
Subject: Scripts Release Soon

Posted by [Jerad2142](#) on Tue, 27 Nov 2007 05:48:56 GMT

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Well I am getting ready to release some of my up to date scripts soon, if there are any script requests make them now and I will see what I can do.

Subject: Re: Scripts Release Soon

Posted by [nopol10](#) on Tue, 27 Nov 2007 09:01:53 GMT

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Nice!

Subject: Re: Scripts Release Soon

Posted by [Jerad2142](#) on Tue, 27 Nov 2007 13:49:30 GMT

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renalpha wrote on Tue, 27 November 2007 02:35make a timer sound script

example

Sound 1 triggered by zone 1

play sound 1

after 5seconds sound 2

after 15seconds sound 3

for the voice sounds for coop

Should it only run once or cancel if someone leaves the zone?

Subject: Re: Scripts Release Soon

Posted by [IronWarrior](#) on Tue, 27 Nov 2007 14:48:36 GMT

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He wants it to play the once when the mission starts, like zunnie's, but if you are able to make an option where it could play more then once, then that be cool.

Have a value added like repeat 0 for no, 1 for yes.

Subject: Re: Scripts Release Soon

Posted by [Oblivion165](#) on Tue, 27 Nov 2007 15:37:44 GMT

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Theres always Oblivion's kick ass time machine script.

Oblivion165 wrote on Sun, 15 July 2007 00:08I always wanted to make a time travel script. One that records everything that has health to 10 slots.

Every minute it takes a snapshot of all the health/buildings/XYZ and put it in a slot of 10.

Slot1: 1:00 minutes in

Slot2: 2:00 minutes in

...

Slot10: 10:00 minutes in

Then when it goes past 10 minutes in it goes back to slot 1:

Slot1: 11:00 minutes in

Then when a time beacon is triggered it will got back 5 minutes or something and everything will be warped back to that slot's state.

Subject: Re: Scripts Release Soon

Posted by [Jerad2142](#) on Tue, 27 Nov 2007 19:14:07 GMT

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This one actually seems easier then the swimming script I am currently working on, well at least until you get to the part where a person has quit the game or a building has been destroyed. Besides that it would be easy to reset the player credits, health position, ect. And recreate vehicle that were on the map at the time, and destroy ones that weren't. You would have to have a script attached to every unit and vehicle on the map but by modding some temp presets it would be easy to do. The only hard part would be the flippen building controllers.

Subject: Re: Scripts Release Soon

Posted by [reborn](#) on Tue, 27 Nov 2007 19:31:58 GMT

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Wouldn't it be possible to create on map load a spare set of controllers, and move them into position if and when necessary? Then destroy them all at the end if they wasn't necessary?

I've never tried that approach, but I remember thinking about it before.

Subject: Re: Scripts Release Soon
Posted by [Jerad2142](#) on Tue, 27 Nov 2007 19:35:53 GMT
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Dang it, hit the edit quote button instead of edit, the bottom one is up to date now.

Subject: Re: Scripts Release Soon
Posted by [Jerad2142](#) on Tue, 27 Nov 2007 19:36:26 GMT
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reborn wrote on Tue, 27 November 2007 12:31Jerad Gray wrote on Tue, 27 November 2007 12:35Oblivion165 wrote on Tue, 27 November 2007 08:37Theres always Oblivion's kick ass time machine script.

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Wouldn't it be possible to create on map load a spare set of controllers, and move them into position if and when necessary? Then destroy them all at the end if they wasn't necessary?

I've never tried that approach, but I remember thinking about it before.

All I think that would do is make it so when they destroyed a building they would still be able to build. It would be easiest if you set the beacon to record all the stuff when it was placed, at set it all to that point once it is destroyed.

Subject: Re: Scripts Release Soon

Posted by [R315r4z0r](#) on Tue, 27 Nov 2007 20:58:37 GMT

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A script that I always wanted is something along the lines of a "Spawn object in presence of another object"

For example, lets say I have 2 AI bots with the script attached. One GDI, one Nod. Now I have an 2 objects that can be destroyed. Once one of the objects is destroyed it automatically spawns the other one (both ways, endlessly)

So lets say while the first object is on the map, the GDI bots would spawn. If the object was destroyed then the other object would spawn and while this object is on the map, the Nod AI bots would spawn instead.

Another example could be I that I have a weapon spawner, I want it to only spawn while a crate is on the map. However if this crate is destroyed, the weapon would stop spawning. If the crate where to respawn, than the weapon would start respawning again.

So to put it basically, a script that spawns an object while another object is presently occupying the map.

Also, I have a question. Are you adding on to the current scripts.dll, or are you making your own from scratch? Like will all the features of the scripts we have now still be available?

