

---

Subject: scripts.dll 1.8 is being worked on (I need ideas people)

Posted by [jonwil](#) on Thu, 15 Jul 2004 04:08:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

ok, some more ideas.

JFW\_Drone\_Damage

Basicly, when <the object with this script attatched gets attatcked by <the specified preset>, it starts being damaged by <x health and/or shield strength> every <x seconds>. There will (probably) also be an option such that if it gets repaired, the effect wears off.

This script is intended for e.g. the Terror Drone in RA2.

JFW\_Vehicle\_Powerup and JFW\_Vehicle\_Powerup\_Preset.

Basicly, when the powerup with this script attatched is collected, a custom is sent to the vechicle in which the collector of the powerup resides (if they are in one).

If they are not in one, no custom is sent.

Both versions will allow you to specify which team to trigger the custom on (gdi, nod or both). The preset version will allow you to make it only send for certain presets.

Note that if someone who doesnt trigger the custom collects the powerup, it will still disappear.

This will be usefull (once some appropriate scripts for responding to the custom are written) to implement "upgrade" logic like in Generals (the GLA vehicles that can pick up scrap and get better)

---