Posted by _SSnipe_ on Fri, 06 Jun 2008 19:12:40 GMT
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well im try to explain this best i can
basically im trying to make customs loop
i have this
on object with the script JFW_Death_Send_Custom
and sends the message to a daves arrow which has 6 of the same script attached to that dave
arrow and the 6 scripts are JFW_Custom_Play_Cinematic and plays a file i choose that drops nod
troops and now heres where it gets kinda confusing in the .txt file where it crates the nod troops i
put
-401 Attach_Script, 5, "JFW_Death_Send_Custom", "100167,150,150"
so which means when i kill the bots that drop from the troops sends a message to a custom when
they die which of course sent to a daves arrow with this script attached to it
JFW_Custom_Multiple_Send_Custom
the paras are as defind in the readme:
{code]
 JFW_Custom_Multiple_Send_Custom (when this recieves a particular custom a certain number
of times it sends a custom)
 RecieveMessage (message to recieve)
 RecieveCount (how many times to recieve, when it has recieved it exactly this many times, it
sends the other custom)
 SendMessage (message to send)
 SendParam (parameter to send)
 SendID (ID of object to send it to)
[/code]

so the cinmatic files drops 20 nod troops so when one dies sends the custom to that dave arrow
with that script that WAITS for 20 messages to be send to it (1 per nod troop that dies)
and when it hits 20 sends another custom to a another daves arrow that plays the 6 cinematic files
again
(so every time the troopers die they send more)
iv tested that script and it works BUT heres my problem it only works once im 100% everything is
set up right but the scripts dont let them be used more then once it should make a loop (bot dies
sends a message dave arrow waits for 20 of those messages then when hits 20 sends a custom
to a dave arrow that plays the 6 cinematic files again and attached to each of the bots in those
cinematic files has the death send custom script so i thought it would keep sending it over and
over none stop but i guess it dont loop only reads once)

what can i do about this?
here some ss to show what i mean
see what im typing in public chat and pics showing you...i would have fraps but fraps wont work
on my vista ffs....

by this one i mean i kill off all there bots and im saying there kill a few more and cinmattic file should play sending more the way they came the first time

---

Subject: Re: Can Customs Loop?
Posted by _SSnipe_ on Sat, 07 Jun 2008 09:17:22 GMT
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lol to much?

Subject: Re: Can Customs Loop?
Posted by Genesis2001 on Sat, 07 Jun 2008 15:05:55 GMT
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Answer: Yes, customs can loop.

JFW_Custom_Send_Custom

Just re-send the custom event back to the object.

~Zack

Subject: Re: Can Customs Loop?
Posted by _SSnipe_ on Sat, 07 Jun 2008 16:43:09 GMT
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Zack wrote on Sat, 07 June 2008 08:05Answer: Yes, customs can loop.

Just re-send the custom event back to the object.

JFW_Custom_Send_Custom

Just re-send the custom event back to the object.

~Zack[/quote]
so when the bots die send custom to a dave arrow with JFW_Custom_Send_Custom

---

and from there sends a custom to a dave arrow with the script JFW_Custom_Multiple_Send_Custom hooked on that wats for the amount of messages i type then send to a third dave arrow with the cinematic files in it?

or do you mean something else?

Subject: Re: Can Customs Loop?
Posted by Spyder on Sat, 07 Jun 2008 17:48:52 GMT
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I'm gonna give you the greatest tip ever!!!

JUST TRY IT BEFORE ASKING QUESTIONS!!!

Subject: Re: Can Customs Loop?
Posted by _SSnipe_ on Sun, 08 Jun 2008 01:06:09 GMT
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TCUSniper wrote on Sat, 07 June 2008 10:48I'm gonna give you the greatest tip ever!!!

JUST TRY IT BEFORE ASKING QUESTIONS!!!
just making sure i got right info before trying something the wrong way for 3 hours ok im try it

---

Subject: Re: Can Customs Loop?
Posted by saberhawk on Sun, 08 Jun 2008 02:58:56 GMT
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JFW_Custom_Multiple_Send_Custom doesn't reset itself after sending the custom. I'm not sure if this is a bug though.

Subject: Re: Can Customs Loop?
Posted by _SSnipe_ on Sun, 08 Jun 2008 07:00:28 GMT
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Saberhawk wrote on Sat, 07 June 2008 19:58JFW_Custom_Multiple_Send_Custom doesn't reset itself after sending the custom. I'm not sure if this is a bug though.
can you find out? or tell me how i can find out? im pretty sure thats the problem....no wait...100% sure i need to find a way to fix this =/

Subject: Re: Can Customs Loop?

Posted by Slave on Sun, 08 Jun 2008 10:19:47 GMT
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TCUSniper wrote on Sat, 07 June 2008 12:48I'm gonna give you the greatest tip ever!!!

JUST TRY IT BEFORE ASKING QUESTIONS!!!

Idiot.

There's a difference between laziness and the need for advice.

Subject: Re: Can Customs Loop?
Posted by _SSnipe_ on Sun, 08 Jun 2008 19:59:45 GMT
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so saberhawk how do i make it reset itsself?

Subject: Re: Can Customs Loop?
Posted by saberhawk on Sun, 08 Jun 2008 23:13:57 GMT
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In LE, no idea. As for me not sure if it's a bug, I meant if the not resetting was intentional or not.

Subject: Re: Can Customs Loop?
Posted by _SSnipe_ on Sun, 08 Jun 2008 23:20:29 GMT
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Saberhawk wrote on Sun, 08 June 2008 16:13In LE, no idea. As for me not sure if it's a bug, I meant if the not resetting was intentional or not.
well how do i do it?