Subject: Script
Posted by _SSnipe_ on Wed, 08 Aug 2007 04:01:45 GMT
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What script makes it when somthing spawns it will die?

all i want is when something spawns it will die rightaway

a Null object

anyhelp?

Subject: Re: Script
Posted by reborn on Wed, 08 Aug 2007 14:51:03 GMT
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joe937465 wrote on Wed, 08 August 2007 00:01What script makes it when somthing spawns it will die?

all i want is when something spawns it will die rightaway

a Null object

anyhelp?

Please be more specific, what do you actually want to do?

Subject: Re: Script
Posted by _SSnipe_ on Thu, 09 Aug 2007 00:16:32 GMT
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make time explosions someoen in the map like every 120 second it will ion strike at a spot

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Subject: Re: Script
Posted by reborn on Thu, 09 Aug 2007 10:26:37 GMT
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joe937465 wrote on Wed, 08 August 2007 20:16make time explosions someoen in the map like every 120 second it will ion strike at a spot

Please take 10 seconds to re-read your post and then fix it so it will make sense. I can't work out whether you want a model of a character to blow up every two minutes at a fixed spot, or whether you want something else.

Either way you should not make it that hard for someone to help you.

Subject: Re: Script
Posted by Gen_Blacky on Thu, 09 Aug 2007 10:47:54 GMT
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He wants stuff to blow up

Subject: Re: Script
Posted by _SSnipe_ on Thu, 09 Aug 2007 11:26:26 GMT
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just like an explosion in one spot i choose nothing else there just out of no one a explosion and
then i was thinking as i read that one guys post make it so i can choose where so edit a spawner
or somthing so explosions in spots i choose every idk 15 secs

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Subject: Re: Script
Posted by Gen_Blacky on Thu, 09 Aug 2007 17:46:50 GMT
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lol i am still confused do u want an object to explode in a certain spots at a certain time ?

Subject: Re: Script
Posted by _SSnipe_ on Thu, 09 Aug 2007 21:14:14 GMT
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well maybe a null spawner with a explosion when created at the random spawn spots?

Subject: Re: Script
Posted by Jerad2142 on Thu, 09 Aug 2007 21:22:18 GMT
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"SUR_Timed_Death"
Or if you want it to do an ion cannon strike every time it spawns you could attach Test_Cinematic
to it and then make an Ion_Strike text cinematic.

Subject: Re: Script
Posted by reborn on Thu, 09 Aug 2007 23:09:04 GMT

You could go with Jerad's way, or you could do it via your scripts.dll

A small example for you to expand upon:

```
 if (strstr(CurrMap,"C&C_Complex.mix")) {
  Vector3 explosion_location;
explosion_location.X= -30.044f;
explosion_location.Y= -0.492f;
explosion_location.Z= 7.453f;

Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",explosion_location);
Commands->Create_Explosion("Explosion_Mine_Remote_01",explosion_location,0);
```

You could add more explosion_locations per map, then set them on a timer, so they go off all over the place at once on a timer.

Or you could create an array of explosion locations, then generate a random integer to choose one of the locations per map to use and run that on a timer. So it goes off at reandom locations on a set timer.
You could even set the timer as random too...

Perhaps even create some gloomy weather effect to and set the fog high and call it an ion storm. senda message in-game warning about the "warning, ion storm approaching".

Subject: Re: Script
Posted by _SSnipe_ on Fri, 10 Aug 2007 01:39:34 GMT

cool ill try it out but ya kinda hard idk hwo to dot he random spiot crap and timer >.< (still saving money up for c++ for dumy the one i downaloded is all messed up)