
Subject: are there currently...
Posted by [futura83](#) on Thu, 21 Sep 2006 21:49:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

right, im making a co-op mod for help-linux, and will probably need help picking the right script.

are there any scripts that:

display a message on an objects death

Subject: Re: are there currently...
Posted by [R315r4z0r](#) on Thu, 21 Sep 2006 21:56:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

don't you just change the strings in the settings tab to say something on it's death?

Like the same way building messages show up.

Subject: Re: are there currently...
Posted by [futura83](#) on Thu, 21 Sep 2006 22:10:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

since this'll be a server side, i cant change the strings.tgb (or can i?)

Subject: Re: are there currently...
Posted by [Kamuix](#) on Thu, 21 Sep 2006 23:18:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

Kamuix_Announce_Destroyed ^_^

Subject: Re: are there currently...
Posted by [futura83](#) on Fri, 22 Sep 2006 11:22:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

thanks.

i'll check it out when i get home after school

Subject: Re: are there currently...
Posted by [futura83](#) on Fri, 22 Sep 2006 14:56:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

Kamuix wrote on Fri, 22 September 2006 00:18Kamuix_Announce_Destroyed ^_^

i dont have that script

and i have go 2.9.2

Subject: Re: are there currently...

Posted by [futura83](#) on Fri, 22 Sep 2006 18:14:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

what are the actual script names for replace when repaired and replace when destroyed?

Subject: Re: are there currently...

Posted by [LR01](#) on Fri, 22 Sep 2006 19:06:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

that you dont have that scripts is imposable...
(isn't the script: Kamuix_Death_Announce?)

what are the actual script names for replace when repaired and replace when destroyed? [/quote]

the TFX_ scripts will do the job

Subject: Re: are there currently...

Posted by [Ivan275](#) on Fri, 22 Sep 2006 20:05:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

the17doctor wrote on Fri, 22 September 2006 07:56i dont have that script

you can create a DavesArrow

Attach "RMV_Triger_Killed" (ID = DavesArrow ID)to your object

Attach "JFW_Console_Input_On_Custom" to the DavesArrow

or learn to make your own script. I find that for me most of the time it's a lot faster/essayer to make my own script then sped time looking for one that does what I need.

PS i also needed the display message on killed so I made my own that can do PM or HostMsg depending on the parameter. About a week later I found "JFW_Console_Input_On_Custom" that would of worked for what I needed at the time.

Subject: Re: are there currently...
Posted by [futura83](#) on Fri, 22 Sep 2006 20:27:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

thank you

Subject: Re: are there currently...
Posted by [futura83](#) on Sat, 23 Sep 2006 15:05:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

what exactly do the on custom scripts do?

like, the poke ones react if you press e while aiming at it and being close to it

Subject: Re: are there currently...
Posted by [LR01](#) on Sun, 24 Sep 2006 15:29:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

isn't it like the custom is a number, if for example a scripts send the custom 1000, then a other script receives the 1000 and does something

Subject: Re: are there currently...
Posted by [futura83](#) on Sat, 30 Sep 2006 15:04:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

how would i use them properly though?
