

05-01-2004, 10:34 AM #149
Kongo-Müller

Originally posted by Sp00ky

Just refreshing the thread for all those who want a scripting tutorial.

yeah... I might spend some time making my own dirty little mission next month.

I've played so much SP in 2003 I've seen so many good ideas. Some have been discussed on this board already but lot's of them weren't.

Maybe everybody can throw in his ideas and observations.

Few examples not remembering the maps, these add interaction usually not given by the game:

1. You moved the general towards red or green light in order to get german or english messages. (Nice because showing both messages is getting on my nerves all the time.)
2. You could put the general into three different buildings choosing between light/medium/heavy units to start the mission with. (Very nice if you prefer slow or rapid movement.)
3. (Alpenfestung) You move scrape vehicles into different factories choosing what kind of vehicle they make of it.
4. General factories that produce vehicles and personal as long as you occupie them.

to be continued...

Posts: 582 Kongo,

that s a good ideas. I was thinking of what you say (remembering Von Paulus in Stalingrad' Spooky) but don t know how to do it (+ creating units in factories).
May be somebody could help ?

06-01-2004, 12:12 AM #152
Sp00ky_old
Reserve

The following procedure can easily be canabalised and changed to a factory/Tank production procedure.

CAMPAIGN BERLIN - TRAINING PROCEDURE (Training Civvies into Volksstrum)

Training Barracks = Loc10
Parade Ground = Loc9

All Players Officers = A4
Civvies = A8
Recruits = A9

Reinforcements: 1 set of 12 panzerfaust(Grp-A0). Exp=0 Mrl=40 Amo=100
Flag F = Placed inside training barracks

SCRIPTS:

Step 1: Recruits + Instructor

The player will be sending civvies to the barracks as he transfers them under his control using officers. Once 12 civvies are in the barracks this script will prompt for an officer/instructor.

SCRIPT: GetInstructor-Loop >C10=1>Msg

DESCRIPTION: Prompts for officer/instructor.

CONDITION:

value of cell C_10 is exactly Number 0 and there are more than 11 units of group A8 in location #10 and
there are exactly 0 units of group A4 in location #10

ACTION:

let cell C_10 contain Number 1 move screen to location #10 show modal dialog
<< "Instructor needed mine General" >>

This script takes over when the officer arrivies on-site.

SCRIPT: InstructorArrived-Loop >C10=2>Msg

DESCRIPTION: Officer arrives

CONDITION:

value of cell C_10 is exactly Number 1 and there are more than 11 units of group A8 in location #10 and there are more than 0 units of group A4 in location #10

ACTION:

let cell C_10 contain Number 2
move screen to location #10
show modal dialog <<"Instructor Arrived - Training program commencing" >>

The following script would trigger instead of the above two if an officer was already present.

SCRIPT: InstructorOnSite-Loop >C10=2>Msg

DESCRIPTION: Officer present

CONDITION:

value of cell C_10 is exactly Number 0 and there are more than 11 units of group A8 in location #10 and there are more than 0 units of group A4 in location #10

ACTION:

let cell C_10 contain Number 2
move screen to location #10
show modal dialog << Training program commencing" >>

=====

Step 2: Training

This starts the training program (12 minutes long) NOTE the recruits will run around the barracks and look busy for 12 minutes. If the officer is removed or killed the next stage will NOT trigger.

SCRIPT: StartCourse-Loop >C10=3>A8=A9>Timer10=12min

DESCRIPTION:

CONDITION:

value of cell C_10 is exactly Number 2 and there are more than 0 units of group A4 in location #10

ACTION:

set new group A9 for units of group A8 in location #10 transfer group A9 to player Ally
set AI_BEHAVIOR for group A9 to Infantry - Guard location
Spread randomly throughout the location
Houses - Don't occupy/leave occupied
set AI_LOC1 for group A9 to #10
set AI_LOC2 for group A9 to #10
set timer #10 to 00:12:00
start countdown from 00:12:00
let cell C_10 contain Number 3

=====

Step 3: Passing-out Parade

Training program ends and civvies are killed through flag and trained panzerfaust emerge in thier place.

