Subject: scripts.dll 1.3
Posted by jonwil on Wed, 10 Dec 2003 03:32:38 GMT
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I am working on a scripts.dll 1.3 that will be out before xmas (in fact, it will be out before the 18th december)

Currently, I intend to:
1.add this new script requested by cncgenocide:
JFW_Give_Money (gives money to whatever object sent the custom when a custom is triggered)
 Message (which message to trigger on)
 Entire_Team (give to entire team or just the player, 1 = entire team, 0 = player only)
 Amount (how much to give, positive means add money, negative means take it away)
 Use this script for example with a custom of 1000000025 to trigger when collected
2.add any scripts that are "out there" (i.e. anything that someone else has written)
3.include a fix for the stealth armour, if dante wants to provide one (I myself dont have the time to go into the debugger and fix it)
4.fix any other bugs in the scripts.dll
and 5.include any small scripts that people want and that I have the time to include.

I need details for all of the above (i.e. scripts that are out there, script ideas, bugs etc) ASAP so I can get this thing wrapped up.

Also, if there are any other boards that this should be posted to, let me know.

Subject: scripts.dll 1.3
Posted by Dishman on Wed, 10 Dec 2003 03:39:06 GMT
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One foolish word.

OMMMGG!!!!!!11

Subject: scripts.dll 1.3
Posted by Imdgr8one on Wed, 10 Dec 2003 04:06:28 GMT
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Jonathon Wilson you are my hero.

Subject: scripts.dll 1.3
Posted by Genocide on Wed, 10 Dec 2003 17:34:45 GMT
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Cool Jonwil thanks for getting it on the go!

Guess wot, the script is for a secret project to say sorry for warpaths death!

Subject: scripts.dll 1.3
Posted by GonerX on Wed, 10 Dec 2003 17:39:16 GMT
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Very nice accomplishment so far...
People will be needing those scripts.
They would be using it like a hobby

Subject: scripts.dll 1.3
Posted by General Havoc on Wed, 10 Dec 2003 18:14:25 GMT
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I had an idea for a script. Dante said it was a simple one to write if someone wrote it, but I have no idea on how long it would take o do so here is the idea:

JFW_Global_Sound_Controller - Broadcasts a 2D sound to everyone in game when it receives a custom.

It should act like a building controller in the way the sounds are broadcast to everyone in game. It should have one or more inputs that accept a custom and the same amount of outputs, which will be a name of a 2D sound preset.

When a custom is sent to the object with JFW_Global_Sound_Controller on it, if the custom matches the parameter in the script, the sound will play.

Having more outputs and inputs means you can use one script instead of many if your using multple sounds and customs. It should also be re-useable so it will play the sounds each time it receives a custome thereafter.

If it is possible to write, that would be excellent. I would use it in my CTF map to play the sounds, but this script would be needed to make it work. If you think it is easy enough to write and you need more info then just post.

Subject: scripts.dll 1.3
Posted by Adavanze on Wed, 10 Dec 2003 19:01:08 GMT
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Yeah, thats one of the scripts that was discussed i think at renevo.

Subject: scripts.dll 1.3
Posted by OrcaPilot26 on Wed, 10 Dec 2003 20:21:45 GMT
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The stealth suit script is messed up, and the aircraft_fuel script also has problems.

Can you make a script that sends customs randomly between certain amounts of time?

Subject: scripts.dll 1.3
Posted by General Havoc on Wed, 10 Dec 2003 21:58:06 GMT
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AdavanzeYeah, thats one of the scripts that was discussed i think at renevo.

Yeah I posted a lot of info for what my plan was to use it for there, i've simplified it a little now.
Dante said it should be fairly easy to write, not being a C++ programmer, i can't tell what is
involved.

My name at RenEvo is flipped (HavocGeneral) FYI.

Subject: ok, heres the status
Posted by jonwil on Wed, 10 Dec 2003 23:33:47 GMT
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new scripts by me:
JFW_Give_Money (gives money to whatever object sent the custom when a custom is triggered)
 Message (which message to trigger on)
 Entire_Team (give to entire team or just the player, 1 = entire team, 0 = player only)
 Amount (how much to give, positive means add money, negative means take it away)
 Use this script for example with a custom of 1000000025 to trigger when collected

JFW_2D_Sound_Custom (plays a 2d sound when a custom is recieved)
 Message (which message to trigger on)
 Preset (which sound to play)

JFW_Random_Custom (fires off a custom at a random interval)
 Message (which message to send)
 ID (what to send it to)
 Time_Min (minumum time for how long the timer should run for)
 Time_Max (maximum time for how long the timer should run for)
 Repeat (0 = fire off only once, 1 = fire off repeately)

also, some new scripts for the survival game mode for some mod and also for the tech assault
mod.

