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Subject: last call for scripts.dll 1.4  
Posted by [jonwil](#) on Wed, 04 Feb 2004 04:50:12 GMT  
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TimeFX, if you want your scripts in 1.4, send them to me

Here is what is going to be in it thus far (coding is in process for these)  
new renalert scripts, as follows:

\*\*\*\*\*

Script Name: "RA\_Allied\_Thief"

Description:

A new script for the thief, it grants the thief's team credits when he enters a zone with the script "RA\_Soviet\_Refinery\_Theft\_Zone", as well as every 30 seconds (by default, this can be changed) the thief remains inside the zone.

Script Parameters:

-Credits\_To\_Award: How many credits the thief gets per theft. The default amount is 500.00

-Prevent\_Theft\_Timer: How many seconds to wait between thefts. Default is 30.00

Notes:

This script is attached to the preset for whatever soldier is being used as the thief

\*\*\*\*\*

Script Name: "RA\_Soviet\_Refinery\_Theft\_Zone"

Description:

This script works in conjunction with the script "RA\_Allied\_Thief". It checks when a thief enters or exits a zone and sends the thief a custom. Also, when it receives a custom from the script "RA\_Soviet\_Refinery\_Controller" it will stop sending the thief a message when entered

Script Parameters:

-Thief\_Preset\_ID: This is the preset ID for the thief. Default is 0

Notes:

This script is attached to a script zone. Wherever the script zone is placed is where the thief has to go to steal.

\*\*\*\*\*

Script Name: "RA\_Soviet\_Refinery\_Controller"

Description:

This script is designed to tell the script "RA\_Soviet\_Refinery\_Theft\_Zone" when the building it is attached to has been destroyed.

Script Parameters:

-ScriptZoneID: This is the ID of the script zone with "RA\_Soviet\_Refinery\_Theft\_Zone". This is NOT the preset ID, it is the ID of the zone placed on the map. Default is 0

Notes:

This script is attached to a building controller, for example the refinery a thief can steal from.

\*\*\*\*\*

Script Name: "RA\_Infantry\_Spy"

Description:

This script makes the soldier it is attached to invisible to base defenses.

Script Parameters:

None

Notes:

This script is attached to the preset for whatever soldier is a Spy

\*\*\*\*\*

Script Name: "RA\_Infantry\_NotSpy"

Description:

This script makes the soldier it is attached to visible to base defenses. This is necessary because the 'invisibility' of the script "RA\_Infantry\_Spy" is actually given to the player who bought the soldier and not the soldier itself. This means that if a player bought a spy and then bought another type of soldier, they would still be invisible to base defenses. This script corrects that.

## Script Parameters:

None

## Notes:

This script is attached to the preset of every soldier that is NOT a Spy, unless that soldier can never be purchased by a player that can purchase a spy. For example, an allied player can buy a Spy, so all allied infantry that are not spies need this script. However, since a soviet player can never be a spy, no Soviet infantry need this script.

\*\*\*\*\*

Also, bug-fixes for one existing renaalert script

Bug fixes and improvements to the Reborn scripts

A fix for JFW\_Custom\_Damage\_Object to make it work properly

JFW\_Apply\_Damage\_On\_Enter\_Timer (This script will apply damage to the object that entered the zone as long as its in the zone)

Warhead (the warhead to use)

Damage (how much damage to do per timer tick)

Time (how much time to wait before doing the next bit of damage)

Distance (how far away from the location of the zone the object has to be before the damage stops)

JFW\_Domination\_Zone (when entered, displays 1 of 2 models and sends

Controler\_ID (ID of the controller, a daves arrow or something)

Custom (what custom to send to the controler)

Nod\_Preset\_Name (name of the preset to use for the "Nod has captured the zone" model)

GDI\_Preset\_Name (name of the preset to use for the "GDI has captured the zone" model)

Neutral\_Preset\_Name (name of the preset to use for the "no-one has captured the zone yet" model)

JFW\_Domination\_Controler (controler for the domination mode)

Custom (what custom to listen for)

Time (how often to give points)

TimerNumber (timer number for the timer)

PointsToGive (how many points to give to GDI for each GDI zone/Nod for each Nod zone)

PointsToTake (how many points to take from Nod for each GDI zone/GDI for each Nod zone)

Game will end when the map time expires, the team with the most points will win (just like regular C&C mode)

JFW\_Customs\_Play\_Cinematic (basicly, when its sent all the customs, it fires the cinematic)

Message1 (first message)

Message2 (second message)

Message3 (third message)  
Message4 (forth message)  
Message5 (fifth message)  
Message6 (sixth message)  
Message7 (seventh message)  
Message8 (eighth message)  
Script\_Name (the name of the \*.txt script to fire)  
Location (the location to fire it off at)  
Facing (what direction to fire it off in)

Passing 0 for a message will cause that to be marked as "tripped" on startup (i.e. so you dont have to use all the customs)

JFW\_Turret\_Spawn\_2: Makes an object at it's controller's bone.

