Subject: scripts.dll stuff
Posted by jonwil on Thu, 15 Jan 2004 07:46:14 GMT
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I am back from my holiday and will look at scripts.dll stuff as and when I get the chance to do so.
Things:
1.the request to print strings on the screen cant be done. There is no way to do it from a script that would print for everybody.
2.I dont know just what the Reborn scripts do but there is no way to detect an object firing its weapon.
3.JFW_Toggle_Radar doesnt work in MP
4.the switchable building stuff, I will look at that for 1.4 at some point
5.there are some fixes for the reborn stuff that I will merge in and that will be available in whatever I end up calling 1.4
6.the scripts requested by boris_the_invincible@hotmail.com, they may go in if I have the time
7.new script ideas (things to go in 1.4), put em here

So, basicly, if I have the time, I will add various things and release 1.4
No promises though.

Subject: scripts.dll stuff
Posted by TimeFX on Thu, 15 Jan 2004 11:26:12 GMT
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Hi
Thanks for information.
I expected that printing strings isn't working
(I have another idea to to it, but I have to try it out)

--

To toggle the radar could be possible, but I dunno how.
I played a multiplayer map with com center - and the radar was turned off when it was destroyed -
I hope this is possible with scripts too /or maybe it was a script?!)
hmmm. The mapname was C&C_Conquest_Island. Who's the author?

--

Is there any way to show the charging progress bar from ION Cannon Beacon / Nuke Beacon with a script?

Thx so far,
TimeFX

Subject: scripts.dll stuff
Posted by TheKGBspy on Thu, 15 Jan 2004 14:00:15 GMT
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yay btw its me boris_the_invincible@hotmail.com

btw its somerhino who did conquest island.

will you be online tonight so i can explain you 2 last script i need?

Subject: Re: scripts.dll stuff
Posted by Deactivated on Thu, 15 Jan 2004 14:34:43 GMT
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jonwil2.I dont know just what the Reborn scripts do but there is no way to detect an object firing its
weapon.

Hmm... any clues... who programmed that "do an action (teleport, deploy etc) on when pressing
fire button" script then?

Subject: scripts.dll stuff
Posted by Try_lee on Thu, 15 Jan 2004 15:24:49 GMT
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I'm guessing it'd be Namehunter or Spirit.

Subject: scripts.dll stuff
Posted by General Havoc on Thu, 15 Jan 2004 16:39:47 GMT
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JFW_Custom_Damage_Object behaves wrong in game, causing the target object to get
destroyed whenever a custom is sent to the object with the script on.

Subject: Re: scripts.dll stuff
Posted by NeoSaber on Thu, 15 Jan 2004 18:23:49 GMT
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jonwil2.I dont know just what the Reborn scripts do but there is no way to detect an object firing its

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weapon.

I did some checking into that. As I understand it, the script is designed to check if the player driving the vehicle has damaged their own vehicle. So in game when you right click, it fires a shot that explodes almost immediately. That damages the tank a bit and triggers the Damaged function in the script.

Subject: scripts.dll stuff
Posted by Blazer on Thu, 15 Jan 2004 18:38:45 GMT
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JonWil make sure you check out the work that vloktboky has done with server-side scripts.dll mods. His stuff might give you some ideas for things to add.

Subject: scripts.dll stuff
Posted by [REHT]Spirit on Thu, 15 Jan 2004 19:11:47 GMT
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*comes in and smacks JonWil for the fun of it * (just kidding)

1. Reborn's deploy and burrow scripts don't actually detect when you fire. They essintally pray you set it up so that, as said in the read-me, you set secondary or primary fire to make a projectile that some how collides with the vehicle. You should be able to set the amount of damage actually done to 0, the bullet just needs to hit the vehicle or make an explosion.

Extra: For other futuristic mods, you can use this as an advantage for SFX (make a trasnparent chamber in the vehicle, and make it so that when the guy deploys, you can make a projectile with the model of something and make it apear in the chamber, so it should hit the vehicle by hitting some vehicle part inside....looks like it's actually doing something! *shrugs*).

