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Subject: scripts.dll 1.7 update

Posted by [jonwil](#) on Fri, 23 Apr 2004 11:01:02 GMT

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All the scripts I plan to include are finished except for the last stuff for the charge-animation versions of JFW\_Building\_Gun

I didnt get all the westwood clones I want to do (for example, RMV\_Camera\_Behaviour, Test\_Cinematic, PDS\_Test\_Harvester, PDS\_Test\_Follow\_Waypath, M00\_BuildingStateSoundSpeaker, M00\_BuildingStateSoundControler and some others) but these can be done later as and when time permits (test\_cinematic in particular is going to be a right royal PITA to clone)

changes:

fix a typo in the Enable\_Vehicle\_Transitions script command

add more notes about what does and doesnt work in MP (both to the readme and to scripts.h)

add details for parameters of Set\_Screen\_Fade\_Opacity

change the Anim\_Enable member of the ActionParamsStruct to Anim\_Loop (its real purpose is to specify if the animation is to loop or not)

change ActionParamsStruct::Set\_Animation to allow you to set the loop flag as well.

new script JFW\_Building\_Explode\_No\_Damage, is a clone of M00\_BUILDING\_EXPLODE\_NO\_DAMAGE\_DAK

new script JFW\_Viceroid\_Innate, is a clone of M00\_Viceroid\_Innate\_Day

new script JFW\_No\_Innate, is a clone of M00\_No\_Innate

new script JFW\_Credit\_Trickle, is a clone of GTH\_Credit\_Trickle

new script JFW\_PCT\_Pokable, is a clone of M00\_PCT\_Pokable\_DAK

new script JFW\_Vehicle\_Regen, is a clone of M00\_Vehicle\_Regen\_DAK

new script JFW\_Disable\_Transition, is a clone of M00\_Disable\_Transition

new script JFW\_Permanent\_No\_Falling\_Damage, is a clone of M00\_Permanent\_No\_Falling\_Damage\_IML

new script JFW\_Death\_Powerup, is a clone of M00\_Death\_Powerup

new script JFW\_GrantPowerup\_Created, is a clone of M00\_GrantPowerup\_Created

new script JFW\_CnC\_Crate, is a clone of M00\_CnC\_Crate

new script JFW\_Tiberium\_Refinery, is a clone of M00\_Tiberium\_Refinery

new script JFW\_GrantMoney\_Powerup, is a clone of M00\_GrantMoney\_Powerup

new script JFW\_GrantScore\_Powerup, is a clone of M00\_GrantScore\_Powerup

new script JFW\_Disable\_Physical\_Collision, is a clone of M00\_Disable\_Physical\_Collision\_JDG

new script JFW\_Enable\_Physical\_Collision, is a clone of M00\_Enable\_Physical\_Collision\_JDG

new script JFW\_DestroyedStateObject, is a clone of M00\_DestroyedStateObject\_DAY

new script JFW\_Play\_Sound, is a clone of M00\_Play\_Sound

new script JFW\_Engine\_Sound, is a clone of RMV\_Engine\_Sound

new script JFW\_Play\_Animation\_Destroy\_Object. Put this on an object and it will play an animation once then destroy the object. Great for spawning "animation effects" (have a preset with this script on it straight off and then spawn it somehow)

new script JFW\_Set\_Animation\_Frame\_On\_Custom. This will apply an animation to an object setting its frame to an initial value. Then, when its sent a certain message, it will set the frame to the parameter of the message.

new script, JFW\_Custom\_Send\_Custom\_Parameter. When this script is sent a custom, if the sent message is  $\geq$  a base value and  $\leq$  a limit value, it subtracts the base value from the passed in message. Then, it sends the custom on to a specified object passing it the base value for the message and the value gained from the subtraction as the parameter.

new script, JFW\_Base\_Defence\_Secondary. Same as JFW\_Base\_Defence except swaps between primary and secondary weapon every time it fires.

new script, JFW\_Base\_Defence\_Aircraft\_Only\_Secondary. Same as JFW\_Base\_Defence\_Aircraft\_Only except swaps between primary and secondary weapon every time it fires.

new script, JFW\_Base\_Defence\_No\_Aircraft\_Secondary. Same as JFW\_Base\_Defence\_No\_Aircraft except swaps between primary and secondary weapon every time it fires.

new scripts, clones of all 6 JFW\_Base\_Defence scripts. Basicly, on startup, it applies a specified animation to the object JFW\_Base\_Defence is attached to and goes to frame 0. Then, it sets a flag called "popup" to false (to indicate that it isnt "popped up").

