
Subject: Listing of the scripts I've made

Posted by [Jerad2142](#) on Sun, 26 Nov 2006 20:40:21 GMT

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Below is a list of scripts that I have made for my mods, when I release these you will need the scripts found at:

<http://sourceforge.net/projects/cpurentools>

to run my scripts along with Jonathan Wilson's scripts. Below I will now list my scripts:

JMG_Bounce_Zone_Entry_Y_And_Z_Directions (This script will bounce the person who entered the zone along the Y and Z axis)

Player_Type (Nod 0 GDI 1 Any 2)

Amount (Amount to bounce on the Y axis)

ZAmount (Amount To bounce on the Z axis)

JMG_Send_Custom_To_Damager_Weapon (This script will send a custom to the person who damaged an object with a certain weapon)

Weapon (Name of weapon)

Player_Type (Team the player must be to trigger the script)

Message (Custom that is sent to damager)

Param (Param sent to damager)

JMG_Teleport_Object_To_Sender (This script will teleport the object that sent the custom to the object with this script attached)

Message (Custom that triggers the script)

JMG_Teleport_On_Custom (This script will teleport the object that it is attached to the location that is specified when the custom is received)

Location (Position to teleport to)

Message (Custom to teleport on)

JMG_Teleport_Custom_Random (This script will teleport the object that it is attached to 1 of 9 random locations that are specified when the custom is received)

Location 1-9 (position to teleport to)

Message (Custom to teleport on)

JMG_Custom_Send_Random_Custom (This script will send 1 of 4 random customs when a custom message is received)

RecieveMessage (Custom needed to trigger script)

RecieveCount (Number of above customs need to trigger script)

SendMessage1-4 (Random Message to send)

SendParam1-4 (Random Param to send [this value is hooked with the message])

SendID (ID to send to)

JMG_Grant_Powerup_Select_Weapon_Create (This script will give the object it is attached to a weapon and the automatically switch to that weapon)

Powerup (Name of powerup to grant)

Weapon_Preset (Name of weapon to switch to)

If you have any scripts that you would like me to attempt to add to this just post what you would like it to do below and I'll try.

Subject: Re: Listing of the scripts I've made
Posted by [nopol10](#) on Mon, 27 Nov 2006 03:52:24 GMT

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The bounce script just adds a value to the y and z axis (teleport) but does not really have you "flying" towards a place right?

Subject: Re: Listing of the scripts I've made
Posted by [Jerad2142](#) on Mon, 27 Nov 2006 07:27:52 GMT

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Correct, its just like teleporting to the spot.

Subject: Re: Listing of the scripts I've made
Posted by [nopol10](#) on Mon, 27 Nov 2006 08:48:49 GMT

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Is it possible to do it Quake style where you can fly? If you used the bounce script you could pass end up stuck inside a wall which is what happened when I used the JFW one.

Subject: Re: Listing of the scripts I've made
Posted by [Jerad2142](#) on Mon, 27 Nov 2006 20:29:54 GMT

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I'm sure you can, beings Renegade already supports throwing infantry (Raveshaw), and with what can be done with scripts I'm absolutely sure that it is possible. Its only a matter of getting it done.

Subject: Re: Listing of the scripts I've made
Posted by [nopol10](#) on Tue, 28 Nov 2006 01:38:40 GMT

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I have no idea how to write a script but could you make it so that to make yourself bounce/fly, your gravity scale gets divided by the bounce height in the zone and then you are forced to jump. Once you get out of the zone, your gravity scale returns to normal.

Subject: Re: Listing of the scripts I've made
Posted by [Viking](#) on Tue, 28 Nov 2006 03:27:33 GMT
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If you could make a parachute script?

Make a script so when you deploy a becon it automatically destroys the becon and places a vehicle of your choice in its spot?

THAT WOULD BE THE L33T!

Subject: Re: Listing of the scripts I've made
Posted by [Jerad2142](#) on Tue, 28 Nov 2006 03:46:38 GMT
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nopol10 wrote on Mon, 27 November 2006 18:38 I have no idea how to write a script but could you make it so that to make yourself bounce/fly, your gravity scale gets divided by the bounce height in the zone and then you are forced to jump. Once you get out of the zone, your gravity scale returns to normal.

For this you wouldn't even have to make your own scripts, you could just make it so when you got in a zone it would buy you a new charter with a negative gravity scale, and when you left the zone it would buy your old charter back.

And you could do the same type of thing for the parachute.

