description:

This script works in conjunction with the script "RA_Allied_Thief". It checks when a thief enters or exits a zone and sends the thief a custom. Also, when it receives a custom from the script "RA_Soviet_Refinery_Controller" it will stop sending the thief a message when entered

Script Parameters:

-Thief_Preset_ID: This is the preset ID for the thief. Default is 0

Notes:

This script is attached to a script zone. Wherever the script zone is placed is where the thief has to go to steal.

Script Name: "RA_Soviet_Refinery_Controller"

Description:

This script is designed to tell the script "RA_Soviet_Refinery_Theft_Zone" when the building it is attached to has been destroyed.

Script Parameters:

-ScriptZoneID: This is the ID of the script zone with "RA_Soviet_Refinery_Theft_Zone". This is NOT the preset ID, it is the ID of the zone placed on the map. Default is 0

Notes:

This script is attached to a building controller, for example the refinery a thief can steal from.

Script Name: "RA_Infantry_Spy"

Description:

This script makes the soldier it is attached to invisible to base defenses.

Script Parameters:

None

Notes:

This script is attached to the preset for whatever soldier is a Spy

Script Name: "RA_Infantry_NotSpy"

Description:

This script makes the soldier it is attached to visible to base defenses. This is necessary because the 'invisibility' of the script "RA_Infantry_Spy" is actually given to the player who bought the soldier and not the soldier itself. This means that if a player bought a spy and then bought another type of soldier, they would still be invisible to base defenses. This script corrects that.

Script Parameters:

None

Notes:

This script is attached to the preset of every soldier that is NOT a Spy, unless that soldier can never be purchased by a player that can purchase a spy. For example, an allied player can buy a Spy, so all allied infantry that are not spies need this script. However, since a soviet player can never be a spy, no Soviet infantry need this script.

Also, bug-fixes for one existing renalert script

Bug fixes and improvements to the Reborn scripts

A fix for JFW_Custom_Damage_Object to make it work properly

JFW_Apply_Damage_On_Enter_Timer (This script will apply damage to the object that entered the zone as long as its in the zone)

Warhead (the warhead to use)

Damage (how much damage to do per timer tick)

Time (how much time to wait before doing the next bit of damage)

Distance (how far away from the location of the zone the object has to be before the damage stops)

JFW_Domination_Zone (when entered, displays 1 of 2 models and sends

Controler_ID (ID of the controller, a daves arrow or something)

Custom (what custom to send to the controler)

Nod_Preset_Name (name of the preset to use for the "Nod has captured the zone" model)

GDI_Preset_Name (name of the preset to use for the "GDI has captured the zone" model)

Neutral_Preset_Name (name of the preset to use for the "no-one has captured the zone yet" model)

JFW_Domination_Controler (controler for the domination mode)

Custom (what custom to listen for)

Time (how often to give points)

TimerNumber (timer number for the timer)

PointsToGive (how many points to give to GDI for each GDI zone/Nod for each Nod zone)

PointsToTake (how many points to take from Nod for each GDI zone/GDI for each Nod zone)

Game will end when the map time expires, the team with the most points will win (just like regular C&C mode)

JFW_Customs_Play_Cinematic (basicly, when its sent all the customs, it fires the cinematic)

Message1 (first message)

Message2 (second message)

Message3 (third message)
Message4 (forth message)
Message5 (fifth message)
Message6 (sixth message)
Message7 (seventh message)
Message8 (eighth message)
Script_Name (the name of the *.txt script to fire)
Location (the location to fire it off at)
Facing (what direction to fire it off in)

Passing 0 for a message will cause that to be marked as "tripped" on startup (i.e. so you dont have to use all the customs)

JFW_Turret_Spawn_2: Makes an object at it's controller's bone.

Parameters - Turret_Preset (preset name of the object to spawn), Bone_Name (the name of the bone to attach the object to), Explosion_Preset (made at the bone when the MMK2 or whatever dies to get rid of the object spawned), Explosion_Bone (where to make the explosion)

Modifications to JFW_Zone_Send_Custom_Enable, JFW_Zone_Send_Custom_Preset and TDA_Send_Custom_Zone as follows:

1.if the Message is 0, it wont get sent
and 2.if the Param is 0, it will send "the ID of the object that entered the zone" as the param.

Same deal applies to the new script JFW_Zone_Send_Custom_Keycard below and to the script JFW_Zone_Send_Custom_Not_Preset

JFW_Zone_Send_Custom_Keycard (sends a custom when a zone is entered or exited but only if the object that entered it has a specific keycard)

EnterMessage (message to send on entry)
EnterParam (param to send on entry)
ExitMessage (message to send on exit)
ExitParam (param to send on exit)
Player_Type (what player type to trigger on, 0 = Nod, 1 = GDI, 2 = any)
Keycard_Number (the keycard number to look for)

JFW_Zone_Send_Custom_Not_Preset (sends a custom when a zone is entered or exited but only if the object that entered it not a specific preset)

ID (the id to send the messages to)
EnterMessage (message to send on entry)
EnterParam (param to send on entry)
ExitMessage (message to send on exit)
ExitParam (param to send on exit)
Player_Type (what player type to trigger on, 0 = Nod, 1 = GDI, 2 = any)
Preset_Name (what preset name to not trigger on)

JFW_Teleport_Custom (teleports an object when sent a custom)

Custom (the custom to look for, the parameter passed is the ID of the object to teleport)
Location (Vector location of where to be sent)
Object_ID (Object to teleport to)

Basically, its the same as TDA_Teleport_Zone but triggers on the custom and not on the zone entry

JFW_Give_Points_On_Death (this gives points to the player that kills whatever its attached to)
Points (how many points to give)
Player_Type (what player type to trigger on, 0 = Nod, 1 = GDI, 2 = any)
Whole_Team (give to team or just player)

a fix to JFW_Spawn_Object_Death so that objects will spawn facing the same direction as the object that died.

JFW_Armour_Regen
Time (how often to regen armour)
TimerNumber (timer number for the timer)
Points (how much armour to add)

JFW_Heath_Regen
Time (how often to regen health)
TimerNumber (timer number for the timer)
Points (how much health to add)

JFW_Random_Teleport_Custom (like JFW_Teleport_Custom but teleports to 1 of 5 random locations)
Custom (the custom to look for, the parameter passed is the ID of the object to teleport)
Location1 (Vector location of where to be sent)
Object_ID1 (Object to teleport to)
Location2 (Vector location of where to be sent)
Object_ID2 (Object to teleport to)
Location3 (Vector location of where to be sent)
Object_ID3 (Object to teleport to)
Location4 (Vector location of where to be sent)
Object_ID4 (Object to teleport to)
Location5 (Vector location of where to be sent)
Object_ID5 (Object to teleport to)

JFW_Timed_Teleport_Custom (like JFW_Teleport_Custom but has to wait n time before it can teleport again)
Time (how long before it resets)
TimerNumber (timer number for the timer)
Custom (the custom to look for, the parameter passed is the ID of the object to teleport)
Location (Vector location of where to be sent)
Object_ID (Object to teleport to)

Post any bug fixes I missed here and I will try to fix them for 1.4.

If I didnt get your script idea in this post, its because:

A.I couldnt work out how to do it in time
or B.Its not possible or wont work in MP
or C.I forgot the idea

If I didnt list your idea here and I didnt already say "no, I cant do that" before in an earlier thread, post it here and I will giev a reason why its not going into 1.4

The dll will be released soon (I dont know when though, just keep watching)

BTW, I will need testers for this later on so if you want to help, post here
