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Subject: Script Part 2

Posted by [\\_SSnipe\\_](#) on Tue, 22 May 2007 00:30:15 GMT

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ok umm i need someone to help me make a script for my CTF please  
here are the details

-engies on both sides get dropped off and go around base repairing teammates

-if they died they will drop off more

-they dont repair enemyes

-they dont stand and one spot getting killed over and over

see i dont know ANYTHING about scripts thats why im asking if someone here can help me make this script

idk if u guys add it to the objects.ddb file or another file idk but please can someone help me?

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Subject: Re: Script Part 2

Posted by [AoBfrost](#) on Tue, 22 May 2007 03:52:57 GMT

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IF i remember correctly.....level edit has scripting program that does the "IF TRUE THEN:...." type of stuff, then you click a million things and get 1 script to work...same for cnc3 worldbuilder, look in there and play around, or else ask for more specific help, I dont use level edit much, so I cant help with where and what to click.

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Subject: Re: Script Part 2

Posted by [\\_SSnipe\\_](#) on Tue, 22 May 2007 07:31:32 GMT

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umm idk where or how :S

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Subject: Re: Script Part 2

Posted by [AoBfrost](#) on Tue, 22 May 2007 13:36:07 GMT

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-\_- keep it to one thread, I just saw you made 2-3 more just about the same thing...

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Subject: Re: Script Part 2

Posted by [\\_SSnipe\\_](#) on Tue, 22 May 2007 18:37:29 GMT

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no man i said something about is it possible on one tread and now making this one to get the full info of how to make it but im almost done this is like the most important part i need help with

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Subject: Re: Script Part 2

Posted by [Viking](#) on Tue, 22 May 2007 19:02:18 GMT

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I don't think its possible for AI to repair a building.

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Subject: Re: Script Part 2

Posted by [BlueThen](#) on Tue, 22 May 2007 19:49:46 GMT

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Viking wrote on Tue, 22 May 2007 14:02I don't think its possible for AI to repair a building. Put a invisible enemy bot that pops up whenever the building is damaged and have it get put at mct, etc.

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Subject: Re: Script Part 2

Posted by [crazfulla](#) on Tue, 22 May 2007 22:56:02 GMT

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Is it possible for you to post all your 'questions' in one thread?

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## File Attachments

1) [thread-spam.gif](#), downloaded 377 times

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By: <a href="#">Blazer</a> on Thu, 27 February 2003		
By: <a href="#">joe937465</a> on Fri, 18 May 2007	34	337
By: <a href="#">joe937465</a> on Mon, 21 May 2007	6	95
By: <a href="#">joe937465</a> on Tue, 22 May 2007	12	88
By: <a href="#">fatalcry</a> on Fri, 18 May 2007	11	144
By: <a href="#">Urimas</a> on Fri, 11 May 2007	32	424
By: <a href="#">Viking</a> on Fri, 18 May 2007	7	210
By: <a href="#">jonwil</a> on Sun, 29 April 2007	40	992
By: <a href="#">WNxCABAL</a> on Sun, 13 May 2007	37	604
By: <a href="#">BuzzOfTheStar</a> on Sun, 20 May 2007	6	92
By: <a href="#">bluethen</a> on Sat, 19 May 2007	6	93
By: <a href="#">joe937465</a> on Fri, 18 May 2007	21	235
By: <a href="#">Slave</a> on Fri, 18 May 2007	14	208
By: <a href="#">jamiejrq</a> on Sun, 20 May 2007	4	54
By: <a href="#">YuriVA777</a> on Wed, 16 May 2007	13	253
By: <a href="#">joe937465</a> on Fri, 18 May 2007	6	105
By: <a href="#">bluethen</a> on Wed, 16 May 2007	15	151
By: <a href="#">bluethen</a> on Fri, 18 May 2007	22	222
By: <a href="#">psufan</a> on Wed, 16 May 2007	21	221
By: <a href="#">iScripters</a> on Fri, 18 May 2007	1	33
By: <a href="#">jonwil</a> on Mon, 16 April 2007	10	336
By: <a href="#">joe937465</a> on Tue, 15 May 2007	15	211

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Subject: Re: Script Part 2

Posted by [zunnie](#) on Tue, 22 May 2007 23:43:15 GMT

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crazfulla wrote on Tue, 22 May 2007 18:56 Is it possible for you to post all your 'questions' in one thread?