Subject: Re: Listing of the scripts I've made
Posted by [crazfulla](#) on Tue, 28 Nov 2006 17:19:55 GMT
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A script that sends a custom when a certain preset enters a scriptzone (if there isn't one already? I couldn't find one). ie you can enter the playertype (team id - 0 or 1) and a preset name (such as Nod_Engineer_0) required to trigger the custom.

Subject: Re: Listing of the scripts I've made
Posted by [jonwil](#) on Tue, 28 Nov 2006 19:15:51 GMT
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crazfulla, check out JFW_Zone_Send_Custom_Preset, it should do exactly what you want.

Subject: Re: Listing of the scripts I've made
Posted by [crazfulla](#) on Wed, 29 Nov 2006 12:38:21 GMT
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ah tyvm

Subject: Re: Listing of the scripts I've made
Posted by [Titan1x77](#) on Thu, 12 Sep 2013 22:54:55 GMT
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"JMG_Teleport_Object_To_Sender (This script will teleport the object that sent the custom to the object with this script attached)
Message (Custom that triggers the script)

JMG_Teleport_On_Custom (This script will teleport the object that it is attached to the location that is specified when the custom is received)
Location (Position to teleport to)
Message (Custom to teleport on)"

I Take it these never made it in?

JFW_Teleport_custom seems to be broken and there is no other scripts that teleport on custom :/

really need a script that will teleport a person in his vehicle on a custom, zone won't work and granting a power up with dp88_teleport doesnt work on the vehicle

Subject: Re: Listing of the scripts I've made
Posted by [danpaul88](#) on Thu, 12 Sep 2013 23:00:06 GMT
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dp88_teleport

EDIT: Actually, scratch that, it only reacts to powerup customs, not customs from arbitrary objects (although you could fake a powerup custom). Or just grant a powerup on custom with the teleport parameters you want in the powerup script (arguably more flexible since it could also be a pick-up powerup)

Subject: Re: Listing of the scripts I've made
Posted by [Titan1x77](#) on Thu, 12 Sep 2013 23:12:30 GMT
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I'll share exactly what im trying to do...

GDI Drop pod (most likely a vet system reward or a crate reward)

I have it set to grant a powerup to the player... this is a beacon object you set anywhere, when it destroys itself it drops the drop pod vehicle (using a humvee as of now) onto the location. You enter it and sends a custom of 100000028 to the vehicle, Im using:

jfw_custom_send_custom to relay to the dave's arrow with jfw_teleport on custom.... not working.

So I need a way to teleport the player and the vehicle while he's inside it to a set location which you'll be able to control the pod to where u want it to crash.

Seem's like I can handle everything else but can't get this pod to teleport to the object/location

EDIT: Ive tried granting a powerup to the vehicle and I think the script is tryig to teleport the player not the vehicle, which in the end did nothing while i was in the vehicle

I'm interested in knowing how to fake a custom from a powerup, i think that'd work, also interested on how to get the ID of an object created so i can pass that to the JFW_Teleport_Custom which is looking for some type of parameter to use as the object that it teleports...which i dont know why it doesnt just use the sender?

How do vehicles react to powerups?

Subject: Re: Listing of the scripts I've made
Posted by [danpaul88](#) on Fri, 13 Sep 2013 09:25:49 GMT
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Some powerups can be picked up by vehicles, others can't. I know you can grant powerups via scripts to vehicles directly without any fancy stuff.

Subject: Re: Listing of the scripts I've made
Posted by [Titan1x77](#) on Fri, 13 Sep 2013 12:26:43 GMT
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I'd like to know how to fake a custom to a powerup, so i could use your script.

Also how do I grant a powerup without anything fancy? I think as of now I have to use a zone or do it as it's created, both wouldn't work.... infact I couldn't find a script to grant powerup on custom either??

Maybe you could help me better understand JFW_Teleport_Custom?

Custom (the custom to look for, the parameter passed is the ID of the object to teleport) How would I know the ID of a object created during the game?

I tried a message of 1, 0, 100000028, 9, and 250 and also the preset's ID... I'm triggering this on

the vehicle not the player correct?

I can't get this script to work at all.

Subject: Re: Listing of the scripts I've made
Posted by [danpaul88](#) on Fri, 13 Sep 2013 15:44:54 GMT
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JFW_Give_Powerup_Create will grant a powerup to the object it is attached to, nothing extra needed.

I'll need to lookup the exact custom message ID a powerup sends but basically you just send that to the dp88_teleport script and it will teleport the sender to the specified destination

As for the JFW one, I'll look at its source when I get home, looks like it wasn't documented yet so I'll go ahead and add some at the same time.

