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Subject: last call for scripts.dll 1.4

Posted by [TheKGBspy](#) on Wed, 04 Feb 2004 17:40:58 GMT

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Great job jonwil.

How many script remain to do?

btw there is some stuff i would like to know why its missing:

Quote: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)

i asked for a Team option:

Quote:- 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.

Is the new Deploy scripts are in? (the one for deployed state, and the other for deploying state) i know you said improvement in reborns scripts.. but i would like to be sure

Btw about this script i asked:

Quote:- 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 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.

\*Explosion\_preset: it will do an explosion where the object is supposed to be teleported before teleporting it. There will be a delay to not kill the teleported object.

Btw the teleported object will has same direction as the Destination object.

i havent see it. Btw if it can be done, i would like when any object enter the zone having x preset\_name, to be teleported to y location on exit script zone. It will be teleported to z object id location, and it will have same orientation. It will also do an explosion to A Script zone. So basicly, it will clear out the area before teleporting.

Thank you

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