Yes, or go read up some tutorials on <http://www.renhelp.net> and try something, you learn this stuff best by trial and error.

Anyhow, read this through and you should be able to do just that what you want for the engineers stuff:

Download these txt files and place them in the server\data folder

[http://www.game-maps.net/zunnie/ren/cinematics/gdi\\_engineer\\_drop\\_goto\\_players.txt](http://www.game-maps.net/zunnie/ren/cinematics/gdi_engineer_drop_goto_players.txt)

[http://www.game-maps.net/zunnie/ren/cinematics/nod\\_engineer\\_drop\\_goto\\_players.txt](http://www.game-maps.net/zunnie/ren/cinematics/nod_engineer_drop_goto_players.txt)

the only way with existing scripts i believe would be attaching M03\_Goto\_Star to the engi's but they will go after all "Stars" or all "Players" in other words within range.

Create a dave arrow on map, note the ID, we'll call this the "GDIdropoffarrow"

Attach script: JFW\_Custom\_Play\_Cinematic

Message=1000

ScriptName=gdi\_engineer\_drop\_goto\_players.txt

Location=xyz location where to drop the bots in gdi base

Facing=0.000

Create another dave arrow on map, note the ID, we'll call this the "NODdropoffarrow"

Attach script: JFW\_Custom\_Play\_Cinematic

Message=1000

ScriptName=nod\_engineer\_drop\_goto\_players.txt

Location=xyz location where to drop the bots in nod base

Facing=0.000

Create yet another dave arrow that will "count" messages, double click on this arrow and change the ID to 100100, we will call this the "CountArrow"

Attach script to countarrow: JFW\_Custom\_Multiple\_Send\_Custom with these options:

ReceiveMessage=1500

ReceieveCount=3

SendMessage=1000

SendParam=1

SendID=<ID of GDIdropoffarrow>

Attach the same script to countarrow again: JFW\_Custom\_Multiple\_Send\_Custom this time with these options:

ReceiveMessage=1600

ReceieveCount=3  
SendMessage=1000  
SendParam=1  
SendID=<ID of NODdropoffarrow>

If you do the above correct, when either team's engineers all three die, a message will be sent to the count-arrow and a dropoff cinematic will dropoff new engineers at the location your speicified.

Good luck!

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Subject: Re: Script Part 2  
Posted by [zunnie](#) on Wed, 23 May 2007 00:25:49 GMT  
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Forgot to add: you have to trigger an initial dropoff of course...

Just "temp" three spawners (see renhelp.net) and set the maxspawns to 1 engineer. Attach script JFW\_Death\_Send\_Custom to it and have it send message 1000 to the GDIdropoffarrow and NODdropoffarrow descibed earlier..

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Subject: Re: Script Part 2  
Posted by [zunnie](#) on Wed, 23 May 2007 01:06:09 GMT  
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Oh one more thing i forgot to tell you.  
You have to "mod" the CnC\_GDI\_Engineer\_0 and CnC\_Nod\_Engineer\_0 and under settings enable "Innate Behaviour" (or something along those lines it is called).  
Set agressiveness to 100.000 or something with a TakeCoverProbability of 0.000

Also may want to set weaponerror to 20.000 or so, so they don't miss that much...

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Subject: Re: Script Part 2  
Posted by [\\_SSnipe\\_](#) on Wed, 23 May 2007 04:17:36 GMT  
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wow im confused i guess ill just keep re reading till i get it see i need lot of help with this thats why i was making if one of you guys can kinda help by like if your 100% sure u can help me make it

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