Subject: scripts.dll version 0.96 release candidate is out
Posted by Anonymous on Sat, 07 Dec 2002 01:00:00 GMT
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get it from http://www.sourceforge.net/projects/rentools/As usual, read the readme.txt to see whats new.The scripts.dll is now "Release Candidate" level, which means its 100\% safe to use.As of now, I am gauranteeing backwards compatibility with previous versions of the DLL (i.e. anything written against version 0.96 beta of the dll will work with 0.97 and later)I really need to get as many people as possible testing this dll, using it in maps and so on. If I dont get people testing it and giving feedback and stuff, I probobly wont do any more work on it.So, people, please use this DLL in your maps and test it and stuff.More scripts are on the way, AI and stuff.2 new things in 0.96 release candidate are worth mentioning:1.its now possible to "turn radar off when the player gets too close", heres how:1.create zones at all the entrances to the base (I will assume you already know how to make zones and how to make them work in MP), you need 2 sets of zones, one outside the other. The outer zone is the "disable" zone and the inner zone is the "enable" zone. You use GTH_Zone_Send_Custom (from 1.035 new scripts.dll) to send a message to my JFW_Custom_Toggle_Radar script (attatched either to the zone itself or to a DavesArrow)As for making it stay active if the pp or com is down, you attatch JFW_Death_Send_Custom to those buildings. Then you use JFW_Custom_Destroy_Object to destroy the zones so that the radar doesnt go down anymore.and 2."working" helipads. Only problem with the helipads is that I have yet to find a way to actually take credits from the player (I thought the Give_Credits command would work if you passed negative numbers but aparently not), heres how to do the helipads:first, create the pad + a building controller.Second, place a zone for each vechicle you want to make.Third, place an object inside the zone so the player knows what vechicle it will make.Then, use the JFW_Preset_Buy script to actually do the purchase when the player steps into the zone.As for making it stop working when the player works, use JFW_Death_Send_Custom and JFW_Custom_Destroy_Object to make the zones & etc disappear when the pad is blown up.Another feature thats now possible with 0.96 RC is working construction yards.Each building gets the script M10_Con_Yard_Repair attatched to it (try values like .02 - .05 for the paramater). Then, the construction yard has the script JFW_Death_Send_Custom attatched, once for each building. You need to send a custom message to the building with the value 8000 for the message and 8000 for the param. This special number is what M10_Con_Yard_Repair looks for so that it knows to "turn off"If you dont understand how to do these items, wait for a full tutorial which will be comming soon I hope.

Subject: scripts.dll version 0.96 release candidate is out
Posted by Anonymous on Sat, 07 Dec 2002 01:39:00 GMT
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Woah! Great   I'm definately going to try some of these. Nice job Mr. Wilson!

Subject: scripts.dll version 0.96 release candidate is out
Posted by Anonymous on Sat, 07 Dec 2002 04:02:00 GMT
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Nice. I'll downlaod it now!

Subject: scripts.dll version 0.96 release candidate is out
Posted by Anonymous on Sat, 07 Dec 2002 15:14:00 GMT
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Good work WILSON!!!Going to download it WILSON!!!

Subject: scripts.dll version 0.96 release candidate is out
Posted by Anonymous on Sat, 07 Dec 2002 17:59:00 GMT
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sure im not much of a script person, im too stupid to be, but ill give it a whirl

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Subject: scripts.dll version 0.96 release candidate is out
Posted by Anonymous on Sun, 08 Dec 2002 08:12:00 GMT
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I really need to start getting into this scripting thing.....