Subject: scripts.dll 1.8 progress report
Posted by jonwil on Tue, 20 Jul 2004 10:09:31 GMT
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So far, I have implemented the following pieces of code (none of which are in any way based on anything SK has written)
1.InitEngine (this sets up the different addresses for stuff for game.exe, server.dat, RH7 FDS and RH8 FDS depending on what is needed)
2.code to detect the difference between game.exe and server.dat (it works great too)
3.As_PhysicalGameObj (will return the passed in object if it is a PhysicalGameObj, otherwise 0)
4.As_DamageableGameObj (will return the passed in object if it is a DamageableGameObj, otherwise 0)
5.As_SoldierGameObj (will return the passed in object if it is a SoldierGameObj, otherwise 0)
6.Get_Model (returns the name of the model file used for the object if it is a valud PhysicalGameObj otherwise the string "DUMMY" is returned, this is the opposite of the Set_Model script command)
7.Get_Object_Type Returns the type of an object, works for any DamageableGameObj
8.Get_Definition (returns the definition class for any GameObject)
9.Get_Phys_Definition (returns the phyics definition class for any PhysicalGameObj)
10.Get_Class_ID (returns the class ID for any DefinitionClass)
11.Get_Definition_Name (returns the Definition Name for any DefinitionClass, this matches up with the preset name for at least any DefinitionClass from a GameObject)
12.Get_Definition_ID (like Get_Definition_Name but gets the definition ID, this will match the preset ID for any DefinitionClass from a GameObject)
13.Soldier_Re_Init (this one calls SoldierGameObj::Re_Init to load in a new SoldierGameObjDef)
14.Find_Named_Definition (this one finds a valid definition such as a vechicle, soldier or whatever)
15.Post_Re_Init (this one does stuff that needs to be done after calling Soldier_Re_Init)
16.Change_Character (this one takes a GameObject and a preset name. If the preset doesnt exist or is not a SoldierGameObjDef, it returns false. It will also return false if the GameObject is not a SoldierGameObj. Otherwise, it will find the definition with Find_Named_Definition, call Soldier_Re_Init and Post_Re_Init then return true)
17.WideCharToChar (this one is a utillity function that converts a wchar_t *to a char *)
18.Get_Player_Name (this one converts a GameObject into a player name)
19.Get_Player_ID (this one converts a GameObject into a player ID)
and 20.Get_GameObj (this one converts a player ID into a GameObject)

Subject: scripts.dll 1.8 progress report
Posted by xptek_disabled on Tue, 20 Jul 2004 10:27:25 GMT
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Nice work.

Subject: scripts.dll 1.8 progress report
Posted by Blazea58 on Tue, 20 Jul 2004 11:16:13 GMT

i just wish i knew what all that really meant lol.

As i read it, it seems like i get a bit lost, on what they actually do . :rolleyes:

Subject: scripts.dll 1.8 progress report
Posted by flyingfox on Tue, 20 Jul 2004 11:21:26 GMT

Me too. If there were examples of what all of these could actually do..

well, good work anyway.

Subject: scripts.dll 1.8 progress report
Posted by xptek_disabled on Tue, 20 Jul 2004 11:22:06 GMT

It's so sad I understand what this all means..

Subject: scripts.dll 1.8 progress report
Posted by jonwil on Wed, 21 Jul 2004 04:35:03 GMT