Plus, hopefully, fixed versions of the aircraft fuel, the building gun and the stealth armour will be

included.

I would request that anyone not using 1.3 switch to 1.3. If you have scripts that use the old code (i.e. DECLARE_INFO and IMPLEMENT_INFO), you will need to convert them to the new code. (contact me with the scripts and I can do that for you)

Subject: scripts.dll 1.3
Posted by General Havoc on Wed, 10 Dec 2003 23:43:56 GMT
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Is it possible that the "JFW_2D_Sound_Custom" may suffer from the server side only bug, where only the host can hear the sound? That was the problem I thought about as the existing ones suffer from it.

Great Work keeping up the development and updates on the dll.

Subject: the server side only bug is a game limitation
Posted by jonwil on Thu, 11 Dec 2003 02:18:54 GMT
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I cant fix it, Create_2D_Sound and Create_2D_WAV_Sound only work for the host.
Sorry.

Subject: Re: ok, heres the status
Posted by [REHT]Spirit on Thu, 11 Dec 2003 02:55:27 GMT
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jonwil
also, some new scripts for the survival game mode for some mod and also for the tech assault mod.

Just for those who want specifics: The survival game mode and the Tech Assault scripts. The survival scripts are the scripts used for NHB and his minions and a new PT (not PT screen..just something that creates objects when poked, but works for everyone). Tech Assault scripts are the base construction.

Subject: ok, all the new scripts are written
Posted by jonwil on Thu, 11 Dec 2003 04:10:47 GMT
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Still to do:
1.test all of them (mine plus the survival and Tech Assault scripts)

2.code up 3 scripts ACK wanted for a new "player buys a harvester and harvests himself" feature
3.test those scripts
4.fix the bugs in aircraft_fuel, stealth_armour and building_gun
then 5.release 1.3

This should (I hope) be done before I go away on my xmas holiday.

Subject: scripts.dll 1.3
Posted by General Havoc on Thu, 11 Dec 2003 21:33:27 GMT
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Hmm thats a bummer about the 2D sound. I thought there may be a way around it by adapting how building controllers produce their sounds (broadcasting 2D sound when damaged). I don't know if it is possible though.

If that isn't possible, how about a script that can damage a building controller (say by 1 health). That way, I could change the EVA annouce delay to "0" and use the building controller with modded sounds in my CTF map. Something like "JFW_Custom_Damage_Object" I had in mind.

Subject: ok, all the scripts are in
Posted by jonwil on Thu, 11 Dec 2003 21:54:16 GMT
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Including the custom_damage_object one.

Now I need people to help me make test maps (both for the new scripts and for the aircraft_fuel, building_gun and steath_armour showing how they are busted). Then I can test them, once they work, I can release scripts.dll 1.3

So, I need testers.
If you are able to help me test, contact me on ICQ 77572965, AIM jonwil2002, Yahoo jonwil2002 or MSN JonathanWilson623@hotmail.com and we can discuss what testing needs to be done.

Subject: progress update
Posted by jonwil on Fri, 12 Dec 2003 12:10:22 GMT
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Given that the "request for more script ideas" has been out there for a while, its reasonable to assume that all of the "easy to add" script ideas have been given to me.
So, I am not going to add any more scripts to 1.3 (since I really need to get the ones I already wrote tested and added)
changes:
1.the JFW_Building_Gun bug, after talking with NeoSaber, I cant find anything wrong with the script itself.

So for now, I wrote a note in the readme.

If I can get another map (from NeoSaber or anyone else) that shows the same symptoms, I might be able to investigate further.

