
Subject: Domination and Heal Zones

Posted by [nopol10](#) on Sat, 18 Feb 2006 02:11:22 GMT

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How do I get heal zones to work with JFW_Heal_Zone script?

I tried applying the script to Script_Zone_All but it didn't work.

Also, How do I make use of the JFW_Domination_Zone and JFW_Domination_Controller scripts?

The parameters confuse me...

Someone answer please???

Subject: Re: Domination and Heal Zones

Posted by [nopol10](#) on Fri, 24 Feb 2006 09:29:05 GMT

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Can someone help out please?

Subject: Re: Domination and Heal Zones

Posted by [danpaul88](#) on Fri, 24 Feb 2006 10:39:19 GMT

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this is an extract from readme.txt with the scripts.dll, explains the parameters for those scripts (not sure if you will have used this or not)

Quote:JFW_Domination_Zone (when entered, displays 1 of 2 models and sends

Controller_ID (ID of the controller, a daves arrow or something)

NeutralCustom (what custom to send to the controller if the zone was neutral before it was captured)

OwnedCustom (what custom to send to the controller if the zone was already owned before it was captured)

Nod_Model (name of the w3d file to use for the "Nod has captured the zone" model)

GDI_Model (name of the w3d file to use for the "GDI has captured the zone" model)

Neutral_Model (name of the w3d file to use for the "no-one has captured the zone yet" model)

Capture_Delay_Time (how many seconds to wait after it's captured before the zone can change hands again)

TimerNum (timer number for the timer)

Note that the parameters should be without the .w3d on the end. (e.g. if the w3d is abc.w3d, pass abc)

Also, note that the models won't animate, even if there is animation info in the w3d file (because I don't know how to make animation work in this case)

Using models instead of presets makes the code better and easier to test/debug plus also it makes things more light-weight (since you don't actually need a preset)

JFW_Domination_Controller (controller for the domination mode)

NeutralCustom (what custom to send to the controller if the zone was neutral before it was captured)

OwnedCustom (what custom to send to the controller if the zone was already owned before it was captured)

Time (how often to give points)

TimerNum (timer number for the timer)

PointsToGive (how many points to give to GDI for each GDI zone/Nod for each Nod zone)

PointsToTake (how many points to take from Nod for each GDI zone/GDI for each Nod zone)

GDIObjectID (the ID of an object somewhere that is guaranteed to remain around for the entire game and that is owned by GDI, this is needed to give points to GDI)

NodObjectID (the ID of an object somewhere that is guaranteed to remain around for the entire game and that is owned by Nod, this is needed to give points to Nod)

The GDIObjectID and NODObjectID should refer to objects placed on the map somewhere that are hidden (so the player doesn't know they are there)

Also note that (due to factors beyond my control), it is possible for the points for a team to go negative. However, if they capture enough zones, points can go positive again)

Subject: Re: Domination and Heal Zones

Posted by [nopol10](#) on Sat, 25 Feb 2006 05:55:01 GMT

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What is this NeutralCustom and OwnedCustom? The scripts should be placed on a script zone right?

Subject: Re: Domination and Heal Zones

Posted by [danpaul88](#) on Sat, 25 Feb 2006 10:18:26 GMT

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ok..

The script JFW_Domination_Zone is placed on the zone.

The script JFW_Domination_Controller is placed on an invisible objects, such as a dave's arrow.

NeutralCustom and OwnedCustom can be set to;

NeutralCustom = 111

OwnedCustom = 112

or something like that, it just tells the scripts what message to send to each other. I believe you would need them to be the same for both JFW_Domination_Zone AND JFW_Domination_Controller.

Not sure if you would need multiple combinations of zone and controller or if one controller can control multiple zones, play around with it and see.

Subject: Re: Domination and Heal Zones
Posted by [nopol10](#) on Mon, 12 Jun 2006 09:28:44 GMT
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I have a few problems with Domination.

1. Controlled zones can never change to another team. (I tried this by changing teams myself)
2. Zones change right after coming into contact with the neutral model.
3. Points are not given after capture.

I have set up the GDIObjectID and NodObjectID as Daves Arrow. Is that allowed?

...and a question:

Is there a way to enable a spawner once a domination zone falls into the hands of a certain team (and disable it once its not in the team)?

Subject: Re: Domination and Heal Zones
Posted by [danpaul88](#) on Mon, 12 Jun 2006 10:46:41 GMT
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have you setup gdiobjectid and nodobjectid to the SAME object? i think they have to be different objects (EG two daves arrows)

Subject: Re: Domination and Heal Zones
Posted by [nopol10](#) on Tue, 13 Jun 2006 08:54:37 GMT
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Yes they are on different objects. I think the three problems are mostly solved. Just another question: How do I make a game end once a certain amount of points are reached by a team or when a team holds all the domination zones?
