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Subject: scripts I am going to write.

Posted by [Anonymous](#) on Sun, 12 Jan 2003 22:27:00 GMT

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1.a script to grant a key on zone entry (JFW\_Grant\_Key\_Zone\_Entry)2.a script to do a classic C&C type crate, with the following possible contents (any of these can be turned off via the controller script if you want)Cash (amount settable via controller)Limited time Stealth Powerup (time settable via controller)Complete Health + Armour refillMax health boost (basically the same as a health medal)Max armour boost (basically the same as an armour medal)explosion crate, 2 types available (the types of explosion will be user-configurable, you can choose to have 2 types, 1 type or none)Give Weapons, 3 possible "pairs" to give. You can choose 0,1,2,3 pairs to be active at once. Each pair consists of one GDI weapon to be given to GDI players (such as an ion beacon) and one Nod weapon to be given to Nod players (such as nuke beacon). You can also give the same thing to both players if you like.The positions of the crate will be fixed, the contents will be random though (once you collect it, it will disappear for a short amount of time, changable by the map author).Basically, to make coding easier (and to make the crate script more configurable, there will be 2 scripts. JFW\_Crate will be attached to the crate things and JFW\_Crate\_Controller will be attached to a DavesArrow or something somewhere and will handle the random number generation, the item selection, the item giving and stuff.A stealth powerup (similar to the stealth thing for the crate) JFW\_Stealth\_PowerupA means such that you will become a viceroid if you die in tiberium (might require a new script, might only require tweaks to existing scripts)A script such that you will be lifted into the air by a certain amount (basically adjust the Z value) on zone entry (JFW\_Bounce\_Zone\_Entry)A script to play a cinematic when a message is sent (JFW\_Custom\_Play\_Cinematic)A script the same as TDA\_Send\_Custom\_Zone except that it will only trigger if the object that entered the zone is a specific preset JFW\_Zone\_Send\_Custom\_PresetA script or scripts to implement Apaches assault idea. Basically, on startup, a flag will be set. Then a timer will be started (configurable by the mapper). Also, some buildings (again configurable by the mapper) will be "turned off" somehow. When an object enters a zone, the flag is cleared. Zone exit means flag is set. If the flag is set when the timer runs out, the buildings are "turned on". If the flag is clear when the timer runs out, a building will be blown up. (JFW\_Assault\_Idea\_1, JFW\_Timer\_Custom and maybe others)A script for playing a 2D sound every X seconds based on the health of the object its attached to (JFW\_2D\_Sound\_Timer\_Health)A pair of scripts for making a building and an engineer such that the engineer will repair the building every time it gets damaged until the engineer is killed. (JFW\_Engineer\_Repair and JFW\_Engineer\_Target). I get the feeling that engineer repair and engineer target scripts already exist though so if I find them, I won't need to make my own.Any feedback/suggestions/whatever on these scripts, let me know.Note that the information given here may change if I discover that something is not possible or is too hard or something. [ January 12, 2003, 22:38: Message edited by: Jonathan Wilson ]

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Subject: scripts I am going to write.

Posted by [Anonymous](#) on Sun, 12 Jan 2003 22:32:00 GMT

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I love the crate idea. The others are pretty kewl too.

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Subject: scripts I am going to write.

Posted by [Anonymous](#) on Sun, 12 Jan 2003 22:44:00 GMT

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"A script such that you will be lifted into the air by a certain amount (basically adjust the Z value) on zone entry (JFW\_Bounce\_Zone\_Entry)" I could do a reincarnated System Shock map with that! If anyone played System Shock, you'd remember the lift pads that you step on to go up in the air, sort of like an anti-gravity lift with no elevator parts. Dude that's awesome! I could bring the first level back to life by doing that!

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Subject: scripts I am going to write.

Posted by [Anonymous](#) on Sun, 12 Jan 2003 23:06:00 GMT

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ok, 2 more I am going to write JFW\_Guard\_Duty. Object starts off, patrols a waypoint, anything comes in range, it gets shot at (basically, EnemySeen, whatever range that is), then it resumes patrolling. JFW\_Blow\_Up\_On\_Death. Basically, same idea as the Demo Truck in RA2, blows up with an explosion when it is killed.

