
Subject: JFW_Domination

Posted by [CdCyBoRg](#) on Mon, 13 Aug 2007 22:49:57 GMT

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Ok, i made a zone, added the script JFW_Domination_Zone

Then a daves arrow, added the script JFW_Domination_Controller

Etc. But it just loaded the map (my FDs did) And Then after 3 secs, Crashed, anyone know how the domination thing works please? Thanks in advance.

Subject: Re: JFW_Domination

Posted by [CdCyBoRg](#) on Mon, 13 Aug 2007 23:25:11 GMT

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bump => plz help anyone

Subject: Re: JFW_Domination

Posted by [BlueThen](#) on Mon, 13 Aug 2007 23:33:23 GMT

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a 'less than a hour' bump? Please be patient. I'm sure someone will come up with a answer.

Subject: Re: JFW_Domination

Posted by [BlazeDragoon](#) on Tue, 14 Aug 2007 23:22:44 GMT

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What type of zone did you add the script to? And did you add it to the preset or to the zone on the map?

Also what did you fill in for all of the parameters?

I don't know exactly what might be causing since I have yet to mess with it but I might be able to offer some help with some more information.

Subject: Re: JFW_Domination

Posted by [CdCyBoRg](#) on Fri, 17 Aug 2007 01:16:01 GMT

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Script Zone All

And i dont know what parameters to put, thats what i need help with please

Subject: Re: JFW_Domination

Posted by [SWNight](#) on Fri, 17 Aug 2007 11:52:07 GMT

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

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

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

OwnedCustom (what custom to send to the controler 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 guranteed 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 guranteed 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: JFW_Domination

Posted by [Jerad2142](#) on Sat, 18 Aug 2007 16:44:58 GMT

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I suggest you delete the zone and then test the map (keep in mind that you can make a back up first) if it still crashes, remake the zone (or reload the back up) and delete the daves arrow, if it still crashes delete both. And if it still crashes its not the Domination scripts.
