Subject: Re: Topic for script bug reports/improvement suggestions, that 4.0 should include
Posted by rrutk on Mon, 16 Feb 2009 15:47:16 GMT
View Forum Message <> Reply to Message

1) Script working/not bugged for having messages displayed are e.g.:
JFW_Message_Send_Death/Team and JFW_Message_Send_Zone/Team. They are fine.

Bugged is:
- JFW_Message_Send_Custom/Team (and may be some others, I dont remember ATM)

There is a bug, it displays not the message (e.g. "...under attack"), but the numeric message, what is used for the event! (like "8011")
And the RGB color doesnt work too.
See here: http://www.renegadeforums.com/index.php?t=msg&goto=368124&rid=22815#msg_368124

Thats why some other guys made scripts for e.g. attack announcements for other presets like the buildings. E.g. mounted vehicles.

2)
The beacon icon: clear.

3)
As you see in Leveledit, there was the plan not only for refill and buying characters/vehicles, but for buying equipment (e.g. weapons, powerups...) at PT too.

See: Global Settings -> Purchase Settings -> Equipment.

I dont know, if the code is functionable within the engine.
If so, it would be great to have access.

4a)
JFW_PT_Disable: it didnt work with the sidebar.
My last answer from Whitedragon (05.05.2008):
"I looked and JFW_PT_Disable seems to be bugged. In any case, the best way to disable a PT icon on a certain map is to temp the PT settings for that map and remove it there.
As for setting the cost to 1000000, it's the only way to disable the icon at the moment."

4b)
JFW_PT_Hide: team values are reversed. if one doesnt know that, he will search the bug forwever. And they are not hided for the whole time the map is running.

5) Dunno, may be, I just have missed the script, but:
A script: Message_Send_Preset_Repaired_Sound_Team
(to have to "building repaired announcement" with sound and displayed textmessage). Dunno, how this is scripted ATM. I dont find a script usable for that.

6) If scripts to display the big green messages like mentioned (with picture) below are possible, it would be great too.
  http://www.renegadeforums.com/index.php?t=msg&th=32041&start=0&rid=2 2815

7) Unbelievable great would be a script for an airstrike at a beacons position with an preset given in the paramters, but this is just a special wish of mine