SCRIPT: StopCourse-Loop >C10=4>Kill-A9>STOPTimer10>GeRec-Loc9

DESCRIPTION:

CONDITION:

value of cell C_10 is exactly Number 3 and timer elapsed #10 and there are more than 0 units of group A4 in location #10

ACTION:

set AI_BEHAVIOR for group A9 to None

destroy units of group A9 through the flag F

send to player Ally reinforcement of type [PANZERFAUSTx12] via flag F to location #9 with delay 00:00:30

stop timer #10

let cell C_10 contain Number 4

Step 4: Reset Training Procedure

Reset the entire procedure ready for next 12 civvies. NOTE: We dont hand control of the Volksstrum to the player until all have mustered on the paradeground - this is because we need all 12 to trigger a process reset and if the payer had control earlier he may divert some of them before they reached Loc9

SCRIPT: ResetCourse-Loop >C10=0

DESCRIPTION:

CONDITION:

value of cell C_10 is exactly Number 4 and there are more than 11 units of group A0 in location #9

ACTION:

move screen to location #9

show modal dialog <<"Volksstrum are ready for action mine General" >>

transfer group A0 to player Player

let cell C_10 contain Number 0

NOTE: The player controlled officer/instructor is critical the the entire process - remove him during training and it wont trigger the next event.

This will give the player an illusion that he is actually in charge of training the civvies - make game more exciting.

This process is repeatable as much as the player wishes. All scripts are loops hence NO "turn off this trigger". The steps of the process are controlled entirely by cell values - an example of how cells can be so diverse and add realism to a game.

This procedure can easily be adapted for medical, workshops, or even factory operation.

08-01-2004, 02:02 AM #157

Sp00ky_old

Location: UK

If this thread helps you build your first mission then it was all worth it - and i agree it should be a sticky because we always need more map makers around here.

BTW reference to these symbols -> !£\$%^&*@~:~? #regardless of waht i said earlier in this thread - DONT PUT ANY IN YOUR SCRIPTS OR SCRIPT TITLES because they cause oddities..

12-01-2004, 10:00 AM #166

Sp00ky_old

RECAP

The player has lost several units whilst crossing the bridge. His armoured advance party is now stranded on the west side(enemy territory) without support or hope of getting back.

To finish off his stranded forward units on the west side.....

TRIGGER

The value of Cell C_20 is <exactly> <1> Cell activated earlier by player attempt to cross bridge en-masse

AND

Object <18> is destroyed the bridge has been destroyed.

ACTION

Send reinforcements of type <Patrolling Tank(C6)> to Location <20> with delay [00:00:00]
You can use this line twice to double the amount of tanks to attack the stranded units.

turn off this trigger

This will send an armoured patrol out who will find and kill the stranded forward units, then they will patrol the west town.

The whole bridge procedure from demolition to JU87 bombing, to tank action, and finally the destruction of bridge will keep the player on his toes and add excitement to the game.

Q: Is there any way that the player can cross without the bridge being destroyed??????

A: Yes there is one way and that is to send his tanks across a couple at a time in which case the AI patrols will pick them off on the west bank anyway.

Bear in mind we want action in our mission; so if you offer an alternative dont make it easy. If it is easy then you will get patient, and cautious players who will go through your mission without loosing hardly any units because they will avoid the action then complain it was too easy!!!

Another way to ensure the bridge is destroyed is put objects on it and make a barricade - the player will then have to shoot them and destroy the bridge himself.

Also dont be afraid to experiment and add little sub-routines that are triggered by the odd cell here and there - if the process doesn't get triggered then no ones the wiser but if it does then it adds variety and quality to the mission.

Back to Game>

We have shattered the players core units and maybe downheartened him a little (we all hate loosing major units en-masse)He responds by pulling back and bombarding the west town with artillery.