ok, more stuff that I have added:
1.As_BuildingGameObj (will return the passed in object if it is a BuildingGameObj, otherwise 0)
All of these next ones can take 2 for "team" to mean <any team> except for
Find_Building_By_Team.
All of them will return the GameObject corresponding to the specified building, if no match is
found, they will return 0.
2.Find_Building_By_Class_ID (finds the first building matching a class ID and a team, this is
mainly for the functions below)
3.Find_Building_By_Team (finds the first building matching the specified team)
4.Find_Building_By_Name (finds the first building matching the specified team and preset name)
5.Find_Power_Plant (finds the first powerplant for the specified team)
6.Find_Refinery (finds the first refinery for the specified team)
7.Find_Repair_Bay (finds the first repair bay for the specified team)
8.Find_Soldier_Factory (finds the first soldier factory for the specified team)
9.Find_Airstrip (finds the first airstrip for the specified team)
10.Find_War_Factory (finds the first war factory for the specified team)
11.Find_Com_Center (finds the first com center for the specified team)
12.Find_Repair_Bay (finds the first repair bay for the specified team)
13.Find_Vehicle_Factory (finds the first airstrip for the specified team, if none is found, finds the
first war factory for the team. Use this one to be sure you find the vehcile factory for the team in

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question, even if the map has e.g. a nod war factory)

Subject: scripts.dll 1.8 progress report
Posted by xptek_disabled on Wed, 21 Jul 2004 04:41:06 GMT
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Nice work.

Subject: scripts.dll 1.8 progress report
Posted by NeoX on Wed, 21 Jul 2004 05:28:29 GMT
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Great Job keep it up! Jonwil the pimp of renegade scripting!

Subject: scripts.dll 1.8 progress report
Posted by jonwil on Wed, 21 Jul 2004 06:18:53 GMT
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ok, 2 more
Kill_All_Buildings_By_Team (kills all the buildings of the specified team which will end the game)
Repair_All_Buildings_By_Team (takes a team, the ID of the "construction yard" building and how much health to repair and will repair all buildings by the speicified amount except the passed in one. Can pass 0 if you want all buildings to be repaired.)
This would be called every <time> seconds inside e.g. JFW_Construction_Yard.
And Damage_Nearest_Buildings_By_Team (which will damage all buildings within a certain radius of a particular location by a certain health)

Subject: scripts.dll 1.8 progress report
Posted by NeoX on Wed, 21 Jul 2004 07:19:59 GMT
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Very kool! So we could have matches now that are hours long but are still actually exciting!

Subject: scripts.dll 1.8 progress report
Posted by jonwil on Wed, 21 Jul 2004 09:12:23 GMT
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more stuff
Find_Smart_Object_By_Team (finds the first SmartGameObj of the specified team in the list)
Find_Object_By_Team (finds the first GameObject of the specified team in the list)

Damage_All_Buildings_By_Team_Nearest_Scale (like Damage_All_Buildings_By_Team_Nearest except it scales damage based on how far away from the center the building is)
Find_Object_By_Preset (this will find the first object of a given preset in the list)
Find_Non_Player_Object_By_Team (finds the first non-player SmartGameObject by team).
This last one is usefull because (I think) you can use it as a way to give or take credits from a particular team without doing it for a player, dont know for sure though.

Next up, commands of the form Is_xxx that will determine if the passed in object is <xxx>.
For example, Is_Vehicle
Is_Soldier
Is_Building
and even further, things like Is_Motorcycle, Is_VTOLVehicle (this is one that I have wanted pretty much ever since I first started scripting, now its possible), Is_TrackedVehicle and so on.

As per usual, all the code for all this stuff I am talking about will be 100% open for anyone to use for whatever they like as long as they comply with the GPL.

Subject: scripts.dll 1.8 progress report
Posted by KIRBY098 on Wed, 21 Jul 2004 12:07:07 GMT
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Very nice, and I appreciate the actual support to the modification community rather than the usual "It's mine, you can't have it." mentality.

This is just like the whole Linux vs Microsoft thing.

Subject: scripts.dll 1.8 progress report
Posted by Renardin6 on Wed, 21 Jul 2004 18:57:08 GMT
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hey Jonwil, how long time do we have to wait for the next version ?

Subject: scripts.dll 1.8 progress report
Posted by Everyone on Wed, 21 Jul 2004 19:19:24 GMT
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Will you work on ai after scripts 1.8 is completed?

