Subject: JFW Script list?
Posted by wubwub on Wed, 15 Sep 2010 03:08:27 GMT
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is there a list of all the JFW scripts i can use? i cant find one anywhere in the list of presets

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Subject: Re: JFW Script list?
Posted by TNaismith on Wed, 15 Sep 2010 04:47:04 GMT
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You mean a list like this?

http://www.game-maps.net/downloads/renegade/updates/update344.html

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Subject: Re: JFW Script list?
Posted by wubwub on Wed, 15 Sep 2010 04:53:33 GMT
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That would be it, tyvm!

Subject: Re: JFW Script list?
Posted by TNaismith on Wed, 15 Sep 2010 05:34:02 GMT
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If you want to see lists for the other scripts (Like Kamuix, GTH, z, Kak, RA, etc), then download the .zip file from here: http://sourceforge.net/projects/rentools/, and inside you will find about 7-14 readme notepad files. If you search through them, you'll find information about scripts in a similar format to the JFW script list.

What kind of project are you working on? =)

Subject: Re: JFW Script list?
Posted by wubwub on Wed, 15 Sep 2010 05:40:44 GMT
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Oh, i am just making a server for the hell of it and to challenge myself. I want it to be modded so that i can build stuff. I have a few commands working, but those script lists will help a lot

Once again ty!

Subject: Re: JFW Script list?
Posted by zunnie on Wed, 15 Sep 2010 08:54:48 GMT
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If you need help with scripts join on irc.mp-gaming.com sometime in channel #mp-coop
I'll be glad to help out if i know the answer..

Subject: Re: JFW Script list?
Posted by jlhill17 on Wed, 05 Oct 2011 17:43:18 GMT
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That link to sourceforge is dead. Is there anywhere else I can find the readmes for scripts 3.4.4?

Subject: Re: JFW Script list?
Posted by rrutk on Wed, 05 Oct 2011 18:19:33 GMT
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Here are the readme's auf 4.0 included:

http://www.tiberiantechnologies.org/files/tt.source40.zip

(Look for the txt files inside zip).

Subject: Re: JFW Script list?
Posted by Gen_Blacky on Wed, 05 Oct 2011 20:56:41 GMT
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don't look at the readmes they lie just look at the source.

Subject: Re: JFW Script list?
Posted by TNaismith on Wed, 05 Oct 2011 23:52:14 GMT
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jlhill17 wrote on Wed, 05 October 2011 10:43That link to sourceforge is dead. Is there anywhere
else I can find the readmes for scripts 3.4.4?
For scripts 3.4.4, it seems like jonwil has removed that file now that 4.0 is released. I did a light
google search for 'script 344 sourceforge', as well as some other variations including jonwil's
name. Nothing is showing up for the 3.4.4 originally linked in this thread, my bookmark for it is
also being redirected to that 4.0 scripts page (Here).

You'll have to switch over to the 4.0 readmes, theoretically they should cover anything you were
hoping to find in the 3.4.4 readmes. Each person who contributed scripts most likely just sent in

updated descriptions for new scripts they've written, and then that was just added into their previous readme files.

Gen_Blacky, when you say 'look at the source'...

dan.cpp from tt.source40.zip (here)
```
void DAN_Drop_Wreckage_On_Death::Killed(GameObject *obj,GameObject *killer)
{
 GameObject *CurTank;
 CurTank =
Commands->Create_Object(Get_Parameter("Wreckage_Preset"),Commands->Get_Position(obj))
;
 Commands->Set_Facing(CurTank,Commands->Get_Facing(obj));
 Commands->Attach_Script(CurTank,"DAN_Wreckage_Rebuildable",Commands->Get_Preset_N
ame(obj));
}

void DAN_Wreckage_Rebuildable::Created(GameObject *obj)
{
 Commands->Set_Player_Type(obj,-2);
 Commands->Set_Health(obj,50);
 Commands->Set_Shield_Strength(obj,0);
}
```
Personally, I don't have the background to understand that scripting too well, in fact, I probably couldn't even tell you if it's C++ or LUA, even then I'm most likely way out in left field here.

Readme12.txt from scripts344.zip
```
========================================================================
=========================

; *********************** [Script Name] DAN_Drop_Wreckage_On_Death

========================================================================
=========================


 [Description]

 - Attach this script to a tank that you want to drop a wreckage when it is destroyed.

 [Parameters]

 - Wreckage_Preset (The wreckage preset to drop)

 [Notes]

 - This script works along side DAN_Wreckage_Rebuildable.


========================================================================
```

```
=========================
; *********************** [Script Name] DAN_Wreckage_Rebuildable

================================================================
=========================
```

 [Description]

 - Attach this script to a tank wreckage, and repair it to rebuild the tank. In the parameters, state the preset name of the tank that you want to spawn when the wreckage is fully repaired.