So now provide a pick-me-up - This is a good time to reinforce him and give him another attempt to cross. Maybe give him some AI controlled artillery to pound the west town. Also we will send in the RAF to destroy the 152mm cannon that are indiscriminately shelling the east town.

More later

17-09-2004, 11:13 PM #185

von erik

Posts:

4,769 units of group in location versus loc1 and loc 2 with inf guard location behaviour after you transferred your dudes to player ally.... (transfer them back as soon as they've reached the vilage, units of group in loc %)

It depends on the distance and situation..

Best is to gather your enemy attack on another location just outside of view..

This will prevent the faster dudes splitting for the rest.. (The distance also depends a little too the distance your guys have to clear..)

If they're all there, start the attack and set off your own dudes at the same time..

If your guys need a lot more time, if you want it done fancy by truck, use a timer for the attack and set off your own guys as soon as the enemy reaches the gathering location...

18-09-2004, 03:38 PM #186

von erik

Posts: 4,769 enemy attack force.. b1

Set at infantry guard location set loc1 and loc 1 to the gathering location (close to the target) Then..

When there's more than xx units in group b1 in loc xx (gathering loc)

Transfer group a1 (your defenders set into a1) to player ally.

set timer 1 to 00:01:00

Set loc1 to xx (town) of group a1

set loc2 to xx of group a1.

turn off trigger.

Timer 1 elapsed.

Set loc 1 to xx (town) of group b1
Set loc 2 to xx of group b1
turn off trigger.
(you could add a message here)

When there's more then 99% of units of group a1 in loc xx (town)

Transfer group a1 to player player
turn off trigger.
(another message option)

Note by shortening or lenghten timer 1 you can set when your attack takes place..
At the same time your dudes arrive or later, a fraction later would be best..
You can also have it started when you transfer your dudes back...

This is one way, there's a few more...

This is when your guys are already on the map..
If they're not, you can swap the first transfer for..

Send reinforcements of "inf a1" to player ally through gate XXX with delay 00:00:00.

18-09-2004, 07:19 PM #187
von erik
Posts:
4,769 Ah....

Well much the same.... If the vilages are close to the gates you can send in the attack straight away..

If you dudes are coming through a nearby gate same story.. send them in to the village (s)
You can make them go to any location through a reinforcement script..

Then you don,t need to swap players.

Best set a timer for the attack..

So start like..

Whatever reason (start mission/timer elapsed)

send 5? bombers of player enemy to location xx (bridge) and land at airfield 0
set timer 1 to 00:03:00.
Turn off trigger..

5 bombers will attack the bridge...

Then

timer elapsed 1

Send in reinforcements to player enemy of type ????? to loc xxx (village 1) through gate ??? with delay 00:00:00.

Send in reinforcements to player enemy of type ????? to loc xxx (village 2) through gate ??? with delay 00:00:00!!!!

Send in reinforcements to player player of type ????? to loc xxx (village 1) through gate ??? with delay 00:00:00.

Send in reinforcements to player playerof type ????? to loc xxx (village 2) through gate ??? with delay 00:00:00!!!!
turn off trigger...

!!!! You could set the delay to the second attack to a few minutes if you don,t want it to stressed out...

You can also stick a marker on the bridge where you want it bombed.
(you can clear the location then)

You can set your bombrun to that and can use it to trigger the attack when it is destroyed
(send enough bombers)

Then instead of a timer you can use "object xx (marker nr) is destroyed" as the trigger...

This better????

25-09-2004, 01:07 AM #188
von erik

Posts:

4,769 Never figured those out...

The gate has to match the tracks and trains only enter as reinforcement..

I tried, it didn't work, then decided they are bollocks anyway judging on missions where i did see them...

Sp00ky knows....

29-11-2004, 09:47 PM #189

iBaLkiD

Posts: 179 Quote:

Originally posted by von erik

Never figured those out...

... Sp00ky knows....