Subject: scripts.dll 1.8 progress report
Posted by jonwil on Wed, 21 Jul 2004 21:57:09 GMT
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it will be done when its done. (and tested)

Subject: scripts.dll 1.8 progress report
Posted by WNxCABAL on Wed, 21 Jul 2004 23:43:51 GMT
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Is there a script that tells a turret to fire at a certain ID value

Cheers,

Andy

Subject: scripts.dll 1.8 progress report
Posted by jonwil on Thu, 22 Jul 2004 01:19:04 GMT
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ok, mroe completed stuff
Is_Soldier (is this a soldier)
Is_Vehicle (is this a vechicle)
Is_Cinematic (is this a cinematic object)
Is_ScriptZone (is this a script zone)
Is_TrackedVehicle (is this a tracked vechicle)
Is_VTOLVehicle (is this a VTOL vechicle)
Is_WheeledVehicle (is this a wheeled vehicle)
Is_Motorcycle (is this a motorcycle)
Set_Max_Health (sets the max health of an object and also sets the health to the new max)
Set_Max_Shield_Strength (sets the max shield strength of an object and also sets the shield strength to the new max)
Plus clones of the following WS scripts
M00_ArmorMedal_TextMessage_JDG
M00_C130_Explosion
M00_HealthMedal_TextMessage_JDG
M00_Ion_Cannon_Sound
M00_NukeStrike_Anim
M00_Send_Object_ID
M00_PlayAnimation_DestroyObject_DAY

More westwood script clones are in progress, including possibly:
M00_BuildingStateSoundSpeaker
M00_BuildingStateSoundControler
M00_Play_Sound_Object_Bone_DAY
M00_Soldier_Powerup_Disable
M00_Soldier_Powerup_Grant
Test_Cinematic (although cloning this will take forever so it probobly wont happen)
Test_Cinematic_Primary_Killed

M00_Cinematic_Attack_Command_DLS

Plus, some more scripts that I will write:
JFW_Create_Destroy_Object_On_Custom_Death (like
JFW_Create_Destroy_Object_On_Custom but destroys the created object when the object with
JFW_Create_Destroy_Object_On_Custom_Death on it dies)
JFW_Chinnook_Drop (dont know about this one, it would be for a chinnook ropedrop effect for
multiplayer although I dont know if it will work or not and if so, how)

Subject: scripts.dll 1.8 progress report
Posted by bigwig992 on Thu, 22 Jul 2004 03:57:29 GMT
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Any progress on the "If location of object (or player) changes, add <x> to X,Y,or Z location"?

Subject: scripts.dll 1.8 progress report
Posted by jonwil on Thu, 22 Jul 2004 04:50:50 GMT
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working on it.

Subject: scripts.dll 1.8 progress report
Posted by jonwil on Thu, 22 Jul 2004 06:15:51 GMT
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ok, another thing that I may make for 1.8, new versions of the various no_aircraft/aircraft_only but
using Is_VTOLVehicle instead of hard-coded presets.

Subject: scripts.dll 1.8 progress report
Posted by Deactivated on Thu, 22 Jul 2004 08:32:12 GMT
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jonwilok, another thing that I may make for 1.8, new versions of the various
no_aircraft/aircraft_only but using Is_VTOLVehicle instead of hard-coded presets.

Good!
The 4 presets/side are not enough when you have AI and player versions of aircraft units.

Subject: scripts.dll 1.8 progress report
Posted by jonwil on Thu, 22 Jul 2004 10:21:31 GMT

---

ok, JFW_BuildingStateSoundSpeaker (clone of M00_BuildingStateSoundSpeaker) is done.
Also, JFW_BuildingStateSoundControler (clone of M00_BuildingStateSoundControler) is done and
JFW_Play_Sound_Object_Bone (clone of M00_Play_Sound_Object_Bone_DAY) is done.

M00_Soldier_Powerup_Disable and M00_Soldier_Powerup_Grant are next on the list, along with
Test_Cinematic_Primary_Killed and M00_Cinematic_Attack_Command_DLS.