Subject: Re: Scripts Release Soon
Posted by [cAmpa](#) on Tue, 27 Nov 2007 21:19:49 GMT
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I need 2 scripts, one that checks if a gameobject is inside a Building, 2nd should check if the obj is in base.

Subject: Re: Scripts Release Soon
Posted by [BlueThen](#) on Tue, 27 Nov 2007 22:29:31 GMT
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Something like "TFX_Spawn_When_Killed", but XYZ coordinates in relation to the object that was killed.

I've been wanting that for some time now.

Subject: Re: Scripts Release Soon
Posted by [Jerad2142](#) on Wed, 28 Nov 2007 05:41:20 GMT
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cAmpa wrote on Tue, 27 November 2007 14:19 I need 2 scripts, one that checks if a gameobject is inside a Building, 2nd should check if the obj is in base.

Scripts zones?

BlueThen wrote on Tue, 27 November 2007 15:29 Something like "TFX_Spawn_When_Killed", but XYZ coordinates in relation to the object that was killed.

I've been wanting that for some time now.

Do you mean the object is created in the exact same position?

Subject: Re: Scripts Release Soon
Posted by [Jerad2142](#) on Wed, 28 Nov 2007 14:08:39 GMT
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renalpha wrote on Wed, 28 November 2007 06:38 the a10 strike in mission 2, make it so it fires at the point where te daves arrow is.

for the sound voice

when u enter the zone it starts talking
even when u leave the zone!

its 3d so u cannot hear it after a while..

The air strike is a cinematic, and part to will be done.

Subject: Re: Scripts Release Soon
Posted by [Di3HardNL](#) on Wed, 28 Nov 2007 14:49:44 GMT
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will those scripts handle hud.ini to? I hope so

Subject: Re: Scripts Release Soon
Posted by [Jerad2142](#) on Wed, 28 Nov 2007 15:56:11 GMT
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Di3HardNL wrote on Wed, 28 November 2007 07:49will those scripts handle hud.ini to? I hope so
Its just an expansion off of 3.4.4

Subject: Re: Scripts Release Soon
Posted by [bisen11](#) on Wed, 28 Nov 2007 19:21:55 GMT
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I believe there's already a script that enables or disables spawners when a custom is sent to it. Also, a script that sends a custom when someone/something is killed/destroyed. So using both of those you could probably do that one idea.

Subject: Re: Scripts Release Soon
Posted by [Jerad2142](#) on Wed, 28 Nov 2007 20:00:08 GMT
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bisen11 wrote on Wed, 28 November 2007 12:21I believe there's already a script that enables or disables spawners when a custom is sent to it. Also, a script that sends a custom when someone/something is killed/destroyed. So using both of those you could probably do that one idea.

I have tried for a very long time, and I have yet to actually get a spawner to disable.

Subject: Re: Scripts Release Soon
Posted by [R315r4z0r](#) on Wed, 28 Nov 2007 20:24:57 GMT
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idea.

I have tried using scripts that I thought would work, however it just ended up crashing the level.

I was trying to make like a Conquest mode of game play (Battlefield, Star Wars Battlefront, ect)

Like when an object I made described as the command post for GDI was destroyed, the GDI spawns would halt and the Nod spawns would commence. (Because on the death of the GDI CP, the Nod CP would spawn with the spawners attached to it instead)

Subject: Re: Scripts Release Soon

Posted by [BlueThen](#) on Wed, 28 Nov 2007 21:00:55 GMT

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Jerad Gray wrote on Tue, 27 November 2007 23:41

BlueThen wrote on Tue, 27 November 2007 15:29Something like "TFX_Spawn_When_Killed", but XYZ coordinates in relation to the object that was killed.

I've been wanting that for some time now.

Do you mean the object is created in the exact same position?

No, when I mentioned XYZ coordinates, I wanted the options to set that in relation to the object. In TFX_Spawn_When_Killed, I can only edit where the object spawns Z Axis-wise

Subject: Re: Scripts Release Soon

Posted by [Jerad2142](#) on Thu, 29 Nov 2007 05:40:48 GMT

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razorblade001 wrote on Wed, 28 November 2007 13:24bisen11 wrote on Wed, 28 November 2007 14:21I believe there's already a script that enables or disables spawners when a custom is sent to it. Also, a script that sends a custom when someone/something is killed/destroyed. So using both of those you could probably do that one idea.

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That would be cool, use script zones instead.

Subject: Re: Scripts Release Soon

Posted by [nopol10](#) on Thu, 29 Nov 2007 09:01:45 GMT

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jonwil has a few scripts for Conquest mode already (JFW_Domination_...) except that they don't work with the spawning thing, so new scripts would be cool.