I have had some success with trains, you can do some neat stuff in SP and MP missions with em. Its a cool way of delivering Inf reinforcemnts, arty, and ballistic arty, all in one pop. It also give the player a new objective, to protect the train. Possibly having to clear the way for the train to advance further.

Maybe i can dig up a map and script for you in return for all your help lately...

30-11-2004, 12:23 AM #190

Sp00ky_old

*Use 1 flag per track; if you use a bank of flags the train will always use the one on your extreme left only.

*make sure the flag is exactly between the rails; if not then you havn't placed the track correctly.

*cover track (repair area) with Loc2

*place Loc1 (park area) at the end of rails

*send reinforcements to palyer <enemy> of type <train B1> to loc<1> with delay 00:00

*Set AI_behaviour of grp <B1> to <trains guard location>

Set AI_Loc1 to <2> Repair this track when damaged

Set AI_Loc2 to <1> Park here when no repair needed

01-12-2004, 08:09 PM #191

iBaLkiD

Posts: 179 Quote:

Originally posted by Sp00ky

...*Use 1 flag per track; if you use a bank of flags the train will always use the one on your extreme left only...

Never sent a train to the enemy before, wasnt comftorable with how i would handle it. Thanks Spooky, you rock. This thread is invaluable. Always wanted to learn to script but was always short on time. This makes it so much less time consuming of a process for me!

01-12-2004, 09:43 PM #192

von erik

Posts:

4,769 Found a new script... At least i never saw it before..

Set timer for all mines in zone....

Looks like we can clear minefields..

How handy, now i don,t need those wancky bombruns to do it...

02-12-2004, 05:44 PM #193

iBaLkiD

Posts: 179

Whats up with Pontoons in RW? Im in the LRM editor and there is not option to paint the areas for pontoons? Anyone know whats up with this?

How bout the briefing editor? My MMS by Sarduakar wont let me open it. It cant find somefile or other

Ive got a first mission almost done for a campaign and i cant finish it! Doh

02-12-2004, 05:56 PM #194

sehry?

Posts:

1,180 pontoons can be built in-game where you see these: Pontoons

02-12-2004, 10:13 PM #195

iBaLkiD

Posts:

179 F3 eh? Thanks!

07-12-2004, 08:21 PM #196

iBaLkiD

Posts: 179

Bombing a Location or dropping paratroopers via triggers and scripts.

Havent ever tried this but would like to do so.

Is this done by "sending reinforcements" to "player" of yada yada yada?

Do they cone through a flag, or are they deployed like the planes that simply fly from off screen?

I know that you can script them to take aff from an airfield and bomb and area, that would be pretty neat to learn as well.

Do they bomb "Locations" or "Markers"

Im at work so i cant try any of this out. Before i found this thread i had minimal map scripting ability. Only enough to make "Entertaining scenarios for my self, you know the one where you have two of every unit.

Now im mainly working on SP mission and campaigns. A big thanks to Spooky and guys like Von Erik who emailed me working examples of cells in action.

This thread really opened up a new dynamic to this game for me. Thanks again fellas.

11-12-2004, 07:36 PM #197

iBaLkiD

Posts:

179 Woah, forgot about this, figured it out anyway, should not have been lazy and checked the two scrypt threads since they have plenty examples of each.

Thanks for the Spooky scripts Spooky!

17-01-2005, 09:13 PM #199

GFM Sterna

Posts: 504

I need help with a script!!!

I want to let a train arrive as reenforcements and drive to location 5 where he must stay for some minutes!

This works correct but!

Than, the Train must return and leave the Map.

For that i have script, kill unit in location 5 through gate C

Ok, train get moving, but Stops in front of Gate C and don`t leave the Map!!

Whats wrong, any ideas!??!

17-01-2005, 09:34 PM #200

von erik

Posts: 4,769

I did some research in the kill units through the flag...

Put it in a force... then kill that through the flag...

I tried killing a group, it didn,t work... I did it with a force before, it did..

