06-14-2003 11:05 PM   .

Komet

Posts: 129 Scripts...
Is there a way to move half a group out of a location??
this is what I have.. From gate B i have reinforcements Group B2. They move to location 27. But i want half of my units of group B2 to move off to location 28 while moving to Location 27..

So basically I want the troops to split into different locations..

Also! How do I have units removed from the map.. Like time after mission is 20 minutes remove units a.b.c or such..

PLease Help!
_____

06-15-2003 12:26 AM

Sp00ky
Staff Sergeant

Posts: 871 TRIGGER
There are <exactly> <50%> of units of group <B2> in Location <27>
ACTION
Set New group <B3> for units in Location <27>
Set AI_Loc1 for <B3> to <28>
Set AI_Loc2 for <B3> to <28>
Turn off this trigger

TRIGGER
There are <exactly> <100%> of units of group <B3> in Location <28>
ACTION
Set New group <B2> for units in Location <28>
Turn off this trigger

Result 50% of group B2 in Location 27, and 50% of group B2 in Location 28.
_____

CDV Board - Civilians

Civilians along your side ??
Yes, why not??
No, better more experienced soldiers

View Results [Edit Poll (moderators only)]

06-14-2003 07:15 PM

Leopold III
Posts: 119 Civilians
This a question for the poll. Make civilians fight along your side ??
Like so : you have control of a small village and sometime there would come a civ. You send a Supply Truck to the civ and the civ becomes a riflemen.
_____

06-14-2003 10:58 PM

Komet
Posts: 129 I always use Civilians when available. I give them a little ammo just enough to shoot 2 guys or so, And then I use them to scout ahead of me.
_____

06-14-2003 11:40 PM

sop_Ie
* * * * *

Posts: 420 Yes for sure thy bring more atmosphere to the game partisans rule.

_____

06-15-2003 11:05 AM

Sp00ky
Posts: 882 Be aware it is not hard to script Civillians to revolt and turn on the player later on in the game.

_____
06-16-2003 12:56 AM

FROGGY76600
Posts: 67 Hummm Spooky, another viciius idea...
Spooky, very interested by what you say.

How to do it Plz ???

 _____
  06-16-2003 01:30 AM

Sp00ky
Posts: 882 Rebelion by captured civvies.

When you place the civies give them a unique group say D1

This group remains with them after capture (as long as their not in a player vehicle)

At the given time;
TRIGGER
Value of C_15 is exactly <5> The trigger for a rebelion
AND
<Active> units of group <D1> amount to <more than> <0> If civvies in player vehicle they assume player group (A0). This trigger stays live until one civvie gets out of the vehicle and resumes his original group (D1)
ACTION
Set AI_behavior for Group <D1> to <Infantry Guard Location>
Sets civvie behaviour...
Set AI_loc1 for Group <D1> to <9>Where you want them to go after rebelion
Set AI_loc2 for Group <D1> to <6>Where you want them to go after rebelion. assuming they survive
Set <Ammo> for Group <D1> to <100> Arm them...
Transfer group <D1> to player <enemy> Let the fireworks begin...

Turn off This Trigger

_____