Parameters - Turret\_Preset (preset name of the object to spawn), Bone\_Name (the name of the bone to attach the object to), Explosion\_Preset (made at the bone when the MMK2 or whatever dies to get rid of the object spawned), Explosion\_Bone (where to make the explosion)

Modifications to JFW\_Zone\_Send\_Custom\_Enable, JFW\_Zone\_Send\_Custom\_Preset and TDA\_Send\_Custom\_Zone as follows:

1.if the Message is 0, it wont get sent  
and 2.if the Param is 0, it will send "the ID of the object that entered the zone" as the param.

Same deal applies to the new script JFW\_Zone\_Send\_Custom\_Keycard below and to the script JFW\_Zone\_Send\_Custom\_Not\_Preset

JFW\_Zone\_Send\_Custom\_Keycard (sends a custom when a zone is entered or exited but only if the object that entered it has a specific keycard)

EnterMessage (message to send on entry)  
EnterParam (param to send on entry)  
ExitMessage (message to send on exit)  
ExitParam (param to send on exit)  
Player\_Type (what player type to trigger on, 0 = Nod, 1 = GDI, 2 = any)  
Keycard\_Number (the keycard number to look for)

JFW\_Zone\_Send\_Custom\_Not\_Preset (sends a custom when a zone is entered or exited but only if the object that entered it not a specific preset)

ID (the id to send the messages to)  
EnterMessage (message to send on entry)  
EnterParam (param to send on entry)  
ExitMessage (message to send on exit)  
ExitParam (param to send on exit)  
Player\_Type (what player type to trigger on, 0 = Nod, 1 = GDI, 2 = any)  
Preset\_Name (what preset name to not trigger on)

JFW\_Teleport\_Custom (teleports an object when sent a custom)

Custom (the custom to look for, the parameter passed is the ID of the object to teleport)  
Location (Vector location of where to be sent)  
Object\_ID (Object to teleport to)

Basically, its the same as TDA\_Teleport\_Zone but triggers on the custom and not on the zone entry

JFW\_Give\_Points\_On\_Death (this gives points to the player that kills whatever its attached to)  
Points (how many points to give)  
Player\_Type (what player type to trigger on, 0 = Nod, 1 = GDI, 2 = any)  
Whole\_Team (give to team or just player)

a fix to JFW\_Spawn\_Object\_Death so that objects will spawn facing the same direction as the object that died.

JFW\_Armour\_Regen  
Time (how often to regen armour)  
TimerNumber (timer number for the timer)  
Points (how much armour to add)

JFW\_Heath\_Regen  
Time (how often to regen health)  
TimerNumber (timer number for the timer)  
Points (how much health to add)

JFW\_Random\_Teleport\_Custom (like JFW\_Teleport\_Custom but teleports to 1 of 5 random locations)  
Custom (the custom to look for, the parameter passed is the ID of the object to teleport)  
Location1 (Vector location of where to be sent)  
Object\_ID1 (Object to teleport to)  
Location2 (Vector location of where to be sent)  
Object\_ID2 (Object to teleport to)  
Location3 (Vector location of where to be sent)  
Object\_ID3 (Object to teleport to)  
Location4 (Vector location of where to be sent)  
Object\_ID4 (Object to teleport to)  
Location5 (Vector location of where to be sent)  
Object\_ID5 (Object to teleport to)

JFW\_Timed\_Teleport\_Custom (like JFW\_Teleport\_Custom but has to wait n time before it can teleport again)  
Time (how long before it resets)  
TimerNumber (timer number for the timer)  
Custom (the custom to look for, the parameter passed is the ID of the object to teleport)  
Location (Vector location of where to be sent)  
Object\_ID (Object to teleport to)

Post any bug fixes I missed here and I will try to fix them for 1.4.