Subject: Re: Listing of the scripts I've made
Posted by [Titan1x77](#) on Sat, 14 Sep 2013 06:23:54 GMT
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I have to allow time for the soldier to enter, So i used Attach_Script_Custom, and gave that the powerup_create... which I think is working, but it's still not teleporting the vehicle. This way it's not teleporting it as it spawns, it sends a message of 1000000028 when I enter and then it apply the powerup.

I created a spawner with the POW with ur teleport script on and when I run over to it, it will teleport the infantry, but the vehicle won't teleport.

I set both inf and veh to 1, I tried inf=0 and veh=1, and that didn't teleport either on pickup.

I'm thinking teleporting vehicles has something to do with check stars or something like on a zone? I know the grant armor or weapon gets applied to the soldier not the vehicle when picking it up in a vehicle... hmm

Thanks for looking into this, Ive decided im not spending 2 days in a row on such a small part of the mod... although I though this might be really cool if you drop from 300m out and were able to glide it to where u want the pod to land. I'll post a video of it sometime with all the other things Ive done so far.

Subject: Re: Listing of the scripts I've made

Posted by [jonwil](#) on Sat, 14 Sep 2013 09:16:28 GMT

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When you pick up a powerup, it only sends the custom to infantry, not to vehicles. (it specifically pulls the driver of the vehicle rather than the vehicle)

Subject: Re: Listing of the scripts I've made

Posted by [Titan1x77](#) on Sun, 15 Sep 2013 03:40:32 GMT

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I found the message 1000000025 pertains to a powerup.

So i attached dp88_teleport to a dave's arrow, when the vehicle received a custom of 1000000028 I sent a custom of 1000000025 to the dave's arrow and poof i teleported

Now I'm trying to set up a vehicle that can maneuver while in air, which only seems to be the "human" type. I'd like to have it explode on impact, or set up a zone or maybe set it to self destruct in x amount of seconds after entry.

I actually used another script I think you made DP, which is the ra2ven_vehicle_falling script, but that's not working like it's suppose to, it will do damage in mid air, but upon impact it doesnt do a thing.

Now That i figured out how to fake powerup pick ups, what's the message sent on "zone entry"? This way I can use some zone scripts in this same manner.

Subject: Re: Listing of the scripts I've made

Posted by [Titan1x77](#) on Sun, 15 Sep 2013 03:48:01 GMT

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jonwil wrote on Sat, 14 September 2013 05:16When you pick up a powerup, it only sends the custom to infantry, not to vehicles. (it specifically pulls the driver of the vehicle rather than the vehicle)

I also tried using your jfw_vehicle_powerup script too, but I have no idea how to set up your teleport scripts, I've yet to see them work on a custom.

If you scroll up you'll see im wondering how to find the ID of a game time created object so it will teleport the sender of the custom.

Subject: Re: Listing of the scripts I've made
Posted by [danpaul88](#) on Sun, 15 Sep 2013 09:46:23 GMT
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Titan1x77 wrote on Sun, 15 September 2013 04:40
I actually used another script I think you made DP, which is the ra2ven_vehicle_falling script, but that's not working like it's suppose to, it will do damage in mid air, but upon impact it doesnt do a thing.

That's not actually one of mine, I don't know who wrote the RA2: Vengeance scripts but they're not from the RA2 mod that exists today (I think that one died off a while ago)

If you want to kill the vehicle after a set amount of time try JFW_Timer_Destroy_Object perhaps.

Subject: Re: Listing of the scripts I've made
Posted by [jonwil](#) on Sun, 15 Sep 2013 10:45:28 GMT
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The ra2ven scripts were written by kgbspy I believe.

Subject: Re: Listing of the scripts I've made
Posted by [Titan1x77](#) on Mon, 16 Sep 2013 03:46:32 GMT
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What's the message sent on zone entry? 1000000038?

Subject: Re: Listing of the scripts I've made
Posted by [danpaul88](#) on Mon, 16 Sep 2013 09:04:00 GMT
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Faking zone enter / exit customs is a bit more dangerous than doing it with powerups... some scripts won't mind but some might make assumptions about the sender being a ZoneGameObject that might not hold true in that scenario. Although I'd hope they would all do sanity checking anyway but still worth bearing in mind.

Subject: Re: Listing of the scripts I've made
Posted by [Titan1x77](#) on Mon, 16 Sep 2013 22:21:16 GMT
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If you could find out what message is on enter and exit, it'd be much appreciated if you could share that.

I know it's not 100000038 or maybe it is, that was just a shot in the dark.

jonwil, is there an updated set of readme.txt for the latest scripts? not all of the scripts are listed.