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Subject: scripts I am going to write.

Posted by [Anonymous](#) on Sun, 12 Jan 2003 23:11:00 GMT

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Can you possibly look into a visible character in vehicle script? Make it so that the character uses a certain bone position. So like "havoc.sittingperch". Just an idea. Random sound timer? Like if I wanted to play a screaming hawk sound in certain random intervals... I don't think there is one currently. (Not positive) Gravity Zone? So that if a character leaves the zone there is no gravity. I had a really good one, but now I can't remember... I'll mention it if I do. \*Stretch \*If anyone has played TimeSplitters2 they'd know about all the game modes: FlameTag (Points for not being IT), Virus (Last person not IT), Data Uplink-type mode, Last-man standing type mode.\*/Stretch \*

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Subject: scripts I am going to write.

Posted by [Anonymous](#) on Sun, 12 Jan 2003 23:19:00 GMT

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quote:Originally posted by Jonathan Wilson:ok, 2 more I am going to write JFW\_Guard\_Duty. Object starts off, patrols a waypoint, anything comes in range, it gets shot at (basically, EnemySeen, whatever range that is), then it resumes patrolling. JFW\_Blow\_Up\_On\_Death. Basically, same idea as the Demo Truck in RA2, blows up with an explosion when it is killed. hehe very usefull tanx

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Subject: scripts I am going to write.

Posted by [Anonymous](#) on Sun, 12 Jan 2003 23:27:00 GMT

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btw could u try to make these script plz:-when a building is destroyed it disable a spawner buet when i enter a zone, it enable it, and i can only enable it one time.-on poke, it create an object and attach them to units on this zone. after an elapsed of them.. it destroy it-on exit, it destroy, and spawn something one the death of this object(make deployable machine guns. make a gun that u will trow the deployed gun. u enter.. fire... then exit.. the gun explode, spawn an ammo/gun so u can take it and re deploy it later)-when moving it decloak, when not moving, it cloak...more to come

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Subject: scripts I am going to write.

Posted by [Anonymous](#) on Sun, 12 Jan 2003 23:33:00 GMT

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another one:-when destroyed(not only like th ebeacon pedestal... but destroyed by tank or what ever...), is the object have this script attached, its instant lose for the team having the destroyed building-a script to attach a weapon to a controler, something like obelisk, or adv G. tower... when u attach this script to a controler, it attach an object to the building. when the buildings is destroyed or no more power(maybe customisable: IsPowered=true or not...)the attached object wont shoot anymore... or a script that u can atach weapon like on obelisk /agt.- on poke it open/close a door(id# of the door)- when cloaked increase speed, when uncloaked it decrease speed of a uniti hope they are all makeable [ January 12, 2003, 23:38: Message edited by: Francois ]

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Subject: scripts I am going to write.

Posted by [Anonymous](#) on Mon, 13 Jan 2003 03:52:00 GMT

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What about teleportation? Since elevator cause so much lag, maybe you could have a teleport pad players step onto, and they are teleported to the higher/lower level coordinates.What about a health-regen powerup...you would auto-regenerate health very slowly, like the mammoth tank does (for a limited time of course).Others off the top of my head, that I have seen in other games:Vengeance powerup: When you die, your body makes a big explosion (timed C4 explosion probably big enough) that will probably kill your enemy if he is close.Speed powerup: Lets you either move or fire (or both) faster for a limited time.Strength/Damage powerup: Your shots do more damage for a limited time.Kamikazee powerup: when you TOUCH an enemy, you explode big (timed c4 explosion)...similar to vegeance except physical contact required.Poison powerup: You slowly lose health (same effect as tiberium) until you die (should lose health much slower than walking in tiberium). This pretty much means you have 60 seconds to live NofallingDamage Powerup: falling from height will not kill you. Then you could become a paratrooper Mutant Powerup: Gives you attributes of either the ChemWarrior (unhurt by tiberium), or a Mutant (both unhurt by tiberium, and it heals you).SatelliteUplink Powerup: gives 30 seconds of FULL radar (I think you said this wasnt possible?)EagleEyes Powerup: Gives normal infantry same stealth-seeing ability as Mobius (and patch?) have.Okay...must sleep now

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Subject: scripts I am going to write.  
Posted by [Anonymous](#) on Mon, 13 Jan 2003 03:53:00 GMT  
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You know the ideas i told you on m\$n.

