

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

Posts: 748 Quote:  
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...

---

05-01-2004, 11:02 PM #151  
FROGGY76600

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 arrives 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 proccess 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.

-----

oin Date: Aug 2003  
Location: Darlington UK  
Posts: 23 :suprised: thirtysomething bloody pages I've printed out from this thread, as reference guide whilst I begin my first uneducated foray into scripting.

Thank you, spooky

07-01-2004, 01:08 AM #154  
a guy named bob  
The paintball freak

Join Date: Jan 2003  
Location: Gimme a dew and you don't get hurt! No, seriously! Mom, they keep on laughing at me!  
Posts: 528 How could you do this to me Spooky?!!  
I'm out of paper, and haven't finished printing out half of what you've done! :cry:

Thanks, so much! You're like a godsend! I jsut started making a mission this morning

---

Like shooting people legally?  
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The friendly paintball site.  
Enjoy a good laugh?

'Gangsta' hater

a guy named bob  
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07-01-2004, 05:34 AM #155  
a guy named bob  
The paintball freak

Join Date: Jan 2003  
Location: Gimme a dew and you don't get hurt! No, seriously! Mom, they keep on laughing at me!  
Posts: 528 I'm snowed/iced in for now, so I won't be able to get any paper to print out the rest of this oh so valuable info. I also think this should be made sticky! All in favor?

---

Like shooting people legally?  
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07-01-2004, 05:52 AM #156  
sake  
Registered User

Join Date: May 2003

Location: Bulgaria

Posts: 1,211

Quote:

Originally posted by a guy named bob  
I'm snowed/iced in for now, so I won't be able to get any paper to  
print out the rest of this oh so valuable info. I also think this  
should be made sticky! All in favor?

Absolutely!

This must be sticky!

---

sake

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

Sp00ky\_old

Reserve

Join Date: Oct 2002

Location: UK

Posts: 2,635

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..

Sp00ky\_old

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08-01-2004, 03:03 AM #158

Rico

Strategist

Join Date: Dec 2001

Location: Where the good guys come last

Posts: 5,343

Stickied

---

"Let him who desires peace prepare for war"

Rico

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09-01-2004, 02:48 AM #159  
a guy named bob  
The paintball freak

Join Date: Jan 2003  
Location: Gimme a dew and you don't get hurt! No, seriously! Mom, they keep on laughing at me!  
Posts: 528 Quote:  
Originally posted by Rico  
Stickied

Tanks so much, now I don't have to search the whole forum for it.

---

Like shooting people legally?  
Visit <http://www.paintballforum.com/>  
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Enjoy a good laugh?

'Gangsta' hater

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09-01-2004, 04:43 AM #160  
Deathdog  
Private

Join Date: Dec 2003  
Location: Indiana, of all places  
Posts: 42 A comment and a question and a request for Sp00ky

First of all, great thread! Your "system" for mission design looks deceptively simple and incredibly flexible -- just what this wannabe mission maker needs to see. (Now I can make historical fiction missions "starring" my grandfather and great uncle -- an infantry sgt. and tank crew member in WWII respectively.) Anyway, my question: In an earlier post this thread you mention something about painting a town as a location -- would I actually paint a large area, avoiding buildings/fences/etc that I don't want particular troops to go into/smash? This is in reference to the improv mission involving your Anzio map, which I'd like to get my hands on to follow along with your excellent work. Send it to:  
meowser@wcrtc.net

Thanks!

---

Deathdog  
"Just a little puppy with sharp teeth"

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09-01-2004, 06:23 PM #161  
Holland

Lance Corporal

Join Date: Dec 2003

Location: Eindhoven (Holland)

Posts: 112 all i need to know is how to script step by step a mutlyplayer mission.

- how to get different players
- how to make reinforcements balloons
- how to place units inside vehicles and guns behind vehicles
- how to get airsupport

and plz dont tell me here cause i've read te editor read me file over and over again and i dont understand how it works so plz help me out step by step.

this is al im asking for and i really have cool ideas about mutliplayer maps

thnx

Holland

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09-01-2004, 06:24 PM #162

Holland

Lance Corporal

Join Date: Dec 2003

Location: Eindhoven (Holland)

Posts: 112 wot i mean with this is:

- i open mapeditor
- then you say: ok do this and this
- then i say: ok done that
- then you say: ok now do this and this
- i say: ok done that

ect... ect...

this way i can write it down in my own words and i learn how to script step by step.