2.the JFW_Aircraft_Fuel and TDA_Stealth_Armour bugs are being looked into, I am still in need of people to make test maps for me to test both these 2 scripts and all the new ones.

and 3.new scripts:

JFW_Give_Money (gives money to whatever object sent the custom when a custom is triggered)
 Message (which message to trigger on)
 Entire_Team (give to entire team or just the player, 1 = entire team, 0 = player only)
 Amount (how much to give, positive means add money, negative means take it away)
 Use this script for example with a custom of 1000000025 to trigger when collected

JFW_2D_Sound_Custom (plays a 2d sound when a custom is recieved)
 Message (which message to trigger on)
 Preset (which sound to play)
Just attatch multiple copies of this to trigger multiple sounds

JFW_Random_Custom (fires off a custom at a random interval)
 Message (which message to send)
 ID (what to send it to)
 TimerNum (what number to use for the timer)
 Time_Min (minumum time for how long the timer should run for)
 Time_Max (maximum time for how long the timer should run for)
 Repeat (0 = fire off only once, 1 = fire off repeately)

JFW_Resource_Field (when entered by a resource collecter, a timer is started and a flag is cleared. If the resource collecter exits before the timer goes off, the flag is set. When the timer goes off, if the flag is clear, it will send a cash amount to the resource collecter)
 Cash (how much cash this field is worth)
 Time (how long the timer should run for before it grants the cash, i.e. the "resource collection time")
 TimerNum (what number to use for the timer)
 Collected_Preset (this preset will be created when the timer trips. Attatch a "destroy this after a short time" script to it)
 Collected_Preset_Distance (how far in units from the harvester the Harvested_Preset should appear. It will be created in a straight line from the direction the harvester is facing)
 Collected_Message (what message to send to the resource collecter to record the cash amount)
 Nod_Preset (the preset name of the Nod Resource Collector)
 GDI_Preset (the preset name of the GDI Resource Collector)
n.b., if there is already a resource collector in the zone, any zone entry events by other resource collectors will be ignored (so if the origonal collector leaves, the new collector then has to leave and re-enter to trigger the start of collection)

JFW_Resource_Collector (this should go on the resource collecter preset to make it work)
 Collected_Mesasge (what message will be sent to record the cash amount)
 Refinery_Message (what message will be sent by the refinery to identify that the refinery has been entered, when this is recieved, it will give the current cash total to the player)
 Cash_Limit (do not let the total cash amount get any larger than this, 0 = no limit)

Cash_Type (how to record cash, 0 = when someone gets in, reset cash figure, 1 = when someone other than the person who was last in gets in, reset the cash amount, 2 = never reset the cash amount)
The cash amount is of course always reset when the refinery is triggered and the cash is delivered to the player.

JFW_Resource_Refinery (this handles the refinery, when its entered, it sends a message to the resource collecter which then gives the correct cash amount to the player)
 Refinery_Message (what message to send to the resorce collecter to identify that the refinery has been entered)

JFW_Custom_Damage_Object (this takes health from an object when its sent a message)
 ID (what object to damage)
 Message (what message to trigger on)
 Damage (how much damage to do)

JFW_Blow_Up_On_Custom (This script will create an explosion at the location of the object that sent the message when a message is sent)
 Explosion (the explosion to create)
 Message (the message to trigger on)
Use 1000000025 to make an exploding powerup

JFW_Blow_Up_Obj_On_Custom (This script will create an explosion at the location of the object that the script is attatched to when a message is sent)
 Explosion (the explosion to create)
 Message (the message to trigger on)
Use 1000000029 to make it blow up when someone exits and 1000000028 to make it blow up when someone enters it

JFW_Delay_Custom (This script will introduce a delay into a message that is sent to it)
 Message (the message to delay)
 Delay (the time to delay)
 ID (the ID of the thing to send it on to)

NH_SpawnObject_OnPoke: This is inaccuratly named, as it actually triggers on damage. Small delay is set betwean damaging, and it shouldn't work if it's triggered by a non-player (Say, a turret accidentally hitting it, that's AI controlled).

PresetName: Preset to create on damage.
Add_Vectors: Position, added to the object's position, to create the new object.

NH_Deploy_Building_OnPoke: Same as above execpt triggers on death...

NH_Create_BuyPanels: Triggers on death, but creates 4 objects. Again, same as above.

NH_Timed_Destroy: Triggers on startup, sets a timer to destroy an object
Time: Time to wait before destroying
ID: The ID of the object to destroy

NH_SetTeam_OnLeave: Triggers when something leaves this vechicle and sets the team that owns the vecicle to the team that the vechicle exiter is in

SUR_NHB: This is the "brain" of the army. Judges who goes where, also taunts a little.
GDI_Gen and Nod_Gen - These are the primary objectives that must be destroyed to win. Anything destroyable object can fill these parameters.
Strike_Preset - This is the preset to create (creates 2 of them) later in the game as an attack unit. Preferablly an air unit.
Taunt1, Taunt2, and OrcaWarning: These are the objects, preferablly buildings, to apply explosive damage to (soemthing like 9999). Apon destruction these buildings will trigger a warning causing a message to apear, to use for taunts or warnings. The buildings MUST be on the GDI or Nod team, set one of the primary objectives to blow these up when they die so you dont have to wait until the bot uses these buildings to end the game. Set the object ID to something else if you dont want the bot to use these.