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Subject: scripts I am going to write.  
Posted by [Anonymous](#) on Mon, 13 Jan 2003 04:40:00 GMT  
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Powerups that have effects other than 1-off effects (such as the kamakazi powerup, the NoFallingDamage powerup, the stealth powerup) arent possible via scripts (dont ask why, its complex to explain, technically its possible but it would be a major PITA to code & use). Thats why the stealth powerup is now gone from the list of scripts I will write. Also, the viceroid thing probably will go for the same reasons. I would like to do these and might re-visit them at a later time if I (or someone else) figures out a way to make them work easier.

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Subject: scripts I am going to write.  
Posted by [Anonymous](#) on Mon, 13 Jan 2003 04:41:00 GMT  
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Script to disable a certain weapon (ie, proximity mines on CTF maps)? Perhaps entering a zone could make this happen.

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Subject: scripts I am going to write.  
Posted by [Anonymous](#) on Mon, 13 Jan 2003 04:50:00 GMT  
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You could make the stealth crate a one-off effect, like it was in C&C. You get crate, you're cloaked until you die. More fun

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Subject: scripts I am going to write.  
Posted by [Anonymous](#) on Mon, 13 Jan 2003 04:53:00 GMT  
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I agree with thee above.

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Subject: scripts I am going to write.  
Posted by [Anonymous](#) on Mon, 13 Jan 2003 05:33:00 GMT  
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quote:Originally posted by Jonathan Wilson:1.a script to grant a key on zone entry (JFW\_Grant\_Key\_Zone\_Entry)2.a script to do a classic C&C type crate, with the following possible contents (any of these can be turned off via the controller script if you want)Cash (amount settable via controller)Limited time Stealth Powerup (time settable via controller)Complete Health + Armour refillMax health boost (basically the same as a health medal)Max armour boost (basically the same as an armour medal)explosion crate, 2 types available (the types of explosion will be user-configurable, you can choose to have 2 types, 1 type or none)Give Weapons, 3 possible "pairs" to give. You can choose 0,1,2,3 pairs to be active at once. Each pair consists of one GDI weapon to be given to GDI players (such as an ion beacon) and one Nod weapon to be given to Nod players (such as nuke beacon). You can also give the same thing to both players if you like.The positions of the crate will be fixed, the contents will be random though (once you collect it, it will disappear for a short amount of time, changable by the map author).Basically, to make coding easier (and to make the crate script more configurable, there will be 2 scripts. JFW\_Crate will be attached to the crate things and JFW\_Crate\_Controller will be attached to a DavesArrow or something somewhere and will handle the random number generation, the item selection, the item giving and stuff.A stealth powerup (similar to the stealth thing for the crate) JFW\_Stealth\_PowerupA means such that you will become a viceroid if you die in tiberium (might require a new script, might only require tweaks to existing scripts)A script such that you will be lifted into the air by a certain amount (basically adjust the Z value) on zone entry (JFW\_Bounce\_Zone\_Entry)A script to play a cinematic when a message is sent (JFW\_Custom\_Play\_Cinematic)A script the same as TDA\_Send\_Custom\_Zone except that it will only trigger if the object that entered the zone is a specific preset JFW\_Zone\_Send\_Custom\_PresetA script or scripts to implement Apaches assault idea. Basically, on startup, a flag will be set. Then a timer will be started (configurable by the mapper). Also, some buildings (again configurable by the mapper) will be "turned off" somehow. When an object enters a zone, the flag is cleared. Zone exit means flag is set. If the flag is set when the timer runs out, the buildings are "turned on". If the flag is clear when the timer runs out, a building will be blown up. (JFW\_Assault\_Idea\_1, JFW\_Timer\_Custom and maybe others)A script for playing a 2D sound every X seconds based on the health of the object its attached to (JFW\_2D\_Sound\_Timer\_Health)A pair of scripts for making a building and an engineer such that the engineer will repair the building every time it gets damaged until the engineer is killed. (JFW\_Engineer\_Repair and JFW\_Engineer\_Target). I get the feeling that engineer repair and engineer target scripts already exist though so if I find them, I won't need to make my own.Any feedback/suggestions/whatever on these scripts, let me know.Note that the information given here may change if I discover that something is not possible or is too hard or something.Sounds excellent, Jonathan! What's your ETA for this release?