Test_Cinematic wont be happening (its way to complex to clone)
Then I will get started on all the new scripts on my list

Subject: scripts.dll 1.8 progress report
Posted by WNxCABAL on Thu, 22 Jul 2004 11:24:19 GMT

_TFWxANDY_Is there a script that tells a turret to fire at a certain ID value

Cheers,

Andy
Plz reply

Subject: scripts.dll 1.8 progress report
Posted by jonwil on Thu, 22 Jul 2004 11:56:48 GMT

try JFW_Cinematic_Attack, if thats not what you need, let me know what you want and I can probobly do something for you.

Subject: scripts.dll 1.8 progress report
Posted by jonwil on Thu, 22 Jul 2004 12:36:41 GMT

ok, JFW_Cinematic_Primary_Killed is written.
JFW_Cinematic_Attack_Command, JFW_Soldier_Powerup_Disable and
JFW_Soldier_Powerup_Grant may or may not be in 1.8

I have also completed JFW_Spawn_Timer, JFW_Death_Destroy_Object_Delay and
JFW_Conyard.

All of this stuff is going to require a LOT of testing so if anyone has the map skills and etc to help with testing, please do let me know as I will need all the testing help I can get.

Subject: scripts.dll 1.8 progress report
Posted by Deactivated on Thu, 22 Jul 2004 12:52:54 GMT
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I'm not sure if this can be done with existing scripts..

Repair_Zone_Animation
This plays an animation (eg. Repair arms extend over vehicle) when a vehicle enters this zone.
The last frame of the animation will be repeated until the vehicle leaves the zone and plays the
animation frames in reverse.

Subject: scripts.dll 1.8 progress report
Posted by jonwil on Thu, 22 Jul 2004 13:12:20 GMT
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What you want is probobly possible, I will look into it.

Subject: scripts.dll 1.8 progress report
Posted by WNxCABAL on Thu, 22 Jul 2004 22:02:38 GMT
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Hey jonwil, maybe you can fix this script as this specific script crashes when you export as mix.
The one you previously advised me one, JFW_Cinematic_Attack.
I know for sure it crashes, because when it used to crash, I looked at the error report and it said
scripts.dll. So then I said okay, what new scripts have I added recently since it last exported ok.
Then it occured to me, it was JFW_Cinematic_Attack, so I removed this script from the turret (in
the presets) and attempted to save again, and hey presto, it exported!

I don't know if it is a slight fault, but can you fix it

I noticed you said you will fix me up something if that wasn't what I was looking for.
Well, as this script couldn't be tested by myself, heres what I am wanting: (I don't know if this
script is for this purpose):
Basically, I am wanting a group of Nod Turrets to attack the Gunboat which is following a waypath
controlled by your own JFW_Follow_waypath. Thats all basically
Is this the script for the job, or is/are there another ones?

Thanks

Andy.

Subject: scripts.dll 1.8 progress report
Posted by jonwil on Thu, 22 Jul 2004 22:51:14 GMT
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JFW_Cinematic_Attack should work. (I tested it myself)
Check that you filled in all the parameters.

Subject: scripts.dll 1.8 progress report
Posted by WNxCABAL on Fri, 23 Jul 2004 00:00:54 GMT
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Well, I will give you the details I put tomorrow,
Then you can advise me
off to bed now, c ya.

Subject: scripts.dll 1.8 progress report
Posted by jonwil on Fri, 23 Jul 2004 00:14:38 GMT
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ok, more finished scripts: (untested though)
JFW_Character_Buy
JFW_Zone_Character
JFW_Teleport_Zone_Team
JFW_Create_Destroy_Object_On_Enter
JFW_Custom_Send_Ordered_Customs
JFW_Custom_Send_Customs
JFW_Custom_Send_Custom_Multiple_IDs

this batch grant the bonus to the thing with the script on it
JFW_Set_Health_On_Custom
JFW_Add_Health_On_Custom
JFW_Set_Max_Health_On_Custom
JFW_Add_Max_Health_On_Custom
JFW_Set_Shield_Strength_On_Custom
JFW_Add_Shield_Strength_On_Custom
JFW_Set_Max_Shield_Strength_On_Custom
JFW_Add_Max_Shield_Strength_On_Custom

there is another batch called _On_Custom_Sender instead of _On_Custom.
They grant the bonus to the object that sent the custom. Use with a custom of 1000000025
All of the Max_Health/Max_Shield_Strength scripts set the health/shield strength to the new max
health/shield strength.