If I didnt get your script idea in this post, its because:

A.I couldnt work out how to do it in time  
or B.Its not possible or wont work in MP  
or C.I forgot the idea

If I didnt list your idea here and I didnt already say "no, I cant do that" before in an earlier thread, post it here and I will giev a reason why its not going into 1.4

The dll will be released soon (I dont know when though, just keep watching)

BTW, I will need testers for this later on so if you want to help, post here

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Subject: last call for scripts.dll 1.4

Posted by [England](#) on Wed, 04 Feb 2004 04:51:37 GMT

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First post!

Im such a kid :\

Nice Work

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Subject: last call for scripts.dll 1.4

Posted by [SomeRhino](#) on Wed, 04 Feb 2004 05:14:17 GMT

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Rad. I see 3-4 scripts that I will be able to use in my mod there. Also, 8 customs is exactly how many I'll be needing to use in a game mode I'm working on, so good choice on that one. Keep up the good work, I'll be happy to test some of the scripts for you. Thanks, JonWil.

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Subject: last call for scripts.dll 1.4

Posted by [IRON FART](#) on Wed, 04 Feb 2004 05:39:09 GMT

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Nice... I might try making a map now

I'll help test if you want... Just tell me what to do.

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Subject: last call for scripts.dll 1.4

Posted by [Madtone](#) on Wed, 04 Feb 2004 05:41:42 GMT

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Good work they're mate...

Im really thankfull to how much time an effort your putting into helping us all out and supplying us with these scripts and also the fix's.

Just had to let you know that i and im sure the community all are really thankfull of what your doing.

Thanks mate and good job!

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Subject: last call for scripts.dll 1.4  
Posted by [Aircraftkiller](#) on Wed, 04 Feb 2004 06:44:53 GMT  
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Just remember that NeoSaber wrote those RA scripts you've listed.

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Subject: last call for scripts.dll 1.4  
Posted by [Titan1x77](#) on Wed, 04 Feb 2004 07:06:52 GMT  
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Great work on all the scripts you made...I'll be using a few of them shortly...and will help test all the jfw scripts

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Subject: last call for scripts.dll 1.4  
Posted by [TheKGBspy](#) on Wed, 04 Feb 2004 17:40:58 GMT  
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Great job jonwil.

How many script remain to do?

btw there is some stuff i would like to know why its missing:

Quote:JFW\_Apply\_Damage\_On\_Enter\_Timer (This script will apply damage to the object that entered the zone as long as its in the zone)

Warhead (the warhead to use)

Damage (how much damage to do per timer tick)

Time (how much time to wait before doing the next bit of damage)

Distance (how far away from the location of the zone the object has to be before the damage stops)

i asked for a Team option:

Quote:- Remake of the script that give damage on enter (when attached to a script zone)

\* Team\_Targeted: Select wich team is supposed to receive this damage(Gdi, Nod, Unteamed or

All)

- \* Warhead: Select the type of warhead that the damage will do
- \* Damage: x value given when hit
- \* Interval : Set up at wich interval the damage is done ex: every 2 sec.

Is the new Deploy scripts are in? (the one for deployed state, and the other for deploying state) i know you said improvement in reborns scripts.. but i would like to be sure

Btw about this script i asked:

Quote:- Teleport on enter if preset = Something.

This scripts will be attached to a scripts zone. The Script\_zone will look if there is a speciefic object having a X preset name. If its the case, it teleport this object (move) to X,Y,Z(dunno if this will be faster to teleport at a specified Object having XYZ and this object is unique in the map)

the options of the script:

- \*Allowed\_preset: Define the allowed object to be teleported
- \*Destination\_preset(Or X, y, z as i stated before): Define the name of the object where the allowed preset should be teleported.
- \*Explosion\_preset: it will do an explosion where the object is supposed to be teleported before teleporting it. There will be a delay to not kill the teleported object.

Btw the teleported object will has same direction as the Destination object.

i havent see it. Btw if it can be done, i would like when any object enter the zone having x preset\_name, to be teleported to y location on exit script zone. It will be teleported to z object id location, and it will have same orientation. It will also do an explosion to A Script zone. So basicly, it will clear out the area before teleporting.

Thank you

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Subject: last call for scripts.dll 1.4

Posted by [General Havoc](#) on Wed, 04 Feb 2004 18:42:01 GMT

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Nice scripts! I see you have listened to to everyone who asked about a script and you have some great new ones

I'll be testing JFW\_Custom\_Damage\_Object and the domination scripts for certain when it's released.



