Subject: Script Generator

Posted by Oblivion165 on Thu, 09 Feb 2006 00:57:28 GMT

View Forum Message <> Reply to Message

I made a little program for you modders out there. This will allow you to select the people you want for bot drop-offs.

You can add your custom presets for soldier's and everything, of course.

You can have this thing unload 15000 soldier's if you want, it will go all day.

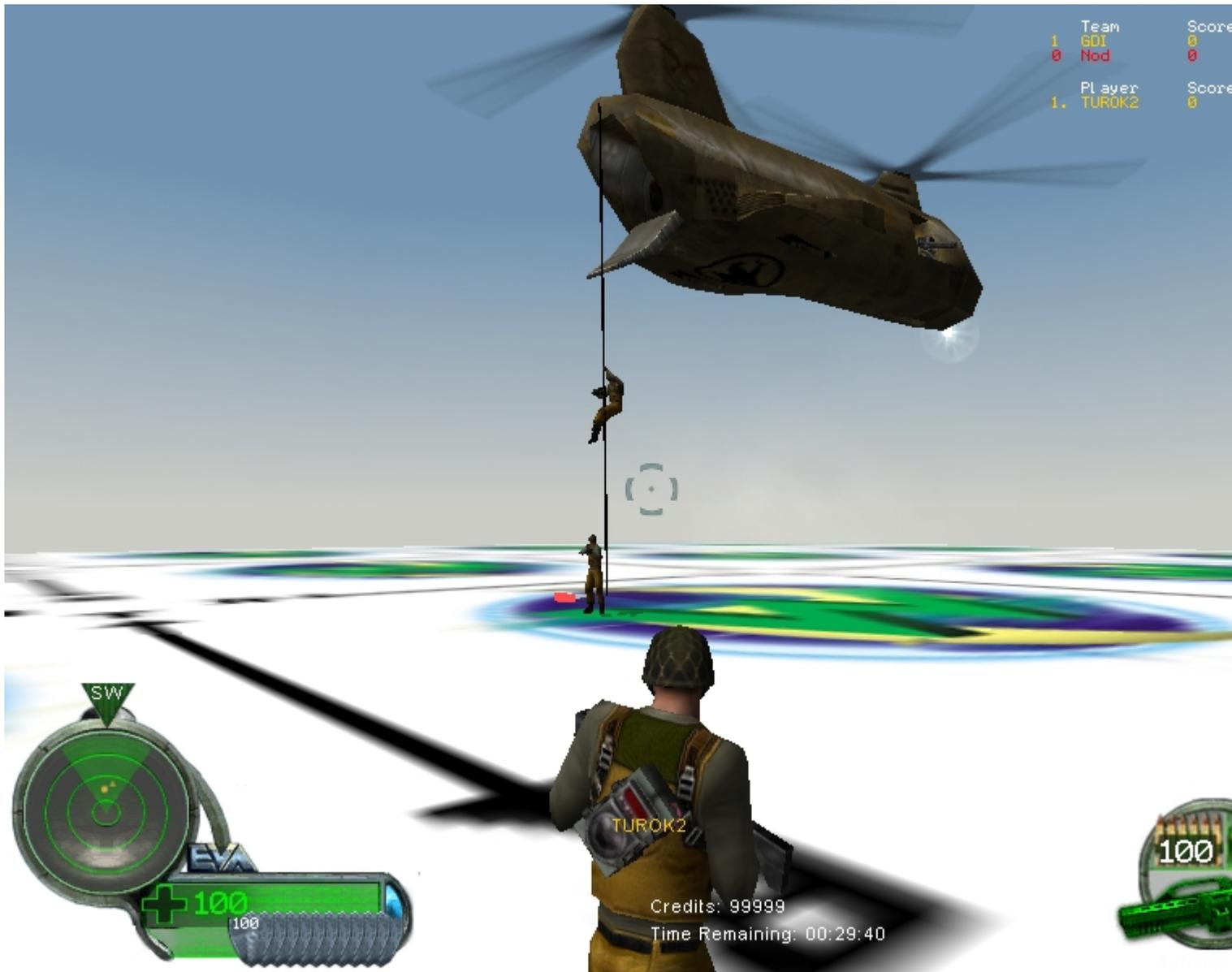Its not pretty yet, ill add graphics and Vehicle/Powerup drop-offs tommorow. This is just a little taste.

If you have trouble running the program, you most likely dont have the VB 6.0 runtimes.

Avalible here:
   http://www.microsoft.com/downloads/details.aspx?FamilyID=7b9
ba261-7a9c-43e7-9117-f673077ffb3c&DisplayLang=en

File Attachments
1) Clipboard01.jpg, downloaded 2868 times

2) `RenScripter.exe`, downloaded 609 times

Subject: Re: Script Generator
Posted by bisen11 on Thu, 09 Feb 2006 01:34:17 GMT
View Forum Message <> Reply to Message

lol, crazy lazy modders.

Subject: Re: Script Generator
Posted by Oblivion165 on Thu, 09 Feb 2006 01:39:15 GMT
View Forum Message <> Reply to Message

You kidding? Those Txt scripts are a pain in the ass. You have to do the math for 10 characters and timing, uhg, screw that. Ill use my gen thank you very much.