Oh and passing negative numbers to the Add scripts to take away instead should work.

Subject: scripts.dll 1.8 progress report
Posted by jonwil on Fri, 23 Jul 2004 00:32:22 GMT

---

just a FYI that not everything I mention may end up in the final 1.8 when its released, some things might not work (or I might not be able ot implement them) so if you cant find your idea or suggestion in 1.8, it wasnt implemented because of technical reasons.

Subject: scripts.dll 1.8 progress report
Posted by jonwil on Fri, 23 Jul 2004 02:41:23 GMT

of course, the other reason a script might not be in 1.8 is because I forgot about it

oh and I see nothing preventing M01_Hunt_The_Player_JDG from working with air vehicles, so if it doesnt work, its not something I know how to fix.

also
JFW_Create_Destroy_Object_On_Custom_Death
JFW_Create_Destroy_Object_On_Custom_Death_Bone
JFW_Custom_Destroy_All_Buildings
JFW_Random_Timer_Play_Cinematic
have been coded
I hope to have the coding for 1.8 done this weekend so that the testing can happen next week.
But I need testers to help.

Subject: scripts.dll 1.8 progress report
Posted by Deactivated on Fri, 23 Jul 2004 06:05:42 GMT

OK, this one shouldn't be too hard:
This works like the ConYard repair script, but deducts X amount of money from the team every X seconds (if possible, this should happen when the building is being repaired). If the amount of total credits for the team is less than X credits, the repairing stop until it exceeds the amount again.
This includes a sound that plays when credits are deducted (Credit tick down sound).

A clone should be created for the vehicle script.

Subject: scripts.dll 1.8 progress report
Posted by WNxCABAL on Fri, 23 Jul 2004 08:08:54 GMT

http://conquerworld.me.uk/images/cncmaps/cinimaticattack.JPG

Okay theres the settings I gave to JFW_Cinematic_Attack

I notice there are some blank fields (the zero's), is this the cause of it crashing on map save?
If so, can you explain the purpose of the last 3 fields so I know what to change.

Cheers,

Andy

Subject: scripts.dll 1.8 progress report
Posted by Titan1x77 on Fri, 23 Jul 2004 09:54:28 GMT
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Any info on these?

Send_Custom_on_pickup

Send_custom_multiple_ID's........ send's a custom to several different object ID's.

Create_object_on_enter ....just one zone that creates an object on enter and kills it on exit.

and also

kak_warp_on_pickup_team?

Subject: scripts.dll 1.8 progress report
Posted by jonwil on Fri, 23 Jul 2004 10:06:10 GMT
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Send_Custom_on_pickup: already doable with JFW_Custom_Send_Custom and the right value
(check readme.txt)
JFW_Create_Destroy_Object_On_Enter will create an object when you enter the zone and
destroy it on exit
JFW_Teleport_Zone_Team is the only team-specific teleport script I plan to do
JFW_Custom_Send_Custom_Multiple_IDs is what you want for the last one.

As for the money-taking repair script, no, I cant do that. (the difficulty is in how the Give_Money
command works)

Subject: scripts.dll 1.8 progress report
Posted by jonwil on Fri, 23 Jul 2004 10:11:21 GMT
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As for cinematic_attack, I cant see anything wrong.
TFWxANDY, do you use AIM/MSN/ICQ/Yahoo?

The "range" field specifies what the range of the attack should be.
The "devation" field specifies how close to the object being attacked the attack has to be.
And the "primary" field specifies whether to use primary or secondary gun.

