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Subject: Scripts question

Posted by [NeoSaber](#) on Tue, 24 Jun 2003 21:31:42 GMT

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I'm trying to get a vehicle to be destroyed when a certain building is. After a couple days I haven't been able to get anything to work.

Currently I'm trying to get it to work with the scripts JFW\_Death\_Send\_Custom (on the building controller) and JFW\_Custom\_Destroy\_Object (on the vehicle)

The settings I've used:

JFW\_Death\_Send\_Custom

ID: 100009 (ID of the vehicle)

Message: 5

Param: (I've tried several thing for this 0, 1, 5, etc)

JFW\_Custom\_Destroy\_Object

Message: 5

ID: 100009 (ID of vehicle)

Does anyone know what I am doing wrong? Are the settings wrong, or can the scripts just not do what I want?

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Subject: Scripts question

Posted by [General Havoc](#) on Tue, 24 Jun 2003 22:12:12 GMT

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Try putting JFW\_Custom\_Destroy\_Object on a Dave's Arrow then pointing the ID in the script to the vehicle rather than the script being on the vehicle. This also means that JFW\_Death\_Send\_Custom should now point to the ID of the Dave's Arrow. Also do not set a param, just leave it empty as it isn't needed in this case. Let me know if it works or not. I can tell you how to debug it if what i said fails.

\_General Havoc

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Subject: Scripts question

Posted by [NeoSaber](#) on Tue, 24 Jun 2003 22:27:23 GMT

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I just tried the Dave's Arrow and Param suggestion. It didn't work.

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Subject: Scripts question

Posted by [General Havoc](#) on Tue, 24 Jun 2003 22:42:04 GMT

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Ok next step. Attach JFW\_Debug\_Text\_File to the building controller (Make sure your existing script is there otherwise it won't work properly) and set the following settings:

Log\_File JFW\_Building.txt

Description Building Controller

On the Arrow or Vehicle attach JFW\_Debug\_Text\_File again along with the other script with these settings.

Log\_File JFW\_Receiver.txt

Description Object

Run your map (destroy building) and then exit the game. Go into your Renegade directory and open up JFW\_Building.txt and JFW\_Receiver.txt and post the contents here on this topic and i'll tell you what's up.

\_General Havoc

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Subject: Scripts question

Posted by [NeoSaber](#) on Tue, 24 Jun 2003 23:16:06 GMT

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I attached those scripts like you said and nothing happened. I destroyed the building, exited the game, checked the Renegade directory (and every sub directory) and didn't find the .txt files.

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Subject: Scripts question

Posted by [General Havoc](#) on Wed, 25 Jun 2003 12:35:59 GMT

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Hmm none of your scripts are working then. If the debug scripts don't work then there not being processed. Are you using a PKG file and making sure you don't delete the scripts before you export? If your using a MIX format then the scripts need to be installed in your Renegade Directory too. Let me know on any progress.

I have not used the version 1.2 DLL so I can't confirm that it is workling althought it should be because of the fact that other people have used it.

\_General Havoc

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Subject: Scripts question

Posted by [NeoSaber](#) on Thu, 26 Jun 2003 00:25:34 GMT

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I'm testing these in a .mix file right now. I figured my usual .pkg test folder is so bloated and messed up I better do a fresh start.

I have the scripts file in the Renegade directory. I don't know if it means anything, but I also have the script M00\_Base\_Defense on the vehicle and that script works.

I'll try reinstalling the scripts or something and see if that helps.

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Subject: Scripts question

Posted by [Captkurt](#) on Thu, 26 Jun 2003 01:54:56 GMT

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NeoSaber! I'm testing these in a .mix file right now. I figured my usual .pkg test folder is so bloated and messed up I better do a fresh start.

I have the scripts file in the Renegade directory. I don't know if it means anything, but I also have the script M00\_Base\_Defense on the vehicle and that script works.

I'll try reinstalling the scripts or something and see if that helps.

Keep us posted.

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Subject: Scripts question

Posted by [spreegem](#) on Thu, 26 Jun 2003 01:59:11 GMT

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I can make bot mods if you need any help with those.

