
Subject: scripts.dll progress report

Posted by [Anonymous](#) on Thu, 05 Dec 2002 01:24:00 GMT

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0.96 beta will hopefully include 3 new scripts: JFW_Pokeable_Item which basically turns the green poke arrows on for whatever its attached to JFW_Death_Send_Custom which sends a particular message to a particular object when whatever its attached to dies and JFW_Preset_Buy which triggers on zone entry (for technical reasons, it doesnt trigger on action key pressed). It then is supposed to give a certain amount of money (you make it negative to take money away) then it spawns a particular preset (e.g. a helicopter or a tank) at a particular location. It also takes a message, when this message is sent to it, it will "deactivate" itself (e.g. use it with JFW_Death_Send_Custom attached to the hpad building controller to make it so you dont get helis anymore when the pad dies. Version 0.96 will also feature any bug fixes that come up. Versions from 0.97-1.0 will feature bug fixing plus whatever AI scripts I am able to write. Also, anyone that provides a script idea (anything at all, no matter what), if I know how to do it, I will try to have it in sometime before 1.0. Only ideas posted in this thread will be considered though.

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Posted by [Anonymous](#) on Thu, 05 Dec 2002 06:01:00 GMT

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A script that is able to send a message just as EVA does for when a unit is ready, the text "Unit Ready" appears... For example so you can initiate it to write the text message "Reinforcements On Route" when the "Reinforcements On Route" sound file is played.

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Posted by [Anonymous](#) on Thu, 05 Dec 2002 06:03:00 GMT

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Good idea npsmith82 but I dont think its possible.

Subject: scripts.dll progress report

Posted by [Anonymous](#) on Thu, 05 Dec 2002 15:58:00 GMT

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hmmm I am working on making deployable building and one of your scripts in particular would be most useful. Do you think there is anyway to make a script that would show a text message everytime a dynamic object was attacked, a deployable turret for example, or show a message when an enemy passed by it?

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Posted by [Anonymous](#) on Fri, 06 Dec 2002 03:00:00 GMT

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Showing a text message no but I could make a script that could play a sound. Something like a JFW_Play_Attack_Sound Takes 2 paramaters, one is the sound to play when its attacked, the other is the sound to play when an enemy comes in range. That any good to ya JTBob?

Subject: scripts.dll progress report
Posted by [Anonymous](#) on Fri, 06 Dec 2002 03:35:00 GMT
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Jonathan Wilson can you make a location system like quake 3 has? So you get this: "demoman83 (Airstrip): Negative."

Subject: scripts.dll progress report
Posted by [Anonymous](#) on Fri, 06 Dec 2002 04:01:00 GMT
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quote: Originally posted by Demolition man: Jonathan Wilson can you make a location system like quake 3 has? So you get this: "demoman83 (Airstrip): Negative." Not possible in Renegade.

Subject: scripts.dll progress report
Posted by [Anonymous](#) on Fri, 06 Dec 2002 18:48:00 GMT
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ok, some more scripts that I am going to write: JFW_Attack_Sound (see above) JFW_Death_Play_Cinematic (plays a *.txt script on object death) JFW_Zone_Play_Cinematic (plays a *.txt script on zone entry)

Subject: scripts.dll progress report
Posted by [Anonymous](#) on Fri, 06 Dec 2002 19:41:00 GMT
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That would be rad, then we can finally get the repair pads and comm centers to make the damage reports audible, correct?

Subject: scripts.dll progress report
Posted by [Anonymous](#) on Fri, 06 Dec 2002 20:09:00 GMT
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ok, some more scripts I am working on: JFW_Radar_Scramble & JFW_Radar_UnScramble. Both trigger on zone entry and they will work as expected. they will take IDs of communications center

and PP and if the buildings are destroyed, they wont turn radar off.Note: Scrambling radar (like poking and probobly bunch of other stuff) might not work in multiplayer.

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Posted by [Anonymous](#) on Fri, 06 Dec 2002 23:41:00 GMT

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quote:Originally posted by SomeRhino:That would be rad, then we can finally get the repair pads and comm centers to make the damage reports audible, correct?LOL, they work, just setup improperly in the presets, they are set to Is 3D, which is inaccurate... so they do work, just you can't hear them...