Subject: Re: Scripts Release Soon
Posted by [=HT=T-Bird](#) on Thu, 29 Nov 2007 13:17:10 GMT
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Jerad or ANYONE, who is taking over maintenance of bhs.dll? (If you are an engine coder in addition to a scripter Jerad, feel free to talk to BHS about doing so...)

Subject: Re: Scripts Release Soon
Posted by [cnc95fan](#) on Thu, 29 Nov 2007 13:24:57 GMT
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Erm, would it be possible for you to make a script that you can apply to a bot and he would follow the players name marked "value"...?

Subject: Re: Scripts Release Soon
Posted by [bisen11](#) on Thu, 29 Nov 2007 13:39:24 GMT
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Perhaps maybe you could use some sort of combo where a time sets off a cinematic and basically all that cinematic does is spawn a bot in a place. You can disable and reenale those (cinematics), right?

Subject: Re: Scripts Release Soon
Posted by [cnc95fan](#) on Thu, 29 Nov 2007 15:22:11 GMT
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Its not the bot spawning that is the problem, i can use proxies to get the bots on the map, its just having them follow you around...

Subject: Re: Scripts Release Soon
Posted by [bisen11](#) on Thu, 29 Nov 2007 15:41:13 GMT
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JFW_Escort_Poke

Never tried that one but maybe.

Subject: Re: Scripts Release Soon
Posted by [cnc95fan](#) on Thu, 29 Nov 2007 16:20:50 GMT
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hmm, not a bad idea..

Subject: Re: Scripts Release Soon
Posted by [Jerad2142](#) on Thu, 29 Nov 2007 18:55:24 GMT
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=HT=T-Bird wrote on Thu, 29 November 2007 06:17Jerad or ANYONE, who is taking over maintenance of bhs.dll? (If you are an engine coder in addition to a scripter Jerad, feel free to talk to BHS about doing so...)
Jonwil never released the source to bhs.dll, so it is quite impossible to edit it.

Subject: Re: Scripts Release Soon
Posted by [bisen11](#) on Thu, 29 Nov 2007 19:46:26 GMT
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NHP_Guard_Bot
[Description]

- Makes a bot escort a teammate when shot.

[Parameters]

- Distance (Range to stay within target escort)
- Speed (Speed to arrive at destination, can be more then the character's maximum speed)

There's also that one which I also have not tried. You'd have to shoot the bot tho be be careful with ff lol.

Subject: Re: Scripts Release Soon
Posted by [cnc95fan](#) on Thu, 29 Nov 2007 19:58:23 GMT
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hmm, not a bad script eh? it would be cool to fraps a formation marching

Subject: Re: Scripts Release Soon
Posted by [crazfulla](#) on Fri, 30 Nov 2007 03:36:30 GMT
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For R1942, to create a battlefield mode, we would need scripts for control points.

When a player enters a zone, the control point is converted to thier side, kinda domination style. While captured, a steady point flow is awarded to that team. Credits are unnecessary in this mode as there are no PT's.

Basically make it work the same as in BF. Also what would be nice is when say the allies control it, an allied flag is displayed ... and vehicles fitting to that side are spawned around the control point. Though not sure if this is possible on the Renegade engine? Remember no PT's so spawners are paramount.

Parameters would be something like this

Points - no of points to give the team when in control

Time - time delay between each award of points

TimerNum - Timer number for the above

AlliedFlag - model/preset for Allied flag to be used

AxisFlag - model/preset for Axis flag to be used

+ Positions to spawn vehicles and vehicle presets for respective sides ???

Note, the last two are used to define which flag should be used. EG for the Allies it could be American/British/Russian/etc.

I am aware there are already some domination scripts and that they have been used in maps like Lightwave_KOTH so I believe this should be possible. I hope anyway.

Subject: Re: Scripts Release Soon

Posted by [Jerad2142](#) on Sat, 01 Dec 2007 00:28:35 GMT

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Subject: Re: Scripts Release Soon
Posted by [crazfulla](#) on Sat, 01 Dec 2007 00:45:44 GMT
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Jerad Gray wrote on Sat, 01 December 2007 00:28

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neat

Subject: Re: Scripts Release Soon
Posted by [Jerad2142](#) on Sat, 01 Dec 2007 17:43:48 GMT
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I think we will Also set up spawn points on each controller, you will use the arrow keys to move in between spawn points you own (when dead) and the enter key will put you in the game.

How long should it take to capture?

Subject: Re: Scripts Release Soon
Posted by [Jerad2142](#) on Sat, 01 Dec 2007 18:29:44 GMT
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Arrg, ran out of editing time, also what should the capture distance be?

Subject: Re: Scripts Release Soon
Posted by [nopol10](#) on Sat, 01 Dec 2007 23:45:10 GMT
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I think the capture distances and time should be parameters for the script so it can be more flexible.