Subject: stuff...

Posted by [jonwil](#) on Thu, 05 Feb 2004 00:35:00 GMT

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1.I will add a team option to JFW\_Apply\_Damage\_On\_Enter\_Timer

2.I dont know about the deploy scripts, I am not sure exactly whats wrong/what is required/what needs to be done plus they arent my scripts.

If there is something wrong with them, talk to the reborn people and get it fixed/changed.

and 3.for that teleport script, you can use a combination of JFW\_Zone\_Send\_Custom\_Preset and JFW\_Teleport\_Custom to make it work.

As for the clear area thing, you need to:

1.have the zone\_send\_custom thing send the custom to a Daves Arrow or something. Then, this daves arrow has JFW\_Delay\_Custom attached (this creates the delay before the teleport happens, it is programmed to send to the teleport object). To make the explosion, use the new script JFW\_Blow\_Up\_Location\_On\_Custom, below.

JFW\_Blow\_Up\_Location\_On\_Custom (This script will create an explosion at the location specified in the script when a message is sent)

Explosion (the explosion to create)

Location (the loaction to create the explosion)

Message (the message to trigger on)

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Subject: last call for scripts.dll 1.4

Posted by [SomeRhino](#) on Thu, 05 Feb 2004 03:26:12 GMT

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Hope I'm not too late, but I have a last minute request, if it's possible. I would appreciate a script where every time it recieves a custom, it draws a different model at a location. For instance, the first time it recieves 12345, it creates a banana model at a daves arrow. After recieving the custom again, it removes the banana and creates a hockey stick in the same location. I don't know the best way to go about doing this. Another option would be to have an object play the next frame of an animation every time it recieves the custom. Then we could just put all the models into one W3D, and animate the meshes' visibility accordingly in the order we want (if scripts can access animation data.)

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Subject: last call for scripts.dll 1.4

Posted by [jonwil](#) on Thu, 05 Feb 2004 05:26:02 GMT

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too late for 1.4 but I will look at it for 1.5

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Subject: last call for scripts.dll 1.4

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Posted by [SomeRhino](#) on Thu, 05 Feb 2004 18:55:30 GMT

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Alright, thanks. By the way, if you are going to use the first method, I would ask that you allow for up to 30 or so models, if possible.

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Subject: last call for scripts.dll 1.4

Posted by [Cpo64](#) on Thu, 05 Feb 2004 20:28:54 GMT

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Does the domination script have a neutral period between captures?

Like say GDI controls it, a nod guy comes in, and sits there does it go

GDI-10sec-Neutral-10sec-Nod

Or does it just go right from GDI to Nod?

Also, what happens if there are one person or more from each team in the zone?

What if the Zone belongs to GDI and a Nod player enters the zone?

Personally I think that if the zone is empty, and someone enters it, and it doesn't belong to them it should first go to neutral then change to the occupying team.

If the Zone belongs to a team and that team has someone in it, then someone else from the other team enters the zone, it should still change to neutral, but then remain neutral until only one team remains in the zone.

Maybe have an optional timer that will return the Zone to neutral if no one is in it after a set amount of time. If it is set to -1 or 0 or what have you, the timer will not be used.

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Is there a king of the hill script yet?

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Subject: last call for scripts.dll 1.4

Posted by [Havoc 89](#) on Thu, 05 Feb 2004 23:14:35 GMT

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kool, thx for the armour regen script, you rock!

but im guessing visible player in vehicle is a no go.

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Subject: last call for scripts.dll 1.4

Posted by [jonwil](#) on Fri, 06 Feb 2004 00:23:09 GMT

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Firstly, no KOTH script per se yet.

But it might be possible to do KOTH via a combination of existing scripts, I dont know

As for domination, what will happen is that the zone starts out neutral.

When its captured by GDI, it starts giving points to GDI.

Then, if a nod unit enters it, it starts giving points to Nod.

If there is more than one person from a team in the zone, it will give points to that team just as though there was one person in the zone.

When the zone is captured, there is a delay, during which it wont change state.