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Subject: Scripts question

Posted by [General Havoc](#) on Thu, 26 Jun 2003 10:55:23 GMT

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Yeah there is your problem then. Normal scripts such as M00\_Base\_Defence will work as they are located in the scripts.dll, in your Renegade Directory. As your using a MIX file the scripts are read from the Renegade Directory and NOT the MIX file. If you save as PKG i can bet you it will work perfectly. To overcome this error install the scripts in your Renegade Directory.

scripts.dll = Version 1.2 of the DLL (300K or so) with this name in the Renegade Directory  
scripts2.dll = Original Westwood scripts (2MB) called this name in the Renegade Directory.

This should fix your problem as I am certain that the map cannot access the custom scripts.

\_General Havoc

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Subject: Scripts question

Posted by [NeoSaber](#) on Thu, 26 Jun 2003 16:06:57 GMT

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I did have the scripts set up in my Renegade directory like that. Here's a snippet of what my Renegade directory looks like:

I just went and tried it as a .pkg file to see if it could work like that. It still didn't. Not even the debug scripts worked.

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Subject: Scripts question

Posted by [bigwig992](#) on Thu, 26 Jun 2003 17:33:20 GMT

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Scripts.dll=288KB

Scripts2.dll=1.99MB

The log file should be in your main Renegade directory. On the script make sure you put .txt at the end of the location. When your done, you should end up with something like this (this is just my log file as an example).

testing [ID 1500000228] created.

animation S\_A\_HUMAN.H\_A\_A0L0 on testing [ID 1500000228] complete. 0.0 sec.

testing [ID 1500000228] heard sound 11463776. 1.0 sec.

testing [ID 1500000228] heard sound 11463776. 1.0 sec.

testing [ID 1500000228] damaged by object 1500000004. 4.0 sec.

testing [ID 1500000228] killed by object 1500000004. 4.0 sec.

testing [ID 1500000228] heard sound 11463776. 4.0 sec.

testing [ID 1500000228] heard sound 11463776. 4.0 sec.

testing [ID 1500000228] heard sound 11463776. 5.0 sec.

animation S\_A\_HUMAN.H\_A\_635A on testing [ID 1500000228] complete. 6.0 sec.

testing [ID 1500000228] shutdown.

11463776. 6.0 sec.

testing [ID 1500000223] shutdown.

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Subject: Scripts question

Posted by [General Havoc](#) on Thu, 26 Jun 2003 18:30:29 GMT

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I haven't worked with version 1.2 yet so the only thing i can suggest is either a reinstall of the game and/or testing it on version 1.1.1 of the scripts as I know they work.

\_General Havoc

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Subject: Scripts question  
Posted by [NeoSaber](#) on Thu, 26 Jun 2003 19:09:49 GMT  
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I tried Scripts 1.1.1 and that didn't help either. Maybe I'm setting these up wrong. Do these scripts attach like any other script would or is there something special that has to be done?

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Subject: Scripts question  
Posted by [NeoSaber](#) on Fri, 04 Jul 2003 14:34:20 GMT  
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Time to bump this back up.

I've tried re-installing Renegade, that didn't work either. Does anyone know how extensively the scripts.dll was tested on Windows 98?

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Subject: Scripts question  
Posted by [General Havoc](#) on Sat, 05 Jul 2003 10:04:47 GMT  
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I have tested on Windows XP Pro, Windows ME and it worked perfect on all of them. I know this may sound extremely dubm but you have allowed windows to show file extensions haven't you? if not you will have a file like below:

```
scripts.dll.dll  
scripts2.dll.dll
```

This is unlikely because you would have needed to overwrite the old files to install them and shouldn't have to had to rename them. Confirm this by clicking Start > Run > command.com > Ok then (press return after each part) cd\ > cd westwood > cd renegade > dir \*.dll if you see the scripts will the correct name then it's okay. I'm not sure what else it could be, this is the first time i have came across this problem.

\_General Havoc

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Subject: Scripts question  
Posted by [NeoSaber](#) on Sat, 05 Jul 2003 21:50:30 GMT  
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Yes, Windows does have file extensions enabled. I double checked like you suggested just to be sure.

Maybe Level Edit is messed up. I'll try reinstalling that next time I get a chance.

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Subject: Scripts question

Posted by [bigwig992](#) on Sat, 05 Jul 2003 22:15:49 GMT

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I do all my Renegade work on a 98, so yes, 98 does work with all the scripts.

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