Subject: scripts.dll 1.8 progress report
Posted by jonwil on Fri, 23 Jul 2004 10:30:35 GMT
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ok, some new stuff I am adding based on an idea I just had
Find_First_Player (finds the first player for the given team, you can then call the score and money commands on this with Whole_Team to take money/score away from the whole team)
JFW_Grant_Money_On_Custom (adds money to the specified team when a custom is recieved, you can use negative numbers)
JFW_Grant_Score_On_Custom (adds score to the specified team when a custom is recieved, you can use negative numbers)
JFW_ConYard_Deduct_Cash (now that I thought of a hopefully workable way to implement it, I can do the conyard-that-costs-$ idea)

Subject: scripts.dll 1.8 progress report
Posted by Titan1x77 on Fri, 23 Jul 2004 10:31:28 GMT
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jonwil
JFW_Teleport_Zone_Team is the only team-specific teleport script I plan to do

all sounds great but that teleport script is useless....people get stuck together using that one, With a powerup spawner it's impossible for 2 people to teleport at the same time making it much better to use.

and JFW_Custom_Send_Custom can be attached to a powerup?

Subject: scripts.dll 1.8 progress report
Posted by WNxCABAL on Fri, 23 Jul 2004 13:57:37 GMT
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jonwilAs for cinematic_attack, I cant see anything wrong.
TFWxANDY, do you use AIM/MSN/ICQ/Yahoo?
The "range" field specifies what the range of the attack should be.
The "devation" field specifies how close to the object being attacked the attack has to be.
And the "primary" field specifies whether to use primary or secondary gun.

Sorry Jonwil, didn't see this post   I would of replied sooner if I saw it

---

I will PM you my MSN Address.

Andy.

Subject: scripts.dll 1.8 progress report
Posted by jonwil on Fri, 23 Jul 2004 15:11:11 GMT
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JFW_Custom_Send_Custom can be stuck on a powerup.
And I will do JFW_Warp_On_Pickup_Team
Also, added more functions to call:
Find_First_Player
Get_Animation_Frame (wont work for any objects that are a CinematicGameObj I dont think)
Grant_Refill (basicly, this is the refill button in the PT)
Grant_Powerup (grants a powerup)
Get_Vehicle (gets the vehicle a soldier is driving)
Get_Shield_Type (gets the shield type of an object)
Get_Skin (gets the skin of an object)
Set_Skin (sets the skin of an object)
Create_Vehicle (this one creates a vehicle from the weapons factory/airstrip). You pass it the preset name of the vehicle to create, a delay value (covers how long the vechicle takes to create I think). the object that should own the new vechicle (0 if you want no owner, this should work)
And you pass in the team ID of the team to create the vechicle for (i.e. if you pass 0, it uses the airstrip, if you pass 1 it uses the Weapons Factory).
If you create a nod vechicle at the WF or a GDI vechicle at the Airstrip, it will still be owned by the team set in the preset for the vechicle (watching the nod buggies I was using to test get shot at by the GDI AGT on glacier flying was funny

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Subject: scripts.dll 1.8 progress report
Posted by xptek_disabled on Fri, 23 Jul 2004 18:04:21 GMT
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Great job jonwil.

Subject: scripts.dll 1.8 progress report
Posted by WNxCABAL on Fri, 23 Jul 2004 19:26:42 GMT
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Yeah!

Subject: scripts.dll 1.8 progress report
Posted by KIRBY098 on Fri, 23 Jul 2004 19:37:31 GMT

Good man!

You get my vote for Ren MVP.

Subject: scripts.dll 1.8 progress report
Posted by NeoX on Fri, 23 Jul 2004 20:34:53 GMT

KIRBY098Good man!

You get my vote for Ren MVP.

I second that!

Subject: scripts.dll 1.8 progress report
Posted by jonwil on Fri, 23 Jul 2004 22:55:38 GMT

ok, conyard that takes cash, I cant do that.