SUR_NHB_Soldier: This is used for infantry. These guys are the main part of the army.
NHB_ID: ID of the object with the NHB script.
Rest of params: Path information for various targets. Vpad would be wher ethe vehicle pad or maybe WF would be at. Helipad would be for where players get air units...etc...Nod and GDI Gen paths are paths to primary objectives.
Note: Soldiers can also take out C4. To do this, send a message with the msg number as 503030 and the param as 501120. This will, however, convince the soldiers that they are at their destination so they will not go back on their path if they stray from it.

SUR_APC_AI: This is used for an APCish unit. NHB judges how many troops come out of the APC, the APC itself however judges where it goes. Can also be used on say, a tank, giving it the ability to drop troops and fire apon enemys. The unit with this script acts as a guard once it makes it's delivery. Drops troops once it recieves a msg with the number 503030 and a param with the number 202020.
Preset_To_Create: Preset of the soldiers to create.
NHB_ID: ID of the object with the NHB script.

SUR_Orca_AI: Doesn't really do much special. Can be attached to anything, but NHB only sends units with this script out to the GDI generator (or whatever you designate that object to be).
NHB_ID: ID of the object with the NHB script.
Attack_Offset: The position, based on the target position, to move to while shooting at the target.

SUR_Chinook_AI: Not special. Designed for a chinook to fly around a path and, once it recieves a msg with the number 503030 (zone entry or something else), drops something (like a tank).
Preset - The preset to create.
Position_Offset - Where, based on the chinook's position, to create the object.

SUR_Dep_Turret: This is really just a base defense script. However, it is designed to fire apon only mutants (and maybe unteamed). Will not fire apon items on GDI or Nod.
Params are same as that of M00_Base_Defense

SUR_Obj_Destroyer: Just kills something else when the object with this script dies.

ID - ID of the object to destroy. Uses Explosive damage type.

SUR_Timed_Death: ....kills itself after so long.....
Delay - How long to wait.
Damage - How much damage to apply.
Damage_Type - What damage type to apply.

SUR_GrantPowerup_OnEntry: Grants a powerup if a certain preset enters the zone.
Preset - This is the preset that gets the powerup if it enters the zone (set to Any with EXACT spelling for any preset to get the powerup)

Powerup - This is the powerup to be granted.

SUR_New_PT: For some, this might be an interasting script. This is used on a vehicle that looks like a PT (or something else that you can poke). Then it sends the designated message to something. In effect, you've just enabled new objects that you can poke (press E) and have it work in MP! Used to buy vehicles from a vehicle pad or helipad......kind of like in Tribes or PlanetSide, etc... Note that this object is re-created every time someone enters the vehicle, because of some bug that Icouldn't get rid of (prevented people from exiting the PT).

Marker_ID - The Daves Arrow or whatever is to recieve the msg.
Message - The message to send (like 1045255).

SUR_New_PT_Reciever: This is attached to whatever is supposed to recieve the msg from the SUR_New_PT script.

Preset_Name - Name of the preset to create, creates the preset a little above the object running this script.
Message - This is the message that the object running this script needs to recieve before it will create the object.

Also, it has been discovered that only the host in a Multiplayer game can hear 2D sounds. This is a game engine limitation that I cant do anything about

Also, I am still offering to teach any C++ programmer that wants to learn how to code scripts.

And, I intend to continue investigating the unknown script commands at some point, I have just given more meaningful "educated guess" names to some of the parameters (figured out by studying the LFDS and the symbol table contained therein). And I figured out more of the System Events (that is, custom events sent by the game engine)

BTW, I may incorperate some "to-be-written" clones of westwood scripts (mainly those used in standard MP maps), I havent decided which ones to clone though.

Subject: scripts.dll 1.3
Posted by Titan1x77 on Fri, 12 Dec 2003 17:41:37 GMT

Hi....could you add a script that you can attach to a spawner so when upon 1st spawn (either when you 1st join or after you die) you can disable any C4 or weapons on them. This is a problem in .mix format where no matter what you do in Level edit you spawn with c4 your pistol and the rifle.

and on the give money script can you make a parameter for only Nod or only GDI?

