
Subject: Now thaqt I have working poke...

Posted by [jonwil](#) on Fri, 13 Aug 2004 11:47:08 GMT

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For those that dont know what Poke is, its what RenAlert used for the navalyard and helipad PCTs (like how you can walk up to them, press "e" and buy stuff)

I am going to write some poke scripts.

So far, I have either got already or plan to add:

JFW_Poke_Send_Custom (sends a custom when poked)

JFW_Pokeable_Item (enables the green poke arrows for an object)

M10_Pokeable_Item_OnePoke (dont know if this does anything usefull but its there)

Poke_And_Play_Cinematic (plays a cinematic on poke)

JFW_PCT (put this on an object to make it act like a PCT, the bonus over a regular PCT is that you can make it a PCT that works for both teams (i.e. GDI pokes it, they get GDI pct, nod pokes it, they get nod pct)

these which are poke versions of the regular scripts

JFW_Preset_Buy_Poke

JFW_Weapon_Buy_Poke

JFW_Character_Buy_Poke

JFW_Refill_Buy_Poke

JFW_Powerup_Buy_Poke

JFW_Vehicle_Buy_Poke

JFW_Group_Purchase_Poke (like JFW_Group_Purchase_Zone but for poke)

JFW_Poke_Gate (like JFW_Gate_Zone but triggered by poking something)

JFW_Poke_Send_Custom_2 (sends a custom when poked, will have a team option)

JFW_Poke_Send_Custom_Preset (sends a custom when poked, will have a team option, only triggers if poked by a certain preset)

JFW_Poke_Send_Custom_Keycard (sends a custom when poked, will have a team option, only triggers if poked by something with a certain keycard)

JFW_Poke_Send_Custom_Cost (sends a custom when poked, will have a team option, also, it deducts money from the poker and wont work if the poker doesnt have enough)

for those that want a poke->play animation script, use JFW_Poke_Send_Custom_2 and JFW_Set_Animation_On_Custom

You can also combine JFW_Poke_Send_Custom_xxx with various scripts like

JFW_Custom_Send_Ordered_Customs.

For example, if you wanted a door that would open when send one custom and closed when sent another one, put JFW_Poke_Send_Custom_2 on the door buttons, then

JFW_Custom_Send_Customs somewhere followed by JFW_Set_Animation_On_Custom to open/closed the door as appropriate.

Also, there is a poke version of the renalert RA_Naval_PT script somewhere I think.

Any other poke scripts I should consider making?
