
Subject: Script possibility question.

Posted by [Naamloos](#) on Wed, 05 Jul 2006 00:39:57 GMT

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I was wondering if I am able to do the following 2 things in Renegade. I'll try to ask without spoiling anything so forgive me if you can't understand me. If there are any scripts out there that can already do this, please name them .

1:

If <object a> is destroyed, <object b> takes # damage.

2:

If <object> is destroyed, the game ends with <team> winning.

Edit: I forgot 1.

3:

If <object> is destroyed, <spawner> is disabled (or removed).

Subject: Re: Script possibility question.

Posted by [IronWarrior](#) on Wed, 05 Jul 2006 02:30:31 GMT

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I would want these myself.

Subject: Re: Script possibility question.

Posted by [Sir Kane](#) on Wed, 05 Jul 2006 11:30:14 GMT

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Easy shit.

Subject: Re: Script possibility question.

Posted by [Naamloos](#) on Wed, 05 Jul 2006 11:35:43 GMT

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Silent Kane wrote on Wed, 05 July 2006 13:30 Easy shit.

I'm sure it is, for someone that has the experience with this kind of stuff. But I don't, so maybe you could explain it?

I'm not asking how to make scrips, I'm asking how to set them up in level edit... That is if any of the current scripts.dll versions allow this kind of stuff.

Subject: Re: Script possibility question.

Posted by [jonwil](#) on Wed, 05 Jul 2006 14:17:25 GMT

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For your first request you want JFW_Death_Send_Custom and JFW_Custom_Damage_Object.
For the second one you want JFW_Death_Send_custom and JFW_Console_Input_On_Custom with the WIN console command
For the third one you want JFW_Death_Send_Custom and JFW_Custom_Destroy_Object.

Look in the readme.txt to see how to use the scripts.

Subject: Re: Script possibility question.

Posted by [Naamloos](#) on Sun, 09 Jul 2006 20:13:49 GMT

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Having the names of the right scripts I needed speeds things up a lot. Thanks for that.

I have however 1 question, what do you mean with:

jonwil wrote on Wed, 05 July 2006 16:17 JFW_Console_Input_On_Custom with the WIN console command

Where exactly am I supposed to do this? The readme doesn't say anything about a 'console command' for that script.

Subject: Re: Script possibility question.

Posted by [jonwil](#) on Mon, 10 Jul 2006 02:07:43 GMT

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Basicly, JFW_Console_Input_On_Custom takes a string as a parameter (as well as a custom/message that is sent to it).

When it recieves the custom/message, it sends the string to the console input parser. So basicly, its like you typed it in the console window.

Subject: Re: Script possibility question.

Posted by [Naamloos](#) on Mon, 10 Jul 2006 15:35:15 GMT

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So, unless I'm reading it wrong, I just need to enter 'WIN' as the string? And the console will pick it up?

Edit: Ah what the heck, I'll just make the game end by blowing up a building controller using JFW_Custom_Destroy_Object