Subject: scripts.dll 1.3
Posted by Ferhago on Fri, 12 Dec 2003 17:56:23 GMT

How about a script that allows you to enter manned enemy vehicles? Like a nod soldier riding in a gdi tank.

I suppose you could combine this later with another script for hijacking or something

Subject: scripts.dll 1.3
Posted by Deactivated on Fri, 12 Dec 2003 19:25:57 GMT

Titan1x77Hi....could you add a script that you can attach to a spawner so when upon 1st spawn (either when you 1st join or after you die) you can disable any C4 or weapons on them. This is a problem in .mix format where no matter what you do in Level edit you spawn with c4 your pistol and the rifle.

and on the give money script can you make a parameter for only Nod or only GDI?

Wouldn't it be easier just to disable these weapons through Commando Editor?

This is my idea for a script:

SCUD_Launcher
Hides a part of bone(s). This could be useful on SCUD launcher type vehicle with visible ammo (missile). The script triggers when you press either one of the Fire buttons. The bone becomes visible again after a specified period of time.
Mods, like Renegade Alert would benefit from this script.
Currently the V2 in RenAlert spawns another missile (projectile) from it's missile (bone).

Subject: scripts.dll 1.3
Posted by General Havoc on Fri, 12 Dec 2003 20:37:51 GMT

SeaMan

Wouldn't it be easier just to disable these weapons through Commando Editor?

It's impossible to do that as they are hard coded into the game engine. You cannot modify spawners in any way in a MIX file as they will always get overriden. Same goes for trying to spoof the C4 on the spawner, it reads it from a copy of the objects.ddb so that won't work.

However a script that can ungrant a powerup may work if it's possible to write such a script.

Subject: ok...
Posted by **jonwil** on Fri, 12 Dec 2003 22:17:17 GMT
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Firstly, I will add JFW_Remove_Guns (which will remove all the guns from whatever steps into it I hope). Put script zones around the spawners just like with the Team Deathmatch scripts. Then you can put whatever new weapons you like in.

EDIT: Wait, that wont work because if a player happens to walk through the zone during the game, he looses all his weapons.
So, looks like that idea cant be done either at this point in time

Note that if the player buys from the PT, they will still get weapons.
The Give Money script is already team-specific.
The "enter enemy vechicles" script is not possible unfortunatly.
As for the make part of the model disappear thing, I know of a way to do the disappear but the problem is, there is no way for a script to know when something fires its weapon.

Subject: scripts.dll 1.3
Posted by **Spike** on Sat, 13 Dec 2003 22:43:02 GMT
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When should 1.3 be out?

I think another good script would be for ai vehicles to be able to run on waypaths, shoot, and not stop once they kill something.

(Sorry if you already said you were or wern't going to do that, I just read the first and last posts)

Subject: update
Posted by **jonwil** on Sun, 14 Dec 2003 00:28:41 GMT
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added:

JFW_Clear_Weapons (This script will remove the weapons from any object that enters the zone. If the object gets more weapons and re-enters the zone, they will disappear)
 (no parameters)

JFW_Startup_Custom (This script will send a custom when it starts)
 Message (the message to send)
 ID (the ID of the object to send it to)

Still testing.
1.3 should be out before christmas.
But it all depends on if I can get the new scripts done for RenAlert by then or not.

Subject: update
Posted by jonwil on Sun, 14 Dec 2003 04:45:23 GMT
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Almost ready for release.

Still to do:
1.Get the NH and SUR scripts tested by the script coders/the mod authors/whoever wanted the scripts/whoever knows how to use them. Also, get the coders of the scripts to fix them up if they are broken

and 2.get the latest RenAlert scripts.

Then I can release 1.3

The sooner the right people involved with 1. and 2. do their bit, the sooner I can release 1.3

BTW, 3 more new scripts I added
JFW_Zone_Send_Custom_Enable_Enter (sends a custom when a zone is entered or exited but only if its enabled)
 EnterMessage (message to send on entry)
 EnterParam (param to send on entry)
 ExitMessage (message to send on exit)
 ExitParam (param to send on exit)
 Player_Type (what player type to trigger on, 0 = Nod, 1 = GDI, 2 = any)
 Enable_Message (what message will turn the zone on)
 Disable_Message (what message will turn the zone off)

