
Subject: Re: Renegade: Sole Survivor Solo Arena Question

Posted by [bigwig992](#) on Sun, 24 Jul 2005 03:44:42 GMT

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Whoa, I didn't know people still played it, or even liked it in the first place. I scripted all the rounds for Arena mode. There's 50 rounds. You said 42?

;Text Script for Arena Round 42

;Cinematic Script written by Bigwig

;------ Create Arena Skeleton/Camera-----

```
-0 Create_Object, 1, "sr_ar_skel", 0, 0, 0, 0,
-460 destroy_object, 1
-60 Enable_Letterbox, 1, 1
-230 Enable_Letterbox, 0, 1
-120 Control_Camera, 1
-180 Control_Camera, -1
```

;------Update Wave Counter-----

```
-10 Send_Custom, 100120, 64534, 0
```

=====AI Parameters Cheat

Sheet=====

;------Vehicle AI Script Parameters-----

```
;-261 Attach_Script, 0, "JFW_Guard_Duty", "[Helper Preset],[Helper
Bone],[Range],[Dummy Object ID],[Unique Custom],[Waypath ID],[Attack Time],[Wait Time]"
```

;------Script Templates-----

;All Tanks:

```
;-261 Attach_Script, 0, "JFW_Guard_Duty",
"SR_Helper_Mutant_Tank,Helper,50.00,100022,43684,100023,5.00,3.00"
```

;Buggy/Hummer:

```
;-261 Attach_Script, 0, "JFW_Guard_Duty",
"SR_Helper_Mutant_Buggy,Helper,50.00,100022,48684,100023,5.00,3.00"
```

;Bike:

```
;-261 Attach_Script, 0, "JFW_Guard_Duty",
"SR_Helper_Bike,MuzzleA0,50.00,100022,43634,100023,5.00,3.00"
```

```
;-----Valid Vehicles-----  
;  
;SR_AAI_Bike  
;SR_AAI_Buggy  
;SR_AAI_Htnk  
;SR_AAI_Hummer -Not Working Properly  
;SR_AAI_Ltnk  
;SR_AAI_MRLS  
;SR_AAI_Mtnk  
;SR_AAI_Ssm  
;SR_AAI_Stnk
```

```
;-----Valid Vehicle Waypaths-----  
;  
;100023  
;100059
```

```
;-----Valid Infantry-----  
;  
;SR_AAI_ChemTrooper  
;SR_AAI_Commando  
;SR_AAI_Flamer  
;SR_AAI_GBaz  
;SR_AAI_GMG  
;SR_AAI_Gren
```

```
=====  
=====  
=====
```

```
;-----Create Objects-----
```

```
-260 Create_real_Object, 2, "SR_AAI_Mtnk",1 , "Bay01"
```

```
-260 Create_real_Object, 3, "SR_AAI_Mtnk",1 , "Bay02"
```

```
-260 Create_real_Object, 4, "SR_AAI_Mtnk",1 , "Bay03"
```

```
-260 Create_real_Object, 5, "SR_AAI_Mtnk",1 , "Bay04"
```

```
;Bay 5 is the Player's Bay:
```

```
; -260 Create_real_Object, 6, "CnC_GDI_Mammoth_Tank",1 , "Bay05"
```

```
-260 Create_real_Object, 7, "SR_AAI_Stnk",1 , "Bay06"
```

```
-260 Create_real_Object, 8, "SR_AAI_Stnk",1 , "Bay07"
```

```
-260 Create_real_Object, 9, "SR_AAI_Stnk",1 , "Bay08"
```

-260 Create_real_Object, 10, "SR_AAI_Commando",1 , "Spawn01"

-260 Create_real_Object, 11, "SR_AAI_Commando",1 , "Spawn02"

;------Attach Vehicle AI Logic Scripts-----;

-261 Attach_Script, 2, "JFW_Guard_Duty",
"SR_Helper_Mutant_Tank,Helper,50.00,100022,43684,100023,5.00,3.00"
-261 Attach_Script, 3, "JFW_Guard_Duty",
"SR_Helper_Mutant_Tank,Helper,50.00,100022,43684,100023,5.00,3.00"
-261 Attach_Script, 4, "JFW_Guard_Duty",
"SR_Helper_Mutant_Tank,Helper,50.00,100022,43684,100023,5.00,3.00"
-261 Attach_Script, 5, "JFW_Guard_Duty",
"SR_Helper_Mutant_Tank,Helper,50.00,100022,43684,100023,5.00,3.00"
-261 Attach_Script, 7, "JFW_Guard_Duty",
"SR_Helper_Mutant_Tank,Helper,50.00,100022,43684,100023,5.00,3.00"
-261 Attach_Script, 8, "JFW_Guard_Duty",
"SR_Helper_Mutant_Tank,Helper,50.00,100022,43684,100023,5.00,3.00"
-261 Attach_Script, 9, "JFW_Guard_Duty",
"SR_Helper_Mutant_Buggy,Helper,50.00,100022,48784,100023,5.00,3.00"

;------Attach Death Custom Scripts-----;

; Each round will need to send different messages. The first digit(s) is the round number, the second and third are zeros, and the last is the consecutive number for that object (1-7)

-262 Attach_Script, 2, "JFW_Death_Send_Custom", "100114, 42001, 0"
-262 Attach_Script, 3, "JFW_Death_Send_Custom", "100114, 42002, 0"
-262 Attach_Script, 4, "JFW_Death_Send_Custom", "100114, 42003, 0"
-262 Attach_Script, 5, "JFW_Death_Send_Custom", "100114, 42004, 0"
-262 Attach_Script, 7, "JFW_Death_Send_Custom", "100114, 42005, 0"
-262 Attach_Script, 8, "JFW_Death_Send_Custom", "100114, 42006, 0"
-262 Attach_Script, 9, "JFW_Death_Send_Custom", "100114, 42007, 0"

;------Door Openers (Helps the Infantry out)-----;

-320 Create_real_Object, 12, "SR_Helper_Mutant_Tank",1 , "Bay01"

-320 Create_real_Object, 13, "SR_Helper_Mutant_Tank",1 , "Bay02"

-320 Create_real_Object, 14, "SR_Helper_Mutant_Tank",1 , "Bay03"

-320 Create_real_Object, 15, "SR_Helper_Mutant_Tank",1 , "Bay04"

-320 Create_real_Object, 16, "SR_Helper_Mutant_Tank",1 , "Bay05"

-320 Create_real_Object, 17, "SR_Helper_Mutant_Tank",1 , "Bay06"

-320 Create_real_Object, 18, "SR_Helper_Mutant_Tank",1 , "Bay07"

-320 Create_real_Object, 19, "SR_Helper_Mutant_Tank",1 , "Bay08"

-400 destroy_object, 12

-400 destroy_object, 13

-400 destroy_object, 14

-400 destroy_object, 15

-400 destroy_object, 16

-400 destroy_object, 17

-400 destroy_object, 18

-400 destroy_object, 19

That's round 42, don't seem to see any conflicts in the code. The round mess up could be from many things. If you park a vehicle where the bot is supposed to spawn, they will not appear and thus, the custom message will not be sent and the round will not advance. Sometimes if you let them idle too long (if they sit in their bays without moving) they will automatically die, and I don't think the script will send a custom that way either. Anyway, it'd be nice to schedule a co-op Arena map sometime. Sorry about the extremely long post.