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Subject: scripts I am going to write.

Posted by [Anonymous](#) on Mon, 13 Jan 2003 05:38:00 GMT

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ok, I will look into things like stealth as a 1-off effect.

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Subject: scripts I am going to write.

Posted by [Anonymous](#) on Mon, 13 Jan 2003 05:45:00 GMT

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Blazer, instead of eagle eyes power up why not give them heat vision (they can see heat signatures) to see stealth infantry and tanks..?

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Subject: scripts I am going to write.

Posted by [Anonymous](#) on Mon, 13 Jan 2003 06:32:00 GMT

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Jonathan, how about this: Is it possible to enable the keycards and their subsequent, and corresponding doors? Certain players like the MVP, or 2nd and 3rd place players on each side have keycards which can only be taken by killing them. They will grant access to the building with the flags in them. Perhaps it would add a little depth and strategy to the CTF maps.

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Subject: scripts I am going to write.

Posted by [Anonymous](#) on Mon, 13 Jan 2003 06:43:00 GMT

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Hey, you cant forget the Nuke Crates!  
Renegade version of Q3DM17! W00t!

And with those bounce pads you could create a

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Subject: scripts I am going to write.

Posted by [Anonymous](#) on Mon, 13 Jan 2003 08:15:00 GMT

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Ok, I've never really understood about having to get these scripts working in LevelEdit, please could you explain how I could get these scripts working in a map? Many Thanks, the help is very much appreciated,--Shaun--

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Subject: scripts I am going to write.

Posted by [Anonymous](#) on Mon, 13 Jan 2003 12:05:00 GMT

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ok, more things I will write: JFW\_2D\_Sound\_Timer\_Random. Same as JFW\_2D\_Sound\_Timer except the timer time is a random number that's between a specified minimum and a specified maximum. JFW\_Hunt\_Blow\_Up. Object just sits there until an enemy comes close enough to trigger EnemySeen. Once this happens, it does an Action\_Goto on the enemy followed by a Create\_Explosion. JFW\_Hunt\_Attack. Same as above except instead of Action\_Goto followed by Create\_Explosion it does Action\_Attack. JFW\_Zone\_Send\_Custom\_Enable. Same as TDA\_Send\_Custom\_Zone but must be enabled first by a custom from something else. A way such that blowing up a certain object wins or loses the game in MP for a particular team (already possible using existing scripts) Scripts like M00\_Nod\_Turret,

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GTH\_User\_Controllable\_Base\_Defense, M00\_Base\_Defense and others that get turned off when the power goes off (JFW\_Power\_Off for the PP, and various for the weapons). Things suggested but that I cant write: Visible character in vechicleZero-G ZoneGame Modes from TimeSplitters2Anything that was suggested that mentions pokeSeperate PTsAnything to do with "only do xxx if an object is moving"Anything to do with "only do xxx if an object is cloaked"The idea about "-on exit, it destroy, and spawn something one the death of this object(make deployable machine guns. make a gun that u will trow the deployed gun. u enter.. fire... then exit.. the gun explode, spawn an ammo/gun so u can take it and re deploy it later)"The idea about "-when a building is destroyed it disable a spawner buet when i enter a zone, it enable it, and i can only enable it one time."

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Subject: scripts I am going to write.  
Posted by [Anonymous](#) on Mon, 13 Jan 2003 14:01:00 GMT  
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quote:Originally posted by brutus:Hey, you cant forget the Nuke Crates! And with those bounce pads you could create a Renegade version of Q3DM17! W00t! Actually, I asked for those because I'm porting a Quake3 map over to Renegade.

