Subject: scripts.dll 0.98 RC is out
Posted by Anonymous on Sun, 22 Dec 2002 17:46:00 GMT
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Everybody should upgrade to this and remove all copies of 0.97 or below (including all code)Get it from http://www.sourceforge.net/projects/rentools/The main additions are a bunch more script command stuff (we are getting closer to being able to do AI scripts now) plus the first batch of scripts by Dante.Thanks also to Silent_Kane for doing some testing on the script commands. [December 22, 2002, 18:10: Message edited by: Jonathan Wilson]

Subject: scripts.dll 0.98 RC is out
Posted by Anonymous on Sun, 22 Dec 2002 18:45:00 GMT
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Awsome! Now I can truely finish my map by adding working Construction Yards! Great Job and Good Work!Triforce

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Subject: scripts.dll 0.98 RC is out
Posted by Anonymous on Sun, 22 Dec 2002 18:55:00 GMT
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not just that, but a working CTF script

Subject: scripts.dll 0.98 RC is out
Posted by Anonymous on Sun, 22 Dec 2002 20:09:00 GMT
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ive been using gmax for a couple weeks now, and i must say ive learned many tricks/shortcuts etc. but at heart, i am still a n00b. i have a river in my map and want it to appear flowing downstream, how do i make an animation to do that?

Subject: scripts.dll 0.98 RC is out
Posted by Anonymous on Sun, 22 Dec 2002 20:17:00 GMT
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Cool, I got the buildings to repair, but not to stop repairing.   I'm a little confused on what to enter for "TDA_Conyard_Controller".This: "Building1_ID=0:int '1st building to disable"And This: "Timer_ID:int ID of the object it is attached to, will crash game if left blank." must be the same I think but what do I enter? I tried using numbers but that hasn't worked. (I gave all GDI buildings different even numbers 2,4,6,8 and Nod odd ones 1,3,5,7) Each building repairs at the same rate, 3. Con Yards do not repair themselves. Whats the right way to set this all up? I'm using TEMP controlers, if that makes any difference.These scripts are so cool!Triforce

Subject: scripts.dll 0.98 RC is out
Posted by Anonymous on Sun, 22 Dec 2002 20:37:00 GMT
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Making a river appear to "move" is pretty easy. It requiers no real animation, just an animation of the texture it uses. This is how I get my water effects. Open up your water texture in the Renegade Material Editor and go to the Pass1 tab. The frist section that should come up will be the Vertex Material section. At the bottom you will see Stage 0 Mapping. From the drop down list beside "Type:" select Linear Offset. Now in the Args: section put this: VPerSec=X.XX Replace the X's with a number. The Number tells how fast or slow to scroll the texture over the verteices, giving you "moving water". 0.01 is for very slow moving water, and anything higher gets faster. That is how you animate rivers, and if your texture is moving in the wrong direction, use the UVW options to rotate it. All of this and everything you could possibly want to know about RenX and Commando can be found in the Help File. Download it by going to the "CLICK HERE to the view the latest compilation of Renegade help files!" link.   Triforce [December 22, 2002, 20:39: Message edited by: Triforce]

Subject: scripts.dll 0.98 RC is out
Posted by Anonymous on Sun, 22 Dec 2002 20:41:00 GMT
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your just a gift that keeps on giving. thanks so much. btw, my map is of Tiber River, so theres a pretty *****in' crater area in it.

Subject: scripts.dll 0.98 RC is out
Posted by Anonymous on Sun, 22 Dec 2002 21:13:00 GMT
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building ID's = the ID of the building controller that you want to go awayTimer ID = the conyards building controller IDConyard shouldn't repair it's self... but if you want to, put the conyard_repair script on it

Subject: scripts.dll 0.98 RC is out
Posted by Anonymous on Thu, 26 Dec 2002 15:16:00 GMT
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bumpI'm not sure if I understand what to put for "Building1_ID=0:int '1st building to disable." Actually, I don't understand this part at all. [December 26, 2002, 15:24: Message edited by: YSLMuffins]

Subject: scripts.dll 0.98 RC is out
Posted by Anonymous on Thu, 26 Dec 2002 18:56:00 GMT

<>

Well I think I found out a major problem with the Conyard script--I attached the script to the building controller after "making" the controller on the map (isn't that what you're supposed to do?) and did not modify the existing building controllers, but the buildings can't be destroyed! It is announced that the building is destroyed but it keeps coming back to life!Also, do these scripts only work in pkg format? [December 26, 2002, 19:12: Message edited by: YSLMuffins]

Subject: scripts.dll 0.98 RC is out
Posted by Anonymous on Thu, 26 Dec 2002 19:02:00 GMT
<>

http://dynamic4.gamespy.com/~ammo/potm/monkey_lady.jpg

Subject: scripts.dll 0.98 RC is out
Posted by Anonymous on Thu, 26 Dec 2002 20:36:00 GMT
<>

hmm, now that is an eerie bug...but.. did you put the conyard controller on a building...the BuildingIdX=0:int is the ID of a building controller that you want to disable the repair script on when the conyard is destroyed... i.e. the agt controller's IDfor each building on the map, fill in another BuildingIdX hope that helps, let me know about that, and yes... right now they only work on .pkg (Vive le Revolution)

Subject: scripts.dll 0.98 RC is out
Posted by Anonymous on Thu, 26 Dec 2002 21:01:00 GMT
<>

Well, here's what I did: (btw I can't get the buildings to stop repairing--what do you mean by "controller ID"? Do you mean something like 491530012?)I placed the Refinery controller on the map, double clicked it, and attached the ConYard repair script to it on the script tab. I also attached the Conyard controller script to the GDIConyard controller, but I didn't put the right ID, I think. Is that what the problem is? [December 26, 2002, 21:02: Message edited by: YSLMuffins]

Subject: scripts.dll 0.98 RC is out
Posted by Anonymous on Fri, 27 Dec 2002 07:14:00 GMT
<>

hmm does anyone know how to use the heliport script ? i don't know where to attach it and which settings i must use .....