2. You CAN print messages to the chat box! But with some limitedness. This is how I did it for Survival:

-Make a new string of the message you want to say (for me, one of them was something like "NHB: MUAHAHAHAHAHAHA!!!!").

-Make a new building, must be on GDI or Nod, and have it's destruction string set to your new string.

-When you want to trigger the message, kill the building.

This does have some faults, like you can't do something like "You have XXX vehicles" without making a string for each number. You also have to kill the building at the end of the game if it doesn't get killed before then, otherwise you can't win until the building is killed (well, the map would be one-sided based on the building's team).

Still, it works. For me it was enough. With a little tricky work-arounds, you can probally use the current Survival scripts to do this. SUR_NHB or SUR_Overmind, whichever it's called, can trigger it. You just need to fool it into thinking that it's time to "taunt" you.[/u]

Subject: scripts.dll stuff
Posted by Deactivated on Thu, 15 Jan 2004 19:24:15 GMT
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[REHTSpirit]
1. Reborn's deploy and burrow scripts don't actually detect when you fire. They essintaly pray you set it up so that, as said in the read-me, you set secondary or primary fire to make a projectile that some how collides with the vehicle. You should be able to set the amount of damage actually done to 0, the bullet just needs to hit the vehicle or make an explosion.

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[/u]

Sounds like it can't be used for a missile launcher platform.

Subject: scripts.dll stuff
Posted by [REHT]Spirit on Thu, 15 Jan 2004 19:25:55 GMT
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Why not? Primary fire for missiles, secondary for burrowing/deploying. Or set the second weapon to do the burrowing, so it should be weapon 1 (1 on the number strip) for missiles, then 2 for burrowing.

Subject: scripts.dll stuff
Posted by Deactivated on Thu, 15 Jan 2004 19:57:00 GMT
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I don't want the vehicle to burrow or deploy though..

jonwilAs for the make part of the model disappear thing, I know of a way to do the disappear but the problem is, there is no way for a script to know when something fires its weapon.

Let's review:
SSM Launcher
A part of of the vehicle (missile) needs to become invisible (hidden) when it launches the weapon and later become visible again to show it has reloaded (a new missile stack).

Subject: scripts.dll stuff
Posted by [REHT]Spirit on Thu, 15 Jan 2004 20:01:06 GMT
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Ah, ok. That's a bit trickier....actually that's a lot trickier. I think you can make an invisible AI turret, so that when you fire, you're justdamaging yourself, triggering an animation, and telling the turret to update to where your turret is pointing, and fire.

Subject: scripts.dll stuff
Posted by laeubi on Thu, 15 Jan 2004 20:11:40 GMT
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Hows the Textboxes in MP-Practise working??? Jsut a thought it might lead to the display message thingy

A Script I need:
If the Script (attached to a Daves Arrow) recives a custom,
Check if the player has the ammount of Money (givven by the scrpt parameter)
If the Player has the amount of money, simpley takes it away and send a Custom to another object.
Would be fien if this can be Sidespeciffic (e.g. only GDI or NOD requestst are acepted)

Hope thats posible

Subject: scripts.dll stuff
Posted by bigwig992 on Fri, 16 Jan 2004 00:31:56 GMT
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[REHT]Spirit, was it you that made JFW_Guard_Duty? I'm still having trouble with that script for Sole Survivor. Put a nice big "Helper" bone a meter or two above the model. Anyway, the only vehicle I can get it to work for is the stealth tank. It works for other vehicles (such as the mediam tank) until they see an enemey. They fire once, and 2 seconds later the entire game crashes. Does it with every vehicle except the stealth tank. Any idea what's wrong?

Subject: scripts.dll stuff
Posted by [REHT]Spirit on Fri, 16 Jan 2004 01:07:28 GMT
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JFW = JonWil. I haven't done anything with Guard Duty so I wouldn't know.

Subject: scripts.dll stuff
Posted by TimeFX on Fri, 16 Jan 2004 10:48:19 GMT

[REHTSpirit]*comes in and smacks JonWil for the fun of it * (just kidding)

2. You CAN print messages to the chat box! But with some limitedness. This is how I did it for Survival:

-Make a new string of the message you want to say (for me, one of them was something like "NHB: MUAHAHAHAHAHAHA!!!!").

