
Subject: my email is down

Posted by [jonwil](#) on Thu, 08 Apr 2004 07:40:43 GMT

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If anyone has emailed me anything to jonwil@tpgi.com.au in the past day or 2, post here what it was since its likely that I didnt recieve it.

I did recieve one set of scripts with some sensor scripts and some other NHP stuff but thats the only script related stuff I recieved.

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Posted by [jonwil](#) on Thu, 08 Apr 2004 10:46:28 GMT

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BTW, I still need anything Vlokblotky or NeoSaber has to include and I need it ASAP.

Post it here (upload somewhere and post a link) or otherwise get it to me.

Regardless, I need to know what you two are working on/what you have finished/what you plan to work on.

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Posted by [NeoSaber](#) on Thu, 08 Apr 2004 18:15:08 GMT

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I don't have any scripts ready for release. A few are 'done' but I haven't tested them yet in real game conditions to know for sure that they work 100% of the time.

For the record though, these are the scripts I've been working on

RA_Helipad_Zone - Designed to reload helicopters that enter the zone. This one is basically done, but I haven't tested it enough to be absolutely sure it works all the time.

RA_ObjectDeath_OnCreate - Designed to create and destroy an object when another object is created (example: when a soldier is purchased). The idea being to use the 'KilledExplosion' setting on the object being destroyed to create effects (like sounds) on the map that would otherwise not work through scripts. This script is done, but I still want to do some testing.

RA_MineLayer - Script for MineLayers, checks when they fire (self damage) and send a custom to the MineManager. This script is done, but since it works in tandem with two other scripts I need to get the bugs worked out of all of them.

RA_MineManager - Script for keeping track of the number of mines, determining what kind of mines get placed by what team, and reloads a minelayer if it 'fires' and isn't allowed to place a mine. Written, and so far tested for its part in the mine laying process. I won't know if its really done until I work out all the mine scripts

RA_Mine - controls mines, making them AP and/or AT, and tells the MineManager when they explode. Although written, there's a bug somewhere I still need to work out. It's this script that's keeping me from saying the mine layer scripts are finished.

RA_Demolition_Truck - Just started this last night. It's supposed to control the detonation of Demo Trucks since I've run into some problems setting them up on their own. Early results weren't promising with this script though, so I may scrap it, or rewrite it, or something.

Future script plans involve writing some scripts for more superweapons, and probably a script to match models to presets for the visible players in vehicles unless that one is already written by the time I get around to needing it.

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Posted by [IRON FART](#) on Thu, 08 Apr 2004 21:06:42 GMT

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Wouldn't sourceforge provide some kind of email service along with the hosting?

You could use that temporarily.

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Posted by [jonwil](#) on Fri, 09 Apr 2004 03:13:57 GMT

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NeoSaber, those scripts going to be ready for submission soon?

Basicly, for scripts you have already begun, you finish them.

For scripts you havent started, give me the details and we can both work on them.

It would be good if all the scripts needed for the new RenAlert can be done in time for 1.6

In any case, I need to know what will and wont be ready.