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Subject: scripts I am going to write.  
Posted by [Anonymous](#) on Mon, 13 Jan 2003 14:22:00 GMT  
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Don't use any Quake3 textures in that - id might not be too happy about you redistributing their artwork.

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Subject: scripts I am going to write.  
Posted by [Anonymous](#) on Mon, 13 Jan 2003 15:27:00 GMT  
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Is it possible to make an aircraft fuel script:When a vehicle is entered it starts a timer, when the timer runs out the vehicle is destroyedIf possible: when the vehicle enters a zone it resets the timer.

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Subject: scripts I am going to write.  
Posted by [Anonymous](#) on Mon, 13 Jan 2003 15:45:00 GMT  
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JFW\_Aircraft\_Fuel makes an aircraft only active for a limited time after you enter it. Sending it a message will reset the timer.

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Subject: scripts I am going to write.

Posted by [Anonymous](#) on Mon, 13 Jan 2003 15:54:00 GMT

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quote:Originally posted by PiMuRho:Don't use any Quake3 textures in that - id might not be too happy about you redistributing their artwork.I'm remaking my own versions of the textures. I'm not even going to extract anything from the baseq3 files. I'll put up a preview in a few weeks when it nears the beta stage.

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Subject: scripts I am going to write.

Posted by [Anonymous](#) on Mon, 13 Jan 2003 16:33:00 GMT

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quote:Originally posted by Jonathan Wilson:JFW\_Aircraft\_Fuel makes an aircraft only active for a limited time after you enter it. Sending it a message will reset the timer.Is it possible to reset it if you enter a zone?

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Subject: scripts I am going to write.

Posted by [Anonymous](#) on Mon, 13 Jan 2003 16:49:00 GMT

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Yeah, thats possible using the right scripts.

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Subject: scripts I am going to write.

Posted by [Anonymous](#) on Mon, 13 Jan 2003 20:55:00 GMT

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quote:Originally posted by Jonathan Wilson:JFW\_Aircraft\_Fuel makes an aircraft only active for a limited time after you enter it. Sending it a message will reset the timer.What about an ammo refill zone? So the air units can only have limited ammo. (More realistic)And it would be really nice if the user could just get weapons instead of new characters with weapon. Or if they'd like to choose a character each one would have a default weapon like they normally do. Probably isn't possible...

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Subject: scripts I am going to write.

Posted by [Anonymous](#) on Mon, 13 Jan 2003 22:34:00 GMT

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quote:Originally posted by generalfox:Blazer, instead of eagle eyes power up why not give them heat vision (they can see heat signatures) to see stealth infantry and tanks..?Because giving "heat vision" requires custom code, whereas I am assuming that since mobius/patch have special abilities to see stealth infantry at a longer distance, there is perhaps an existing script/attribute that

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can be used with the crate script to create that powerup.

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Subject: scripts I am going to write.

Posted by [Anonymous](#) on Mon, 13 Jan 2003 22:36:00 GMT

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quote:Originally posted by KIRBY098:Jonathan, how about this:Is it possible to enable the keycards and thier subsequent, and corresponding doors?Certain players like the MVP, or 2nd and 3rd place players on each side have keycards which can only be taken by killing them. They will grant access to the building with the flags in them. Perhaps it would add a little depth and strategy to the CTF maps.Yeah so now not only do we have to get by the 30 prox mines in and around the flag, but the \*\*\*\* door will be locked until we go find and kill JoeBlow69.....no thanks

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Subject: scripts I am going to write.

Posted by [Anonymous](#) on Mon, 13 Jan 2003 23:34:00 GMT

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Making ammo refils isnt possible unfortunatly.

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Subject: scripts I am going to write.

Posted by [Anonymous](#) on Sun, 19 Jan 2003 07:16:00 GMT

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Hi, Could you make a script for the RenBFD mod team? We would like something where object patrols waypath and moves to collide with enemy objects, then continues waypath when enemy is destroyed or moves too far away.Whoever guesses what this is for wins a place in the beta test squad

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