Subject: scripts.dll 1.8 progress report
Posted by jonwil on Sat, 24 Jul 2004 00:25:50 GMT

ok, added JFW_Warp_On_Pickup_Team, JFW_Refill_Buy, JFW_Vehicle_Buy, JFW_Powerup_Buy and versions of the Building_Gun, Base_Defence and Repair_Zone scripts that use Is_VTOLVehicle.

I hope (depending on when I get the stuff from TheKGBSpy and any fixes from NeoSaber for the Base_Defence stuff he was working on) to have 1.8 finished and ready for QA/testing soon.

One script idea I plan to add is JFW_Refill_Powerup. This will go on a powerup and basicly act like the refill button on a PCT (there will be a zone version of same too). Should be usefull for Deathmatch maps

---

Subject: scripts.dll 1.8 progress report
Posted by YSLMuffins on Sat, 24 Jul 2004 02:19:30 GMT

How is JFW_Regenerate_Health_Conditional doing? Or is it going to have to be done a more

---

complicated way?

Subject: scripts.dll 1.8 progress report
Posted by jonwil on Sat, 24 Jul 2004 04:28:44 GMT
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thats being worked on.

Subject: scripts.dll 1.8 progress report
Posted by jonwil on Sat, 24 Jul 2004 07:33:47 GMT
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ok, I have just added a fix to all the Aircraft_Only, No_Aircraft, VTOL_Only and No_VTOL scripts
that ensures that if the object being attacked is an infantry and that infantry is driving a vehicle, the
vechicle is used for the tests not the infantry.
This prevents the case where the script attacks the pilot of a flying vechicle even when the flying
vechicle is on the "dont attack me" list.

It also ensures (for the relavent scripts) that the vechicle is the thing that is attacked and not the
pilot inside.

Subject: scripts.dll 1.8 progress report
Posted by jonwil on Sat, 24 Jul 2004 07:59:20 GMT
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oh and TheKGBSpu, I need your stuff and I need it NOW

Subject: scripts.dll 1.8 progress report
Posted by jonwil on Sat, 24 Jul 2004 12:58:10 GMT
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other than the stuff from TheKGBSpy and I think one thing from NeoSaber, the only things left to
do are:
1.Write the last 10 or so scripts of mine (or drop them from 1.8 if I cant write them in time)
2.Write the documentation for all this new stuff
3.QA all the new stuff to make sure it works (I need help here people)
then 4.release

Depending on how much QA help I get and how long it takes TheKGBSDpy to finish his stuff, I
hope to have 1.8 out next weekend or so (but dont hold me to that)

Subject: scripts.dll 1.8 progress report
Posted by NeoX on Sat, 24 Jul 2004 15:26:12 GMT
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Lol cool good word again and where you drunk last night a bit? Its TheKGBspy:P

Subject: scripts.dll 1.8 progress report
Posted by TheKGBspy on Sat, 24 Jul 2004 16:45:12 GMT
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lol

what new this week in thekgbspy diary:
each day start working at 16 pm, finish at 00 am, Go sleep at 4 am, wake at 13 pm.

Theusday was pay day.... i went to a bar taking some beer with friend i work with,

Yesterday i got a new car 900$, volkwagen golf, perfect mechanic...

so my mind is a bit twisted this last days having alot of idea in the head(car, beer, girls, how tired i am.. and scripts)

But script are in test phase. so they will be sended tonight (when ill come back from work) (around 0-1 am , fully documented etc)

Subject: scripts.dll 1.8 progress report
Posted by [NE]Fobby[GEN] on Sun, 01 Aug 2004 01:24:15 GMT
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Hey JonWil, is there any type of script for an airstrike? It would be cool to have 1 with a few A-10 bombers who drop bombs..

Email me with the answer at el_pollo_diablo20@hotmail.com

Subject: scripts.dll 1.8 progress report
Posted by jonwil on Sun, 01 Aug 2004 02:18:58 GMT
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the best way to do that is with a text cinematic and a script like JFW_Cinematic_Attack.