JFW_Zone_Send_Custom_Preset_Enter (sends a custom when a zone is entered or exited but only if the object that entered it is a specific preset)
 EnterMessage (message to send on entry)
 EnterParam (param to send on entry)
 ExitMessage (message to send on exit)
 ExitParam (param to send on exit)
 Player_Type (what player type to trigger on, 0 = Nod, 1 = GDI, 2 = any)

Preset_Name (what preset name to trigger on)

JFW_Send_Custom_Zone_Enter (sends a custom when a zone is entered or exited)
 EnterMessage (message to send on entry)
 EnterParam (param to send on entry)
 ExitMessage (message to send on exit)
 ExitParam (param to send on exit)
 Team_ID (what player type to trigger on, 0 = Nod, 1 = GDI, 2 = any)

These last 3 send to the object that has entered or exited the zone

I added them because I realized that they were usefull for stuff

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Subject: scripts.dll 1.3
Posted by YSLMuffins on Sun, 14 Dec 2003 06:29:43 GMT
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Here is my idea, basically: seeing how the ConYard repairs buildings, I'd like for the repair facility on my map to repair every GDI vehicle that is built from the War Factory (without the vehicle having to park on the Pad), but once the Repair facility is destroyed, automatic vehicle repairs are stopped.

Would this be possible? I've tried this before with the existing Conyard Repair script but the repair is not stopped with the destructrion of the Repair facility; I believe the problem lies with the fact that I can only supply the ID of the object in the preset library, not the ID of the object as it exists on the map. Does that makes sense?

Subject: What you ask for is not possible
Posted by jonwil on Sun, 14 Dec 2003 06:53:12 GMT
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Well it is possible but it would require a Big Ugly Hack(TM) to implement it.
Therefore its not worth the effort.

Subject: BTW
Posted by jonwil on Sun, 14 Dec 2003 07:15:30 GMT
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The Aircraft Fuel, Stealth Armour and Building Gun scripts should hopefully be fixed (for good this time)

Subject: scripts.dll 1.3

Posted by General Havoc on Sun, 14 Dec 2003 10:36:55 GMT
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If you do another beta version before the 1.3 release, I can put it through the maps and see if the faulty scripts work again. Faulty ones I found:

JFW_Custom_Damage_Object
TDA_Stealth_Armour
JFW_Aircraft_Fuel
JFW_Building_Gun
JFW_Random_Custom

Subject: scripts.dll 1.3
Posted by Adavanze on Sun, 14 Dec 2003 10:57:20 GMT
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What is wrong with the stealth armor script? I thought it was working.. oh well.

Subject: all 5 of those scripts now work
Posted by jonwil on Sun, 14 Dec 2003 12:17:52 GMT
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All 5 of them have been observed by me personally to work as of the latest code on my hard disk. So, assuming there are no hidden bugs, they will all work in 1.3.

Subject: scripts.dll 1.3
Posted by Madtone on Sun, 14 Dec 2003 12:29:24 GMT
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is it possible to write a script to change startup spawners team randomly?

For example:

Nod starts on once place of the map and gdi another, and the next time the map begins the nod spawners are GDI and GDI are nod, but instead of just taking turns to start on diff places, make it random?

Like you never know where Nod will start or GDI will start.

Im preety sure this isn't possible though.

Think of it as an assault script!

Nod defending their PP, and GDI attack it. Then the next time the map is loaded GDI have to

defend their PP and Nod attacks?

Subject: hmmm, I dont think I can do that...
Posted by jonwil on Sun, 14 Dec 2003 12:45:40 GMT
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I dont know of a way to do that.

Subject: scripts.dll 1.3
Posted by Madtone on Sun, 14 Dec 2003 12:54:53 GMT
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lol, no hope then.. ah well, was with a try!

hehehe!

Subject: scripts.dll 1.3
Posted by [REHT]Spirit on Sun, 14 Dec 2003 16:00:18 GMT
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All the SUR scripts work, I've gone through the game repeatly tweaking them for quite a bit of time. The only issue was that they don't all do their original design. It's useable though.

Subject: scripts.dll 1.3
Posted by Adavanze on Sun, 14 Dec 2003 19:55:48 GMT
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Will you be publicly releasing the source code for the new script version?

Subject: Yes, I will be releasing the source code to the scripts
Posted by jonwil on Mon, 15 Dec 2003 02:01:45 GMT
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As for the SUR scripts thingo, I emailed Spirit on that issue.

