jlhill17 wrote on Wed, 05 October 2011 10:43That link to sourceforge is dead. Is there anywhere else I can find the readmes for scripts 3.4.4?
For scripts 3.4.4, it seems like jonwil has removed that file now that 4.0 is released. I did a light google search for 'script 344 sourceforge', as well as some other variations including jonwil's name. Nothing is showing up for the 3.4.4 originally linked in this thread, my bookmark for it is also being redirected to that 4.0 scripts page (Here).

You'll have to switch over to the 4.0 readmes, theoretically they should cover anything you were hoping to find in the 3.4.4 readmes. Each person who contributed scripts most likely just sent in updated descriptions for new scripts they've written, and then that was just added into their previous readme files.

Gen_Blacky, when you say 'look at the source'...

dan.cpp from tt.source40.zip (here)

```
void DAN_Drop_Wreckage_On_Death::Killed(GameObject *obj,GameObject *killer)
{
 GameObject *CurTank;
 CurTank =
Commands->Create_Object(Get_Parameter("Wreckage_Preset"),Commands->Get_Position(obj))
;
 Commands->Set_Facing(CurTank,Commands->Get_Facing(obj));
 Commands->Attach_Script(CurTank,"DAN_Wreckage_Rebuildable",Commands->Get_Preset_N
ame(obj));
}

void DAN_Wreckage_Rebuildable::Created(GameObject *obj)
{
 Commands->Set_Player_Type(obj,-2);
 Commands->Set_Health(obj,50);
 Commands->Set_Shield_Strength(obj,0);
}
```
Personally, I don't have the background to understand that scripting too well, in fact, I probably couldn't even tell you if it's C++ or LUA, even then I'm most likely way out in left field here.

Readme12.txt from scripts344.zip

```
======================================================================
========================

; *********************** [Script Name] DAN_Drop_Wreckage_On_Death


======================================================================
========================
```

[Description]

 - Attach this script to a tank that you want to drop a wreckage when it is destroyed.

 [Parameters]

 - Wreckage_Preset (The wreckage preset to drop)

 [Notes]

 - This script works along side DAN_Wreckage_Rebuildable.

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; ************************* [Script Name] DAN_Wreckage_Rebuildable

==
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 [Description]

 - Attach this script to a tank wreckage, and repair it to rebuild the tank. In the parameters, state the preset name of the tank that you want to spawn when the wreckage is fully repaired.

 [Parameters]

 - Vehicle_Preset (The vehicle preset to create)

 [Notes]

 - This script works alongside DAN_Drop_Wreckage_On_Death.
That is more easy for me to understand, personally. Though respect to those that can grasp the former.

There are a fairly substantial group of map-makers/modders in the general community, myself included, that have found these readmes to be very helpful in their descriptions for various scripts and their uses. Jerad2142 and Canadacdn, I've read somewhere, way back in 2007, had to experiment with lots of westwood's MXX scripts to find out what they do (Original Topic). Not sure if they were able to look at the 'source' back then, although I'm sure they have that talent to do so now, but in the end the list they formed was extremely helpful, and still is to this day, for modders/mappers that don't have knowledge or understanding of scripting sources.
 Descriptions for the scripts are extremely helpful for the non-scripting-literate modding/mapping community base. Canadacdn and Jerad2142's work ended up on one of the Renhelp sites (Here) Handy, handy stuff. Still pop 'em open for viewing when I'm doing LE work all the time.

As for the readmes 'being a lie', if it's true, then it's awfully unfortunate, but I'd still find the readmes helpful over trying to understand the sources, given that I don't have a background in

being able to understand or follow reading the source too well at this given time.

The readmes provide a base for people to utilize and understand the custom scripts people have written, if they are false and a lie, well I suppose it's good to stay clear of them and just look at the source, but for those of us that can't quite fully understand or read the source for the scripts... the readmes are a wonderful resource, no matter how flawed.

Side Note: A google search using 'scripts344.zip' (here) reveals a few results that have links to a 'scripts344.zip' download, but in the end they all get redirected to (this) page. It goes to confirm that the file most likely is taken down, and cannot be found elsewhere on the internet.

I have a copy of scripts344.zip myself, and I'm willing to upload it, but you should be able to find what you need in scripts 4.0 readmes. Not sure if I'm stepping on any toes by uploading it either, jonwil might have taken it down for professional reasons, and would prefer it not to be re-uploaded.

No hard feelings out there, just putting in my two cents.