Subject: scripts.dll 1.8 is being worked on (I need ideas people)
Posted by jonwil on Sun, 18 Jul 2004 06:11:32 GMT
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ok, some new scripts from NeoSaber
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Script Name: "RA_Damaged_Credits"

Description:

This script is designed to award credits to the player who damages the object this script is
attached to. It does so based on the Damage dealt divided by the script parameter Divisor.

Script Parameter:

-Divisor: This is the number that the damage is divided by to determine the amount of credits to
award. Default is 4.0.

Notes:

This script can be attached to a soldier, vehicle, or any other object you waant to get extra credits
from when its damaged.

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Script Name: "RA_GameStart_Detector"

Description:

This script is designed to detect when a game actually begins on an FDS. It has been shown that
an FDS will start running scripts while still in a "Gameplay Pending" state before players have
loaded into the game. This can cause problems for some scripts that run off timers or do
something when first created. This script is designed to send a message when normal gameplay
starts. Other scripts can be setup to listen for this message, so they know when the game has
started.

Script Parameters:

-Interval: This is the delay in seconds between times that the script will check if gameplay has
started, so as not to risk overburdening a server. Default is 5.0.

-ReceiverID: ID of the object to send the message to. Default is 0

-Message: This is the message to send. Default is 0

-Parameter: This is an extra parameter that can be sent with the message. Default is 0

Notes:

This script should be attached to a Dave's Arrow

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Script Name: "RA_DriverDeath"

Description:

Half a second after being attached to an object, this script will kill whatever it was attached to.

Script Parameters:

None

Notes:

This script should be attached to an object by other scripts during gameplay to kill that object after a time delay.

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Script Name: "RA_Conyard_Controller"

Description:

This script is largely a clone of TDA_Conyard_Controller. It has been modified so that it will activate the repair scripts at the beginning of a game, and then disable them when the controller it is attached to dies. This allows the repair script "RA_Conyard_Repair" to function from the preset of an object instead of being attached on a per map basis. This script, however, does still need to be attached on a per map basis so it knows all the IDs it needs to.

Script Parameters:

-Building1_ID: 1st building to enable/disable

-Building2_ID: 2nd building to enable/disable

-Building3_ID: 3rd building to enable/disable

-Building4_ID: 4th building to enable/disable

-Building5_ID: 5th building to enable/disable

-Building6_ID: 6th building to enable/disable

-Building7_ID: 7th building to enable/disable

-Building8_ID: 8th building to enable/disable

-Building9_ID: 9th building to enable/disable

-Building10_ID: 10th building to enable/disable

Notes:

This script should be attached to a building controller. Multiple copies of this script can be attached to a single controller if more parameters are needed.

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Script Name: "RA_Conyard_Repair"

Description:

Primarily a clone of TDA_Conyard_Repair, but designed to work with RA_Conyard Controller so this script can function from a preset.

Script Parameter:

-Repair_Frequency: How often the buiding receives 1 health point. Time is in seconds. Default is 1.0

Notes:

This script should be attached to the preset of a building controller. If activated by RA_Conyard_Controller, it will continue to repair the builing until disabled.

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Also, a change to the repair bay script to make it able to handle the new vechicles in 0.993
Plus, removing the non-working "steal cash from soviets" logic for the thief
Also, changes to the Mine Layer scripts.
And various new/changed scripts from E!.
And a fix to JFW_Resource_Field by NeoSaber
And also a fix to visible vechicle driver in vechicle stuff, also by NeoSaber