Current to-do before 1.3:
1.Get the SUR_xxx, NH_xxx and REBORN_xxx stuff sorted out
2.Get the latest RenAlert scripts from Dante
3.Continue to work on various clones of westwood scripts (for example, I am working on a Test_Cinematic clone or at least enough of a clone to be able to figure out the inner mysteries of

---

the thing (as was done with the airstrip)
and 4.Continue to work on research into Script Commands, ActionParamsStruct & other datatypes & other script internals.

I also have an offer, if anyone wants me to make a "stand-alone, no-scripts2.dll-needed" version of the scripts.dll for their map or mod, I may be able to do that for you, it will depend on which westwood scripts you are using though since some are easier to clone than others.

Subject: one other thing...
Posted by jonwil on Mon, 15 Dec 2003 02:38:38 GMT
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I am also ofering to do scripts.dll research. For example, if someone wants me to figure out how xxx script from westwood works, I can do that. (or I can certainly try anyhow)

Subject: scripts.dll 1.3
Posted by Madtone on Mon, 15 Dec 2003 12:05:20 GMT
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how about an app or a site that lists every script, its params and what it does/can be used for?

I would be more than willing to set up a site and build a quick PHP script so that you can just type in the name of script, params and description.

Subject: scripts.dll 1.3
Posted by Renx on Mon, 15 Dec 2003 15:16:51 GMT
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Would it be possible to make sumthing so that you can have 2 of the same building in one level, and still have everything function properly?

Subject: scripts.dll 1.3
Posted by General Havoc on Mon, 15 Dec 2003 16:54:20 GMT
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Madtonehow about an app or a site that lists every script, its params and what it does/can be used for?

I would be more than willing to set up a site and build a quick PHP script so that you can just type in the name of script, params and description.

We have one at renhelp.co.uk or at least we did have. It's hidden away in the backup files

somewhere. I may be able to get it back up and running easily so we can fill in all of the info for the scripts.

When we get it back up, I'll make a post so you can request a user/pass to add scripts.

Subject: 2 buildings wont work
Posted by jonwil on Mon, 15 Dec 2003 22:53:45 GMT
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At least not via scripts anyway.

Subject: scripts.dll 1.3
Posted by Cpo64 on Tue, 16 Dec 2003 02:41:20 GMT
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Is it posible a list of known customs, what they do, and how they are used is created for our use?

Subject: there is a list of all known customs
Posted by jonwil on Tue, 16 Dec 2003 03:59:47 GMT
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that get sent by the game engine in the readme.txt file.
Any other custom is one thats specificly generated by a particular script.
Which custom is sent is up to whoever wrote the script (or if its one where you pass the custom as a parameter), whoever is using the script.

As for progress on 1.3, here is the to-do list:
1.get something done about all the RenAlert scripts (for example, get the code from someone who has it or, if (as seems likely at this point), dante cant get the code in time, re-code them from the disassembly like I have done for all the westwood scripts)
2.get a few tests done on some "yet to be tested" scripts.
3.mabie do some more reasearch and incorperate the findings into the dll (depends on how much time I have and more importantly, how long it takes for 1. and 2. to be released)
4.mabie add a couple more scripts (although probobly not)

Then I will release 1.3
No matter what, 1.3 WILL be out before monday 22 december, probobly before saturday 20 december. And, no matter what, it WILL feature a complete, up-to-date set of scripts for RenAlert (so RenAlert 0.992 can take the latest dll and use it as-is without any mods)

BTW, there is also a script that Dante is working on that gives you a working character model inside open vechicles...

Subject: Re: there is a list of all known customs
Posted by Cpo64 on Tue, 16 Dec 2003 04:31:03 GMT
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jonwilthat get sent by the game engine in the readme.txt file.
Any other custom is one thats specificly generated by a particular script...
Um, which readme?
jonwil
BTW, there is also a script that Dante is working on that gives you a working character model inside open vechicles...

OMG awsome!
:shocked:

Subject: readme.txt of course
Posted by jonwil on Tue, 16 Dec 2003 04:42:03 GMT
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there IS only one file by that name.
The new version will include an expanded listing.

Subject: scripts.dll 1.3
Posted by Cpo64 on Tue, 16 Dec 2003 05:37:20 GMT
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Oh, the one with the scripts, okay, I thought you ment the renegade one :oops:

Subject: scripts.dll 1.3
Posted by Aircraftkiller on Tue, 16 Dec 2003 05:42:42 GMT
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I remember helping Dante test that script. It was supposed to remain a secret.

It was designed for the Allied Ranger, since it will be open-topped.

