
Subject: scripts that will be in the new dll

Posted by [Anonymous](#) on Thu, 21 Nov 2002 14:50:00 GMT

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These are the scripts that will be in the new dll whenever it comes out (at least that's what Greg said is in there)/

***** GTH_CTF_Object**** This script will make the object it is attached to behave kind of like a CTF "flag" by constantly warping to the opposing player who pokes it. If its position gets within a certain distance of the "enemy home" an internal counter is incremented. Once the counter reaches a desired number, an object in the level is destroyed. This object should be the only building owned by the flag's team so that they immediately lose. Unfortunately this flag will be very laggy due to the way its implemented...

****** Params:****
Update_Delay - how many times per second to update (this will *always* be laggy though...)
Enemy_Player_Type - type of player that wants to grab this flag (0=Nod, 1=GDI)
Enemy_Home_Position - when flag gets here, capture count increments!
Home_Radius - how close to home position we need to get to count
Captures_Needed_To_Win - after this many captures, we destroy the token "building" for the win
Win_Object_To_Kill - object that we destroy when the capture count is reached
Flag_Stolen_Wav - wav to play when the flag is stolen
Flag_Lost_Wav - wav to play when enemy team gets flag back to **Enemy_Home_Position**
Flag_Saved_Wav - someone killed the guy stealing the flag!
Captures_Exceeded_Wav - flag has been captured "**Captures_Needed_To_Win**" times.

*******/This is the CTF script, everything should be self explanatory, basically you need to give it a dummy building of some kind for it to win (and you can't have any other building controllers on the map)/

***** GTH_Credit_Trickle**** This script will give an amount of money to its team at a regular interval. You can use it to create silos that give money as long as they're alive.

**** NOTE:** this won't work on buildings, only things like turrets, characters, or vehicles so make your "silos" as a weaponless vehicle set up like the nod-turret for example.

****** Params:****
Credits - number of credits to give
Delay - time between credit grants
/This one can be used for e.g. tiberium silos or something, if it gets blown up you lose the income from it./

***** GTH_Enable_Spawner_On_Enter**** This script will enable or disable a spawner when its zone is entered

****** Params:****
SpawnerID - id of the spawner
Player_Type - type of player that can trigger integer, 0 = Nod, 1 = GDI, 2 = any
Enable - enable or disable the spawner (1=enable, 0=disable)
/This is for doing stuff with spawners/

GTH_Drop_Object_On_Death** This script will create an object at the position of the object when it dies.

****** Params:****
Drop_Object - name of the preset to create an instance of
Drop_Height - float meters to add to the Z coord of the original object when creating the drop obj
Probability - int between 1 and 100, chance that the object will be created

GTH_Drop_Object_On_Death_Zone** This script is just like the other drop object on death except that it must also be activated by a custom message from another script. Use the **GTH_Zone_Send_Custom** to enable and disable this script.

****** Params:****
Custom_Message - message id that turns this script on or off, use messageID's greater than 10000!
Drop_Object - name of the preset to create an instance of
Drop_Height - float meters to add to the Z coord of the original object when creating the drop obj
Probability - int between 1 and 100, chance that the object will be created

GTH_Zone_Send_Custom** This script lets you send a custom message to an object on enter and exit of a zone. To talk to the "drop in death zone" script, send the same custom message with 1 for **Enter_Param** and 0 for **Exit_Param**.

****** Params:****
Enter_Message = message id to send when an object enters this zone
Enter_Param = message parameter to send when an object enters
Exit_Message = message id to send when an object exits
Exit_Param = message id to send when an object exits

/If you combine **GTH_Drop_Object_On_Death_Zone**, **GTH_Zone_Send_Custom** and a script zone placed over a

tiberium field, you can make a "player turns into a viceroind" effect (I think)/***

GTH_Create_Object_On_Enter** This script will create an object when a script zone is entered by a gameobject. Use it** to fire off cinematics for example...**** Params:** Create_Object - name of the preset to create an instance of** Position - world space position to create the object at** Min_Delay - amount of time to wait before re-enabling the script once it has fired** Max_Creations - maximum number of times the script should create an object** Probability - integer between 1 and 100, chance on any given "Enter" that the object will be created** Player_Type - type of player that can trigger integer, 0 = Nod, 1 = GDI, 2 = any*/**** GTH_User_Controllable_Base_Defense** Just like M00_Base_Defense except that if a player enters, he can control the object**** params:** MinAttackDistance - min range for auto attack** MaxAttackDistance - max range for auto attack** AttackTimer - amount of time to continue tracking after last "enemy seen"*/This one looks very useful for modders. Hopefully all these scripts will be available soon

Subject: scripts that will be in the new dll

Posted by [Anonymous](#) on Thu, 21 Nov 2002 16:48:00 GMT

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Cool! Thanks Jonathan! I'm still curious if we can use a person instead of a flag. =) That would be pretty cool. I know you said it might be laggy, but if there is only one bot instead of a few it shouldn't be bad.

Subject: scripts that will be in the new dll

Posted by [Anonymous](#) on Thu, 21 Nov 2002 17:23:00 GMT

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Wow, there are some that are very useful in there.

Subject: scripts that will be in the new dll

Posted by [Anonymous](#) on Thu, 21 Nov 2002 20:22:00 GMT

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im sure that is useful... but not to me

Subject: scripts that will be in the new dll

Posted by [Anonymous](#) on Thu, 21 Nov 2002 21:26:00 GMT

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good job WW, greg, dante and Jo! just a question, can WW add another script? Something like: Disable_spawner_on_Destroy attach script to a building when its destroyed a spawner is disabled (or enabled...) Params:- SpawnerID - id of the spawner- Enable - enable or disable the spawner (1=enable, 0=disable) Could u do this one plz?

Subject: scripts that will be in the new dll
Posted by [Anonymous](#) on Fri, 22 Nov 2002 08:50:00 GMT
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Yeah this script is really needed!When the new Version comes out?ant btw: Have you recived my mail?
