
Subject: Now thaqt I have working poke...

Posted by [jonwil](#) on Fri, 13 Aug 2004 11:47:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

For those that dont know what Poke is, its what RenAlert used for the navalyard and helipad PCTs (like how you can walk up to them, press "e" and buy stuff)

I am going to write some poke scripts.

So far, I have either got already or plan to add:

JFW_Poke_Send_Custom (sends a custom when poked)

JFW_Pokeable_Item (enables the green poke arrows for an object)

M10_Pokeable_Item_OnePoke (dont know if this does anything usefull but its there)

Poke_And_Play_Cinematic (plays a cinematic on poke)

JFW_PCT (put this on an object to make it act like a PCT, the bonus over a regular PCT is that you can make it a PCT that works for both teams (i.e. GDI pokes it, they get GDI pct, nod pokes it, they get nod pct)

these which are poke versions of the regular scripts

JFW_Preset_Buy_Poke

JFW_Weapon_Buy_Poke

JFW_Character_Buy_Poke

JFW_Refill_Buy_Poke

JFW_Powerup_Buy_Poke

JFW_Vehicle_Buy_Poke

JFW_Group_Purchase_Poke (like JFW_Group_Purchase_Zone but for poke)

JFW_Poke_Gate (like JFW_Gate_Zone but triggered by poking something)

JFW_Poke_Send_Custom_2 (sends a custom when poked, will have a team option)

JFW_Poke_Send_Custom_Preset (sends a custom when poked, will have a team option, only triggers if poked by a certain preset)

JFW_Poke_Send_Custom_Keycard (sends a custom when poked, will have a team option, only triggers if poked by something with a certain keycard)

JFW_Poke_Send_Custom_Cost (sends a custom when poked, will have a team option, also, it deducts money from the poker and wont work if the poker doesnt have enough)

for those that want a poke->play animation script, use JFW_Poke_Send_Custom_2 and JFW_Set_Animation_On_Custom

You can also combine JFW_Poke_Send_Custom_xxx with various scripts like

JFW_Custom_Send_Ordered_Customs.

For example, if you wanted a door that would open when send one custom and closed when sent another one, put JFW_Poke_Send_Custom_2 on the door buttons, then

JFW_Custom_Send_Customs somewhere followed by JFW_Set_Animation_On_Custom to open/closed the door as appropriate.

Also, there is a poke version of the renalert RA_Naval_PT script somewhere I think.

Any other poke scripts I should consider making?

Subject: Now thaqt I have working poke...
Posted by [Javaxcx](#) on Fri, 13 Aug 2004 12:26:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

Poke other players. Or slap, or taunt, etc.

Subject: Now thaqt I have working poke...
Posted by [jonwil](#) on Fri, 13 Aug 2004 13:04:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

nope, you cant Poke a human controled soldier.
You also cant poke any vehicle that you can get into (dont know if poke works on a vehicle you cant get into)

I think you can however Poke non-human-controlled soldiers.

Works great for things llisted under Simple (for example) though.

Subject: Now thaqt I have working poke...
Posted by [Javaxcx](#) on Fri, 13 Aug 2004 13:09:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

That's a shame. Why not?

Subject: Now thaqt I have working poke...
Posted by [Deactivated](#) on Fri, 13 Aug 2004 13:16:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

pokes Jonwil

brainstorm approaching

Building capture with enemy engineer poking the Master control terminal?

Use poke to collect powerups?

Doors that require poke to open (also keycard doors where you have to "insert" the keycard with poke)?

Subject: Now thaqt I have working poke...
Posted by [WNxPunk](#) on Fri, 13 Aug 2004 14:12:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

Can you poke a harvy?

Subject: Now that I have working poke...
Posted by [jonwil](#) on Fri, 13 Aug 2004 15:31:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

the problem with building capture is not how the capture happens, its actually changing the building and all associated bits to the other team.

Besides, building capture just doesnt fit into the way Renegade is designed
No, you cant poke a harvester.

using poke for powerups, whats the point in that?

As for the door idea, that is already doable (keycard one included) via various combinations of existing and to-be-written scripts.

Subject: Now that I have working poke...
Posted by [Deactivated](#) on Fri, 13 Aug 2004 15:34:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

jonwilusing poke for powerups, whats the point in that?

Instead of automatically collecting the powerup, you can use poke to: Eg. open a powerup crate.

jonwil

Besides, building capture just doesnt fit into the way Renegade is designed .

But that will mean that engineers will be useless
I designed them to capture buildings.

Subject: hmm
Posted by [FynexFox](#) on Fri, 13 Aug 2004 19:55:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

What about this, you go and poke a Bot, and it says a programmed phrase, for like single player, if you need hints you canpoke soldiers walkign around and stuff and theyll say like, We need to stay on guard or like, Use your sniper rifle on mendoza or some crap like that.

Subject: Now that I have working poke...
Posted by [jonwil](#) on Fri, 13 Aug 2004 22:42:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

ok
JFW_Poke_Play_2D_Sound
JFW_Poke_Play_3D_Sound
will be made

Subject: Now thaqt I have working poke...
Posted by [Doitle](#) on Sat, 14 Aug 2004 06:47:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote:What about this, you go and poke a Bot, and it says a programmed phrase, for like single player, if you need hints you canpoke soldiers walkign around and stuff and theyll say like, We need to stay on guard or like, Use your sniper rifle on mendoza or some crap like that.

I thought poke already worked for singleplayer? lol

Subject: Now thaqt I have working poke...
Posted by [Slash0x](#) on Sat, 14 Aug 2004 07:32:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

Just curious on how scripts work...do scripts' functions overright a general (default) set functions? Or does that only apply to some things...

Subject: Now thaqt I have working poke...
Posted by [vloktboky](#) on Sat, 14 Aug 2004 07:42:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'm assuming the client will need the DLL for this to work, right?

Subject: Now thaqt I have working poke...
Posted by [jonwil](#) on Sat, 14 Aug 2004 08:45:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

yes, poke requires client side code.