 [Parameters]

 - Vehicle_Preset (The vehicle preset to create)

 [Notes]

 - This script works alongside DAN_Drop_Wreckage_On_Death.
That is more easy for me to understand, personally. Though respect to those that can grasp the former.

There are a fairly substantial group of map-makers/modders in the general community, myself included, that have found these readmes to be very helpful in their descriptions for various scripts and their uses. Jerad2142 and Canadacdn, I've read somewhere, way back in 2007, had to experiment with lots of westwood's MXX scripts to find out what they do (Original Topic). Not sure if they were able to look at the 'source' back then, although I'm sure they have that talent to do so now, but in the end the list they formed was extremely helpful, and still is to this day, for modders/mappers that don't have knowledge or understanding of scripting sources.
 Descriptions for the scripts are extremely helpful for the non-scripting-literate modding/mapping community base. Canadacdn and Jerad2142's work ended up on one of the Renhelp sites (Here) Handy, handy stuff. Still pop 'em open for viewing when I'm doing LE work all the time.

As for the readmes 'being a lie', if it's true, then it's awfully unfortunate, but I'd still find the readmes helpful over trying to understand the sources, given that I don't have a background in being able to understand or follow reading the source too well at this given time.

The readmes provide a base for people to utilize and understand the custom scripts people have written, if they are false and a lie, well I suppose it's good to stay clear of them and just look at the source, but for those of us that can't quite fully understand or read the source for the scripts... the readmes are a wonderful resource, no matter how flawed.

Side Note: A google search using 'scripts344.zip' (here) reveals a few results that have links to a 'scripts344.zip' download, but in the end they all get redirected to (this) page. It goes to confirm that the file most likely is taken down, and cannot be found elsewhere on the internet.

I have a copy of scripts344.zip myself, and I'm willing to upload it, but you should be able to find

what you need in scripts 4.0 readmes. Not sure if I'm stepping on any toes by uploading it either, jonwil might have taken it down for professional reasons, and would prefer it not to be re-uploaded.

No hard feelings out there, just putting in my two cents.

Subject: Re: JFW Script list?
Posted by Gen_Blacky on Thu, 06 Oct 2011 04:15:02 GMT
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basically only thing changed in the 4.0 readmes is bhs.dll was renamed to tt.dll with a few additions added. Some of the scripts and features that where in 3.44 don't exist or where changed.

That's just what I noticed looking at tt.txt. They are still helpful. All the same readmes still exist with 4.0.

 Directory of C:\source\scripts

```
07/05/2008  08:10 PM           3,227 console.txt
07/05/2008  08:10 PM           2,977 keys.txt
01/29/2009  08:44 PM         222,259 readme.txt
07/05/2008  08:10 PM           3,700 Readme10.txt
07/05/2008  08:10 PM           2,032 Readme11.txt
07/05/2008  08:10 PM           2,559 Readme12.txt
07/05/2008  08:10 PM           2,982 Readme13.txt
07/05/2008  08:10 PM          19,138 readme14.txt
07/05/2008  08:10 PM           5,635 readme15.txt
07/05/2008  08:10 PM          11,202 readme16.txt
07/05/2008  08:10 PM           4,953 readme17.txt
07/05/2008  08:10 PM           2,350 readme18.txt
06/22/2008  08:16 PM           1,199 readme19.txt
07/05/2008  08:10 PM           4,872 Readme2.txt
07/12/2008  08:52 AM           5,054 readme20.txt
07/05/2008  08:10 PM           5,596 Readme3.txt
07/05/2008  08:10 PM          63,302 Readme4.txt
07/05/2008  08:10 PM          13,807 Readme5.txt
07/05/2008  08:10 PM           6,828 Readme6.txt
07/05/2008  08:10 PM           8,420 Readme7.txt
07/05/2008  08:10 PM          19,650 Readme8.txt
07/05/2008  08:10 PM          17,494 Readme9.txt
09/03/2011  08:30 AM           7,108 tcw_readme.txt
05/04/2009  07:00 AM         104,005 tt.txt
08/16/2011  08:01 AM           5,931 z_coop.txt
05/16/2011  09:47 PM          11,655 z_readme.txt
```

Subject: Re: JFW Script list?
Posted by reborn on Thu, 06 Oct 2011 05:20:29 GMT
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Original 3.4.4 readme's and other text files attached in the zip.

File Attachments
1) `textfiles.zip`, downloaded 203 times

Subject: Re: JFW Script list?
Posted by jlhill17 on Thu, 06 Oct 2011 14:32:13 GMT
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Thanks guys. That was a big help. Exactly what I was looking for.