Subject: Re: Script Generator
Posted by bisen11 on Thu, 09 Feb 2006 02:34:37 GMT
View Forum Message <> Reply to Message

Don't the chinooks only stay around for a certain amount of time anyways? So if you add a ton there gonna be coming out pretty fast which would look odd. And they really don't take long unless your doing something accentric. One annoying thing is when your trying to get several bots to parachute from something.

btw, did you ever get that tutorial on renhelp? I haven't seen it.

Subject: Re: Script Generator
Posted by bigwig992 on Thu, 09 Feb 2006 03:05:44 GMT
View Forum Message <> Reply to Message

If you create a cinematic you can make anything do whatever you want for however you want. So if you wanted the helicopter to stay there for 120 frames, it'd be nice and quick, or you could make it stay there forever, cinematic scripts are amazing in regard to what you can do with them. It'd be awesome if you expand on the program to do all the cinematic scripting by punching in the important numbers, using animation files you have.

Subject: Re: Script Generator
Posted by Oblivion165 on Thu, 09 Feb 2006 03:15:08 GMT
View Forum Message <> Reply to Message

dude#1 wrote on Wed, 08 February 2006 21:34Don't the chinooks only stay around for a certain amount of time anyways? So if you add a ton there gonna be coming out pretty fast which would look odd. And they really don't take long unless your doing something accentric. One annoying thing is when your trying to get several bots to parachute from something.

btw, did you ever get that tutorial on renhelp? I haven't seen it.

It set the crafts time by how long it needs. Its completely like SP.

Ill be adding parachute support aswell, it takes out human error.

I uploaded it, and Leaubi hasnt had the time to link it. He said he was going to make me a Moderator panel so i can do that stuff for myself.

Subject: Re: Script Generator
Posted by nopol10 on Sun, 12 Feb 2006 06:06:42 GMT
View Forum Message <> Reply to Message

Oblivion maybe you could make the rope disappear when the transport heli gets destroyed because the rope would hang in midair and not go out with the heli

Subject: Re: Script Generator
Posted by Oblivion165 on Sun, 12 Feb 2006 06:08:43 GMT
View Forum Message <> Reply to Message

I cant really control that, All im doing is matchign the same logic that the SP scripts used, and that is about the range of it.

I know i said this would be done but the Parachutes are kicking my ass.

Subject: Re: Script Generator
Posted by nopol10 on Sun, 12 Feb 2006 06:15:45 GMT
View Forum Message <> Reply to Message

what about another different script that would allow a player to spawn from the heli like in "The Scorpion Hunter" level?

Subject: Re: Script Generator
Posted by Oblivion165 on Sun, 12 Feb 2006 17:15:09 GMT
View Forum Message <> Reply to Message

That is simply a cinematic effect, it takes control of the camera at -0, meaning that its First thing, the character doesnt spawn until -1. So what is really happening is that it just drops a havoc, the camer watches him drop from about chest level, and then kills havoc, and allows you to finish your spawn sequence.

I can incorperate scripting help for this, but you would have to make your own w3d files to control everything. I will be making an extensive tutorial on Advanced Cinematic Techniques.

Subject: Re: Script Generator
Posted by reborn on Wed, 12 Apr 2006 08:47:53 GMT
View Forum Message <> Reply to Message

have you managed to get bots killing players using this tool with SSAOW running?

Subject: Re: Script Generator
Posted by nopol10 on Thu, 13 Apr 2006 10:57:20 GMT
View Forum Message <> Reply to Message

As far as I know no one has used this for SSAOW before. You could try though.

Subject: Re: Script Generator
Posted by reborn on Thu, 20 Apr 2006 17:19:01 GMT
View Forum Message <> Reply to Message

Ive tried plenty trying to get bots working properly whilst running SSAOW, it doesn't work.
When a bot kills a player it crashes the server because SSAOW thinks that the bots are real players.

Subject: Re: Script Generator
Posted by piotrkol1 on Thu, 20 Apr 2006 21:41:16 GMT
View Forum Message <> Reply to Message

Reborn wrote on Thu, 20 April 2006 12:19Ive tried plenty trying to get bots working properly whilst running SSAOW, it doesn't work.
When a bot kills a player it crashes the server because SSAOW thinks that the bots are real players.
So are you saying i cant run a co op with core patch 2 stuff?

Subject: Re: Script Generator
Posted by reborn on Thu, 20 Apr 2006 22:35:21 GMT
View Forum Message <> Reply to Message

no you can, you just can't run ssaow...

johnwill's scripts.dll is different.

Subject: Re: Script Generator
Posted by piotrkol1 on Fri, 21 Apr 2006 00:47:46 GMT
View Forum Message <> Reply to Message

you think there will ever be a fix?

Subject: Re: Script Generator
Posted by reborn on Sat, 22 Apr 2006 00:13:06 GMT

If there is ever going to be a fox, it will come from WhiteDragon, prey he reads this and gets reminded about it