If i get my lazy *** to it, i,m testing again tonight.. That very script is in that mission.. Of course after an hour playing...

And then things go wrong, as always....

So we'll see, it worked on a testmap....

17-01-2005, 09:39 PM #201

GFM Sterna

Posts: 504

Ok, i try with Force ! Damn i have try many times befor, but sh*t results!!

Thanks for your reply VE !!!

17-01-2005, 09:45 PM #202

GFM Sterna

Posts: 504

Mhm, how does it work with force and than kill through flag!?

17-01-2005, 10:14 PM #203

von erik

Posts: 4,769

I,ll be buggered, i just checked..

Kill units of group through flag...

units in location doesn,t work...

I guess i had my head in my arse again...

But it did work... Even for player player..

I forgot to set them to neutral, but off they went... Exit adios...

If it works on trains??? I'll check...

17-01-2005, 10:23 PM #204

GFM Sterna

Posts: 504

I have set the script so:

=====

units of player in loc 4

exclude condition

send reinforcements to player ally into loc 5

=====

than:

units of player in loc 12

exclude condition

say phrase...
kill units of group A0 through Flag C

So the incoming Train is set automaticly in group A0. So if he arrive in the location (5) where he "unload" his freight, than he must return!
through Flag C.

Infantry and Tanks do so with such a script, but only the Train doesn` t will!

17-01-2005, 10:48 PM #205

von erik

Posts: 4,769

Yahoo, did it.....

Took me five differnet aproaches but i cracked it...

Now you have to tell em how to move the train from loc 1 to loc 2 and i'll tell you how to get it off...

(the tosser wouldn,t move for me..)

I made it go all the way to the other end of the map right next to the exit gate..

Then i used the units of group in location to set a bunch of timers one for each carriage of the train...

Note i put the locomotive behind it, it has to leave last..

Then for each timer i set the kill units of group through the flag routine, i simply used a0 for each car...

And behold with 5 seconds interval they all left the building.....

So it can be done.... but one at the time... and the engine as last one....

17-01-2005, 10:56 PM #206

GFM Sterna

Posts: 504

Damn, i never thought that is so complicated!

These things with timers and so on, is to hard for me, i get confused!

Could you show me an example how you script it!??

17-01-2005, 11:16 PM #207

von erik

Posts:

4,769 Ok you move that train, cos i couldn,t get it to move after it entered...

Put it in a group say A1

Make it go to location 2, i put the exit gate on the oposite site, cos the bugger wouldnt backup for me...

But right on the edge of the map you make loc 2 (or whatever nr)
Next to the exit gate...

Then script as follows:

When there are more then 0 units of group A1 in loc 2

exclude condition.

set timer 1 to 00:00:05

set timer 2 to 00:00:10

set timer 3 to 00:00:15

(one timer for each carriage in the train, this one has one loc and two lorry's)

Then:

Timer 1 (timer elapsed)

exclude condition

Kill units of group A1 through gate B (exitgate anyway)

Next:

Timer 2

exclude condition

Kill units of group A1 through gate B

And:

timer 3

exclude condition

Kill units of group A1 through gate/flag B

and off they went...

Now one thing just pops in mind...

I,m off to try it...

Just did...

New option...

Use the kill units through flag script without the exclude condition....

It goes straight from your offlaoding location to exit, it moves a bit wobbly, you actually see the script kick in over and over again..

So if you get it too it is still best to first move it next to the exit..

Then script it to be killed without the turn off thingy...

Note, since this will remain, only one train in that group can be used....

17-01-2005, 11:19 PM #208

GFM Sterna

Posts: 504

Ok, very much thanks for your effort, i will try the first way, cause i will send aother train, on the same route and let him leave again!

Ok, i try!!!

17-01-2005, 11:25 PM #209

von erik

Posts:

4,769 If you set that train in a different group and copy/paste the script then change it to the next train group it goes...