Subject: as for that script
Posted by jonwil on Tue, 16 Dec 2003 05:53:03 GMT
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If Dante wanted it to be a secret, he should have said so
Anyhow, anyone will be able to use it for their mods I guess.

Subject: scripts.dll 1.3
Posted by Deactivated on Tue, 16 Dec 2003 13:10:21 GMT
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That's great news! Finally it's possible to implement vehicles with visible drivers properly.

Another script idea:

Vehicle_Reload_Zone
This script fills (reloads) ammo to max value for any vehicle that enters this zone. This could be useful for either a helipad or repair facility.
There should be a time-based thereshold so they player won't try to camp in the area with infinite ammo.

Subject: scripts.dll 1.3
Posted by General Havoc on Tue, 16 Dec 2003 19:12:55 GMT
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Excellent stuff. The Player character inside an open vehicle should be great. I know a few people had some grerat ideas of what could be done with that. Can't wait to test some of the new ones out.

Subject: scripts.dll 1.3
Posted by Sir Kane on Tue, 16 Dec 2003 20:12:57 GMT
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Would help if you don't send a corrupt zip file next time JW.

Subject: scripts.dll 1.3
Posted by General Havoc on Tue, 16 Dec 2003 22:09:01 GMT
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Hey it's dialup, I had corrupt zips uploaded all the time when I had it. Just have to re-upload/send it, which takes time on a dialup.

Subject: 2 things...
Posted by jonwil on Tue, 16 Dec 2003 22:20:29 GMT
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Firstly, the vechicle driver one is still WIP and probobly wont appear in 1.3
Also, the vechicle reload zone, I dont know how to do it.

Subject: 1.3 is almost ready
Posted by jonwil on Wed, 17 Dec 2003 06:42:26 GMT
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Just some testing to be done and it will be ready.
Any testers, contact me on ICQ/AIM/MSN.

1.3 will be out either Thursday (my time) or Friday (my time).
I go away on monday so dont expect me to be around.

Source code will be available as usual so if you really really need a bug fixed before I get back,
find another scripter to do it or else learn C++ and fix the bug yourself

Note that this contains complete working copies of the 4 RenAlert scripts from the latest RenAlert
scripts.dll. So, it should be usable out-of-the-box with RenAlert (i.e. it can be included with 0.992).
There are some great new scripts that will be usefull for RenAlert:
JFW_Base_Defence_Aircraft_Only. Great for SAM sites and AA guns.
JFW_Building_Gun_No_Aircraft & JFW_Building_Gun_Weapon_No_Aircraft. Great for Gun
Turrets, Tesla Coils and Pillboxes.

So, it should now be possible to make the "teslas-dont-shoot-apaches" fix

Subject: Re: What you ask for is not possible
Posted by YSLMuffins on Wed, 17 Dec 2003 21:51:45 GMT
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jonwilWell it is possible but it would require a Big Ugly Hack(TM) to implement it.
Therefore its not worth the effort.

Hmmmm, is it possible with the current version of the scripts? Perhaps some major script
attaching with Dave's arrows and whatnot?

Subject: Well the problem is that there is no easy way for...
Posted by jonwil on Wed, 17 Dec 2003 22:02:16 GMT
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The repair bay to signal to all the vechicles that its been destroyed.
The Big Ugly Hack(TM) bit refers to the fact that, in theory, one could keep a list of all the
vechicles in the game somehow and use that as a guide but it then means you need to handle
"registering" vechicles that get created and also "unregistering" vechicles that get destroyed.

But the good news is that I have added (and tested) not one but THREE new scripts for doing
repair bays.
One is for all vechicles
One is for all vechicles except for a few you specify (for example if you dont want airplanes to
repair at the repair bay)

and One is for

It doesnt have any animations for repairing. But on the other hand, it doesnt have the nasty "Arc Bug" with the mines and the arc in the middle of the map and so on.

Subject: scripts.dll 1.3
Posted by Try_lee on Wed, 17 Dec 2003 23:47:26 GMT
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WOO!

Hopefully we'll start to see more repair pads in maps now that there's a fixed up thing for it, but what is the third script for?

Subject: its for...
Posted by jonwil on Thu, 18 Dec 2003 00:22:05 GMT
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Its for only the vechicles you specify and no other.

So, you can use one for a regular repair bay attatched to the repair bay building.
And one for an aircraft repair bay attatched to the helipad.

BTW, all 3 of the repair bay scripts will completly ignore any infantry units (or more specific player controlled infantry units I suspect).
Plus, you can make them for one team only or both teams.