JFW\_Domination\_Zone (when entered, displays 1 of 2 models and sends

Controler\_ID (ID of the controller, a daves arrow or something)

Custom (what custom to send to the controler)

Nod\_Preset\_Name (name of the preset to use for the "Nod has captured the zone" model)

GDI\_Preset\_Name (name of the preset to use for the "GDI has captured the zone" model)

Neutral\_Preset\_Name (name of the preset to use for the "no-one has captured the zone yet" model)

Capture\_Delay\_Time (how many seconds to wait after its captured before the zone can change hands again)

TimerNumber (timer number for the timer)

Basicly, if something enters the zone or moves within it during the capture delay, nothing happens. But, if something moves within the zone or enters it after the capture delay is over, it will trigger.

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Subject: last call for scripts.dll 1.4

Posted by [Madtone](#) on Fri, 06 Feb 2004 02:08:52 GMT

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What if a member from each team is in the zone at the same time?

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Subject: last call for scripts.dll 1.4

Posted by [jonwil](#) on Fri, 06 Feb 2004 02:17:01 GMT

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The first person to enter gets the zone.

Then, the delay kicks in.

Once the delay is over, if someone from the other team moves in the zone, it triggers again and changes sides, with the delay kicking in again.

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Subject: last call for scripts.dll 1.4

Posted by [jonwil](#) on Fri, 06 Feb 2004 06:59:06 GMT

ok, the scripts are almost finished and ready for testing, just gotta write JFW\_Domination\_Controller then get them tested (and fix any bugs) then I release.

new info for the domination scripts:

JFW\_Domination\_Zone (when entered, displays 1 of 2 models and sends

Controler\_ID (ID of the controller, a daves arrow or something)

NeutralCustom (what custom to send to the controler if the zone was neutral before it was captured)

OwnedCustom (what custom to send to the controler if the zone was already owned before it was captured)

Nod\_Preset\_Name (name of the preset to use for the "Nod has captured the zone" model)

GDI\_Preset\_Name (name of the preset to use for the "GDI has captured the zone" model)

Neutral\_Preset\_Name (name of the preset to use for the "no-one has captured the zone yet" model)

Capture\_Delay\_Time (how many seconds to wait after its captured before the zone can change hands again)

TimerNumber (timer number for the timer)

JFW\_Domination\_Controller (controler for the domination mode)

NeutralCustom (what custom to send to the controler if the zone was neutral before it was captured)

OwnedCustom (what custom to send to the controler if the zone was already owned before it was captured)

Time (how often to give points)

TimerNumber (timer number for the timer)

PointsToGive (how many points to give to GDI for each GDI zone/Nod for each Nod zone)

PointsToTake (how many points to take from Nod for each GDI zone/GDI for each Nod zone)

GDIObjectID (the ID of an object somewhere that is gauranteed to remain around for the entire game and that is owned by GDI, this is needed to give points to GDI)

NodObjectID (the ID of an object somewhere that is gauranteed to remain around for the entire game and that is owned by Nod, this is needed to give points to Nod)

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Subject: last call for scripts.dll 1.4

Posted by [jonwil](#) on Fri, 06 Feb 2004 07:16:37 GMT

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ok, its finished.

Now for testing.

Testers please contact me on ICQ 77572965 MSN JonathanWilson623@hotmail.com AIM jonwil2002 or yahoo jonwil2002

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Subject: last call for scripts.dll 1.4

Posted by [IRON FART](#) on Fri, 06 Feb 2004 07:33:53 GMT

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Quote:

What if a member from each team is in the zone at the same time?

I would think that the person who entered it last would capture it for their team. Because I does not matter if they are both in the zone at the same time...It would be the entering of the zone that will change who domitates the zone.

That is my guess, but I may be wrong.

EDIT: nvm it was answered above already.

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Subject: last call for scripts.dll 1.4

Posted by [Laser2150](#) on Fri, 06 Feb 2004 17:00:00 GMT

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If your looking for any other scripts to do, i wanted to make a "Death Sound Script" That plays a sound for everyone when someone dies.the current one is "host-only"

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Subject: last call for scripts.dll 1.4

Posted by [General Havoc](#) on Sun, 08 Feb 2004 01:05:32 GMT

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New script:

CLone of JFW\_2D\_Sound\_Custom except plays a 3D sound.

3D\_Sound\_Custom - Plays a 3D sound when a custom is received

Custom - Custom to play on

Sound - Sound preset to play

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Subject: last call for scripts.dll 1.4

Posted by [jonwil](#) on Mon, 09 Feb 2004 01:13:11 GMT

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Firstly, the death sound being host-only, I cant do anything about that.

As for the other 3d sound one, that will probobly end up in 1.5 if/when I do it.

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