When it spots an enemy, if its not "popped up", it sets "popup" to true and goes to the last frame of the animation (passed in as a parameter to the script). It also starts a timer (user-specified length). If it sees an enemy and its "popped up", it attacks the enemy.

Then, when the timer expires, it plays the animation backwards and "goes back down". Basicly, its usefull for a sam site that pops up to fire, like in TD.

There is no sound for when it "pops up" and no difference in the health of the object when its "poppsd up" ns "not popped up". However, because (one would guess), the object is embedded in the ground, its much harder to hit, especially beacuse there is likely to be obelisk/gun turret/whatever shooting at you.

There is a model in the buildings.zip file on the westwood FTP that is sutable for use with this set of scripts. open buildings.zip and look in single\_player\NOD sam site\\_current\\_keep. You want the file called b\_samsute-up.gmax, that has the animation, bones and everything else set up properly for this script.

The other versions are the same but they do the test against the presets to attack/not attack before they check the value of "popup". Plus, there is the versions that alternate between primary and secondary.

new scripts, clones of the JFW\_Building\_Gun scripts that alternate fire between primary and secondary.

new scripts, clones of the JFW\_Building\_Gun scripts (including the primary/secondary fire ones) that play a charge animation before they fire.

also, some new scripts by a guy called E!

SCUD\_Turret\_Spawn //Spawns a Turret on a Bone of the Object it is attached to and Destroys the Turret with the Object

SCUD\_Harvester\_Zone //This Zone allows 2 Harvester presets from a Team to earn money and 1Thief of the enemy Team

SCUD\_Custom\_Follow\_Waypath //The Object follows a Waypath when a custom is sent to it

SCUD\_Follow\_Waypath\_Until\_Custom //The Object follows a Waypath until a custom is sent to it

SCUD\_Poke\_Preset\_Buy //This can make your own "Purchase Terminal" but for only 1 Vehicle.

This Way you can realize Tech Levels! (although keep in mind that poke doesnt work for MP, this is great for use in SP though)

SCUD\_Deployable\_Vehicle //Works with SCUD\_Deploy\_Animation to make something like an Buildup Animation for vehicles

SCUD\_Deploy\_Animation //The Animation for SCUD\_Deployable\_Vehicle

As to why I added all the WS script clones, its:

A.to serve as examples to those doing scripts

and B.to allow people doing the practice (which I dont like but some do) of "replacing" a script like M00\_GrantPowerup\_Created with their own script via a scripts.dll mod to see what the original does (I think I got all the ones that start out attatched to objects in MP, in fact I probably got most of the MP ones period except for Test\_Cinematic)

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Subject: scripts.dll 1.7 update

Posted by [SomeRhino](#) on Fri, 23 Apr 2004 12:25:54 GMT

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Nice work!

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Subject: scripts.dll 1.7 update  
Posted by [PiMuRho](#) on Fri, 23 Apr 2004 12:33:39 GMT  
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You are a god among men.

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Subject: scripts.dll 1.7 update  
Posted by [jonwil](#) on Fri, 23 Apr 2004 14:03:14 GMT  
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Due to me discovering the missing parameters for Set\_Animation, I now know that JFW\_Set\_Animation\_Frame\_on\_Custom isnt going to work (because of me mis-interpreting what Set\_Animation does) so its now gone.

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Subject: scripts.dll 1.7 update  
Posted by [Battousai](#) on Sat, 24 Apr 2004 06:47:57 GMT  
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Is there a way to make a script that will throw your c4 farther depending on how long you hold down the mouse button?

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Subject: scripts.dll 1.7 update  
Posted by [Oblivion165](#) on Sat, 24 Apr 2004 07:19:23 GMT  
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RenAlert did it, check their settings for the grenade.

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Subject: scripts.dll 1.7 update  
Posted by [jonwil](#) on Sat, 24 Apr 2004 07:32:16 GMT  
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no, there isnt a way to alter the C4 like that

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Subject: scripts.dll 1.7 update  
Posted by [Oblivion165](#) on Sat, 24 Apr 2004 18:13:44 GMT  
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how did they do the grenade then?i could swear it was like that.

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Subject: scripts.dll 1.7 update  
Posted by [NeoX](#) on Sat, 24 Apr 2004 22:53:21 GMT  
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In RenAlert the grenade is fired like the grenade launcher thats how.

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