Subject: scripts.dll 1.8 progress report
Posted by [NE]Fobby[GEN] on Sun, 01 Aug 2004 20:05:39 GMT
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But would that actually damage a player if the bomb hit him? Because for Renegade Revived I was thinking of something like an airstrike beacon

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Subject: scripts.dll 1.8 progress report
Posted by icedog90 on Sun, 01 Aug 2004 20:15:11 GMT
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I was wondering, too. Can you change the beacons to an airstrike? Instead of a Nuke/Ion cannon, A-10 bombers would bomb the area.

Subject: scripts.dll 1.8 progress report
Posted by [NE]Fobby[GEN] on Mon, 02 Aug 2004 14:22:14 GMT
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Exactly what i thought, we were planning to have that in the Renegade Revived mod
http://www.renegaderevived.tk

Subject: scripts.dll 1.8 progress report
Posted by jonwil on Mon, 02 Aug 2004 21:05:56 GMT
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making an airstrike beacon is definatly possible.

Subject: scripts.dll 1.8 progress report
Posted by [NE]Fobby[GEN] on Tue, 03 Aug 2004 00:06:24 GMT
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Yes it is definately possible but the cinematic wont damage real players, would it?

Subject: scripts.dll 1.8 progress report
Posted by Deactivated on Tue, 03 Aug 2004 09:06:42 GMT
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I've made an airstrike beacon but the problem is that it either starts storming or the sky turns red before the strike and it doesn't do any damage.

Subject: scripts.dll 1.8 progress report
Posted by [NE]Fobby[GEN] on Tue, 03 Aug 2004 17:57:22 GMT
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Right- because the airstrike script you're using is a cinematic

We need a script that actually damages realtime players.. is it possible?

Subject: scripts.dll 1.8 progress report
Posted by PermaGrin on Tue, 03 Aug 2004 18:13:47 GMT
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Couldnt you just simply try to replace the animation of the nuke falling and the cloud rising or the
ion beam building up and the aftermath with a squad of A-10s swooping down? That way the
damage area is still in effect.

Subject: scripts.dll 1.8 progress report
Posted by vloktboky on Tue, 03 Aug 2004 19:17:14 GMT
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In your cinematic, create an invisible object at the same time frame as the bomb hits the ground in
the same position as where the bomb hits. Then, attach a custom script to that invisible object
that on create, creates the explosion you define in your preset tree for the air strike. The end
result: your bomb creating an explosion when it hits the target.

Subject: scripts.dll 1.8 progress report
Posted by jonwil on Tue, 03 Aug 2004 21:19:14 GMT
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ok, I can do a JFW_Cinematic_Attack_Location script.
Then you create the a-10s with Create_Real_Object, make them fly in, attach the
JFW_Cinematic_Attack_Location and they will attack the location.
If you want them to attack a specified preplaced object, you can just use the existing
JFW_Cinematic_Attack.

Subject: scripts.dll 1.8 progress report
Posted by [NE]Fobby[GEN] on Wed, 04 Aug 2004 02:56:22 GMT
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So is it possible to make a map, and every little while A-10's attack a certain area?

Subject: scripts.dll 1.8 progress report
Posted by [NE]Fobby[GEN] on Wed, 04 Aug 2004 03:00:47 GMT
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Meaning- Can we set a timer on when the A-10's hit, or set a location (ie. a bridge) and make it that every time you cross it, the A-10's bomb it?

Subject: scripts.dll 1.8 progress report
Posted by jonwil on Wed, 04 Aug 2004 03:08:15 GMT
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you can trigger the "attack this area" cinematic (using JFW_Cinematic_Attack or whatever) either on timer or on zone entry.

Subject: scripts.dll 1.8 progress report
Posted by [NE]Fobby[GEN] on Wed, 04 Aug 2004 18:51:56 GMT
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OK thats cool