Save your reinforcement, load it into an empty slot, select all units (shift and arrows) feed in the new group click set, name it,done...

but the first option goes as well...

18-01-2005, 01:13 AM #210

Sp00ky_old

Posts: 2,635

The locations dont work for the train in RW - ingenious substitute VE, very good indeed. .

18-01-2005, 02:24 PM #211

GFM Sterna

Posts: 504

mhm, i have try alot with the Script, VE tell me, but not work!

Damn, maybe iam a idiot, but others have tell me, thats impossible to let trains,dissapear from the Map!

is it true!??

But neverless, Thanks for replys!!

18-01-2005, 03:23 PM #212

von erik

Posts:

4,769 It is i did it last night....

Explain your setup please...

Entry-exit gates???

You will need an exit gate and setting the scipt without the exclude condition should work....

The timer as well, but you need to get the periods in between right...
Best go with the crude option above...

26-01-2005, 05:33 PM #213

von erik

Posts

: 4,769 Ok i found a few more issues in this matter...

It works only if the train doesn,t get touched or does something...

I had it working, untill i started oflaoding the fuel it was supposed to bring...

The script came and went and nothing happened...

The version without the turn off trigger never fails me though... It looks a bit jerky, but it works...

You can actually turn it of using the "not" in your script...

Start with "not"timer x and "whatever trigger you want..

Kill units of group xx through flag x

Then make another script, possibly with the same condition as the one use to remove your train and set that particular timer with it to a few seconds...

It will eliminate your script...

I recently kind off discovered this "not" thingy and it is handy for turning off cels as well..

Oh and trians do reverse, womder why the bugger wouldn,t do that in my testruns...

But i got is in a map now and it works..

To be safe script around any actions performed by that train... I scripted my fuel directly into the trucks and for unloading troops just set a gate next to your train, looks better anyway..

It remains a bit of a ballbuster that whole trainstory... But it is possible...

30-01-2005, 07:12 PM #214

Coldfire

Posts: 644

each time if i use a AI scirpt the enemy moves <--- good but that happens only one time <---
bad

Is it possible to change it???

30-01-2005, 09:17 PM #215

von erik

Posts:

4,769 Can you explain a bit more???
I don,t get it...

For moving themaround you use the ai loc1 and ai loc2..
Always with a "turn off trigger.."or exclude this condition depending which editor you use..

Changing those should make them move to the other location...

Only exception on the turn off rule is when you use a cell as trigger for setting the locations..

30-01-2005, 09:21 PM #216

Coldfire

Posts: 644

I mean that if i give them the command (in editor), to watch the location they will drive/walk away to the other site of the map.

So i want to say: How can i move them to a location I want ??

30-01-2005, 09:34 PM #217

von erik

Posts:

4,769 That sounds odd...

Here goes the whole story... In case you missed something.

You got infantry and tanks that are able too guard a location...

Each uses his own command (duh)

Put your units into a group, either fill it in the box before placing or change them later with the edit excisting button in the tootree under units..
(draw a box around the units and click them into the right slot in the unit list box you will se)

With the guard location you need to set the loc1 and loc2 to the location you want them to go...

And f course set the unit behaviour to aether infantry guard location or tanks guard location.

Locations first need to be painted on the map via the locations section in the tootree..

Go easy, if you click away with your mouse to eager and hit the tootree or the minimap the editor might freeze or crash...

Then set the loc1 and loc2 to the units that will be guarding that location to the same number you just painted...

This can be done via script or via the group dialog...

You can also leave those loc1 and loc2 to 0 (default) they then will more or less wander around the whole map and attack you here and there....

If you did all that it should work....

If not... Cry, long and loud...

Then let us know, we'll have to swap some files too find out where the problem lies...

30-01-2005, 09:42 PM #218

Coldfire

Posts: 644

I got it now

thanks

02-05-2005, 07:19 PM #219

snefan

Posts: 57 Re: Spooky's Step-by-step Mission Making

ITS ALIVE!!!!

snefan