Subject: scripts.dll 1.7 update
Posted by jonwil on Fri, 23 Apr 2004 11:01:02 GMT
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All the scripts I plan to include are finished except for the last stuff for the charge-animation versions of JFW_Building_Gun
I didnt get all the westwood clones I want to do (for example, RMV_Camera_Behaviour, Test_Cinematic, PDS_Test_Harvester, PDS_Test_Follow_Waypath, M00_BuildingStateSoundSpeaker, M00_BuildingStateSoundControler and some others) but these can be done later as and when time permits (test_cinematic in particular is going to be a right royal PITA to clone)

changes:
fix a typo in the Enable_Vehicle_Transitions script command

add more notes about what does and doesnt work in MP (both to the readme and to scripts.h)

add details for parameters of Set_Screen_Fade_Opacity

change the Anim_Enable member of the ActionParamsStruct to Anim_Loop (its real purpose is to specify if the animation is to loop or not)

change ActionParamsStruct::Set_Animation to allow you to set the loop flag as well.

new script JFW_Building_Explode_No_Damage, is a clone of M00_BUILDING_EXPLODE_NO_DAMAGE_DAK

new script JFW_Viceroid_Innate, is a clone of M00_Viceroid_Innate_Day

new script JFW_No_Innate, is a clone of M00_No_Innate

new script JFW_Credit_Trickle, is a clone of GTH_Credit_Trickle

new script JFW_PCT_Pokable, is a clone of M00_PCT_Pokable_DAK

new script JFW_Vehicle_Regen, is a clone of M00_Vehicle_Regen_DAK

new script JFW_Disable_Transition, is a clone of M00_Disable_Transition

new script JFW_Permanent_No_Falling_Damage, is a clone of M00_Permanent_No_Falling_Damage_IML

new script JFW_Death_Powerup, is a clone of M00_Death_Powerup

new script JFW_GrantPowerup_Created, is a clone of M00_GrantPowerup_Created

new script JFW_CnC_Crate, is a clone of M00_CnC_Crate

new script JFW_Tiberium_Refinery, is a clone of M00_Tiberium_Refinery

new script JFW_GrantMoney_Powerup, is a clone of M00_GrantMoney_Powerup

new script JFW_GrantScore_Powerup, is a clone of M00_GrantScore_Powerup

new script JFW_Disable_Physical_Collision, is a clone of M00_Disable_Physical_Collision_JDG

new script JFW_Enable_Physical_Collision, is a clone of M00_Enable_Physical_Collision_JDG

new script JFW_DestroyedStateObject, is a clone of M00_DestroyedStateObject_DAY

new script JFW_Play_Sound, is a clone of M00_Play_Sound

new script JFW_Engine_Sound, is a clone of RMV_Engine_Sound

new script JFW_Play_Animation_Destroy_Object. Put this on an object and it will play an animation once then destroy the object. Great for spawing "animation effects" (have a preset with this script on it straight off and then spawn it somehow)

new script JFW_Set_Animation_Frame_On_Custom. This will apply an animation to an object setting its frame to an initial value. Then, when its sent a certain message, it will set the frame to the parameter of the message.

new script, JFW_Custom_Send_Custom_Parameter. When this script is sent a custom, if the sent message is >= a base value and <= a limit value, it subtracts the base value from the passed in message. Then, it sends the custom on to a specified object passing it the base value for the message and the value gained from the subtraction as the parameter.

new script, JFW_Base_Defence_Secondary. Same as JFW_Base_Defence except swaps betwen primary and secondary weapon every time it fires.

new script, JFW_Base_Defence_Aircraft_Only_Secondary. Same as JFW_Base_Defence_Aircraft_Only except swaps betwen primary and secondary weapon every time it fires.

new script, JFW_Base_Defence_No_Aircraft_Secondary. Same as JFW_Base_Defence_No_Aircraft except swaps betwen primary and secondary weapon every time it fires.

new scripts, clones of all 6 JFW_Base_Defence scripts. Basicly, on startup, it applies a specified animation to the object JFW_Base_Defence is attatched to and goes to frame 0. Then, it sets a flag called "popup" to false (to indicate that it isnt "popped up").
When it spots an enemy, if its not "popped up", it sets "popup" to true and goes to the last frame of the animation (passed in as a parameter to the script). It also starts a timer (user-specified length). If it sees an enemy and its "popped up", it attacks the enemy.
Then, when the timer expires, it plays the animation backwards and "goes back down". Basicly, its usefull for a sam site that pops up to fire, like in TD.

There is no sound for when it "pops up" and no difference in the health of the object when its "poppsd up" ns "not popped up". However, because (one would guess), the object is embedded in the ground, its much harder to hit, especially beacuse there is likely to be obelisk/gun turret/whatever shooting at you.

There is a model in the buildings.zip file on the westwood FTP that is sutable for use with this set of scripts. open buildings.zip and look in single_player\NOD sam site_current_keep. You want the file called b_samsute-up.gmax, that has the animation, bones and everything else set up properly for this script.

The other versions are the same but they do the test against the presets to attack/not attack before they check the value of "popup". Plus, there is the versions that alternate between primary and secondary.

new scripts, clones of the JFW_Building_Gun scripts that alternate fire between primary and secondary.

new scripts, clones of the JFW_Building_Gun scripts (including the primary/secondary fire ones) that play a charge animation before they fire.

also, some new scripts by a guy called E!.
SCUD_Turret_Spawn   //Spawns a Turret on a Bone of the Object it is attached to and Destroys the Turret with the Object
SCUD_Harvester_Zone   //This Zone allows 2 Harvester presets from a Team to earn money and 1Thief of the enemy Team
SCUD_Custom_Follow_Waypath //The Object follows a Waypath when a custom is sent to it
SCUD_Follow_Waypath_Until_Custom //The Object follows a Waypath until a custom is sent to it
SCUD_Poke_Preset_Buy //This can make your own "Purchase Terminal" but for only 1 Vehicle. This Way you can realize Tech Levels! (although keep in mind that poke doesnt work for MP, this is great for use in SP though)
SCUD_Deployable_Vehicle //Works with SCUD_Deploy_Animation to make something like an Buildup Animation for vehicles
SCUD_Deploy_Animation //The Animation for SCUD_Deployable_Vehicle

As to why I added all the WS script clones, its:
A.to serve as examples to those doing scripts
and B.to allow people doing the practice (which I dont like but some do) of "replacing" a script like M00_GrantPowerup_Created with their own script via a scripts.dll mod to see what the original does (I think I got all the ones that start out attatched to objects in MP, in fact I probobly got most of the MP ones period except for Test_Cinematic)