-Make a new building, must be on GDI or Nod, and have it's destruction string set to your new string.

-When you want to trigger the message, kill the building.

This does have some faults, like you can't do something like "You have XXX vehicles" without making a string for each number. You also have to kill the building at the end of the game if it doesn't get killed before then, otherwise you can't win until the building is killed (well, the map would be one-sided based on the building's team).

Still, it works. For me it was enough. With a little tricky work-arounds, you can probally use the current Survival scripts to do this. SUR_NHB or SUR_Overmind, whichever it's called, can trigger it. You just need to fool it into thinking that it's time to "taunt" you.[/u]

loool that's exactly my idea I wanted to test next

I'll try to dnamically generate and destroy a building for the message when I want to print it, so there souldn't be a problem at the end of the game.
Hope that works

BTW:
I made a TFX_Replace_When_Repaired script, so you can replace destroyed vehicles the the usable ones (like in first SP mission where an engineer repairs a destroyed med tank)
Works very fine
And when the usable tank got destroyed again (i.e. buggy) there is a destroyed one spawning again.

Subject: scripts.dll stuff
Posted by TimeFX on Fri, 16 Jan 2004 13:14:06 GMT

LaeubiHows the Textboxes in MP-Practise working??? Jsut a thought it might lead to the display message thingy

A Script I need:
If the Script (attached to a Daves Arrow) recives a custom,
Check if the player has the ammount of Money (givven by the scrpt parameter)
If the Player has the amount of money, simpley takes it away and send a Custom to another object.
Would be fien if this can be Sidespeciffic (e.g. only GDI or NOD requestst are acepted)

Hope thats posible

You want to make it team specific, but I see that it's not possible for Custom events (he says that team = -2 oO)
Won't you have a poke event? This should work

Subject: scripts.dll stuff
Posted by Sanada78 on Fri, 16 Jan 2004 22:32:59 GMT
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There's one other thing that I don't think has been mentioned, not really an important one.

As with most other things, it suffers from the server-side only bug. When someone uses a voice

help so much when someone is spamming "I need Repairs" and an icon appears making it quicker to assist them.

I thought this may be possible with a script, but I don't know. Is it possible to implement it back into MP?

Subject: scripts.dll stuff
Posted by TimeFX on Fri, 16 Jan 2004 22:37:50 GMT
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I tried to add this to mp - not possible

Subject: ok, some answers
Posted by jonwil on Sun, 18 Jan 2004 05:21:10 GMT
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1.no, its not possible to do the charge animation from MP
2.anyone got a download link for conquest island?
3.TheKGBspy, post details of all the scripts you want (including the other ones you said before)

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here in this thread.
4.as for JFW_Custom_Damage_Object, I see what the problem is but I need to figure out a fix...
5.TimeFX, can you send me this TFX_xxx scripts you wrote (look in the readme.txt of the scripts.dll for the email address)
6.Laeubi, as for your script, what would be sending the custom to the Daves Arrow?
7.the icon above the player thing, cant do that in a script.

Anyhow, right now, I am going to let this topic sit here for a while and get all the ideas/fixes/things to do for 1.4 sorted then I am going to see about getting a 1.4 out sometime before I go back to uni.

Subject: scripts.dll stuff
Posted by Titan1x77 on Sun, 18 Jan 2004 09:38:12 GMT
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I didnt search thru the list of scripts...but is there an death on enter zone script that doesnt use Tiberium death.

The preset in LE wont kill chem troopers or Mutants...Im almost positive theres one..but just incase there isn't...could you make a true Death on enter script

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Subject: scripts.dll stuff
Posted by laeubi on Sun, 18 Jan 2004 09:50:05 GMT
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For the Deathzone, just temp the existing one and change the Warheadtype to 'Death'

Subject: scripts.dll stuff
Posted by Titan1x77 on Sun, 18 Jan 2004 10:05:00 GMT
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Thanks Laeubi!