Holland

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09-01-2004, 10:54 PM #163

Sp00ky\_old

Reserve

Join Date: Oct 2002

Location: UK

Posts: 2,635

Re: A comment and a question and a request for Sp00ky

Quote:

Originally posted by Deathdog  
First of all, great thread! Your "system" for mission design looks deceptively simple and incredibly flexible -- just what this wannabe mission maker needs to see. (Now I can make historical fiction missions "starring" my grandfather and great uncle -- an infantry sgt. and tank crew member in WWII respectively.) Anyway, my question: In an earlier post this thread you mention something about painting a town as a location -- would I actually paint a large area, avoiding buildings/fences/etc that I don't want particular troops to go into/smash? This is in reference to the improv mission involving your Anzio map, which I'd like to get my hands on to follow along with your excellent work. Send it to:  
meowser@wcrtc.net  
Thanks!

#

Thats about the size of it. Leaving fences etc unpasted protects them for the player to smash although AI will have the odd accident. Anzio sent

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09-01-2004, 10:55 PM #164  
Sp00ky\_old  
Reserve

Join Date: Oct 2002  
Location: UK  
Posts: 2,635  
Sorr y Holland, I know not of Multiplayer

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09-01-2004, 11:27 PM #165  
Holland  
Lance Corporal

Join Date: Dec 2003  
Location: Eindhoven (Holland)  
Posts: 112 damn ... they send me to you ... :cry:

thnx anyway...

12-01-2004, 10:00 AM #166  
Sp00ky\_old  
Reserve

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 therfe - if the process does'nt 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 himand give him another attempt to cross. Maybe give him some AI controlled artilery 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

Sp00ky\_old

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18-01-2004, 04:10 AM #167

Mallorquin

Corporal

Join Date: Feb 2003

Location: Puerto Rico

Posts: 324 Spooky:

Excellent work friend, keep it up, dont forget to send me berlin when you finish it.

Take care, thanks in advance.

Ruben.

Mallorquin

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22-02-2004, 04:23 PM #168

nite79

Private

Join Date: Feb 2004

Posts: 4 multi-player

Hi Spooky, you are a real genius.. i am starting to get the itch to deisgn my own scripts!!

But my field of interest lies in making multiplayer games..

can I just beg you to provide me with some head start clues for:

- 1) loading a small map
- 2) providing troops for 2 players..(infantry and tanks + air scouts)
- 3) game starts with players deploying their troops to hunt down the opposition's general/ destroy high value asset?
- 4) game ends when objective (3) is met

just a simple start to multiplayer games and hopefully to more multi-player games  
no prior placement of troops at positions required...

thanks!

nite79

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23-02-2004, 09:54 PM #169

Sp00ky\_old

Reserve

Join Date: Oct 2002

Location: UK

Posts: 2,635

Thank you Ruben, This thread will be updated periodically but for now my friend i must keep new scripts under wraps. Dont want to spoil the Berlin jolly

nite79 Sorry I know not of Multiplayer. Maybe someone like Las or VE could help

Sp00ky\_old

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24-02-2004, 06:03 PM #170  
von erik  
Registered User

Join Date: Feb 2002  
Location: In front of a computer, where else?  
Posts: 4,769 @ nite 79

Here goes..

In order to load a small map, you must first create/borrow one.  
Created maps are there already, borrowed maps must be put in a folder.  
(editor dateien) look for it and you will find the folders..

Then you create a "new mission" select size (depends on map of course) and off you go.

Create a "reinforcement" for every player.. several would be better, depending on how much troops you want and if you want them too arrive in several stages, but at least one per player.

Then the generals, make a separate group for each players general. Say b1, b2 , b3...

Also it is needed to keep all units of each player in a separate group. lets say a1, a2 and a3... One for each player, make sure they're all in the right group, or else you will have a painfull bug...

MP missions end when all units of enemy players are destroyed, so that is the final aim...

So there's a script as follows...

First set a safety timer at mission start.

Thus..

Mission start..

Set timer 1 to 00:02:00  
Turn off trigger.

Then

mission start.

Define innitial forces ....etc  
turn off trigger..

This will send all forces onto the map...

Fill in something for all players in the script, even when not used, if not done... crash...

Each player needs a gate and gathering location, set gate A for player 1 gate B for player 2 etc..

Stick the blue flag (right click when placing gates) in a location Loc 1 for gate a loc 2 for gate b etc..

Stretch you red entry gates as wide as needed, wider means faster acces/entry..

Now script..

Timer 1 and units in group b1 (general player 1) are less then 1

Set HP for group B1 to max 1... (set tribute for group script)  
Turn off trigger..

When the general is dead after timer one has run out (this timer prevents activation of script before the general has entered)  
All units of player 1 will die in a minute or so, thus take him out of the game...

Repeat for each player..  
So when general B2 dies set HP for troops a2 to max 1.. etc..

Last set using one of the buttons in the sscript screen the amount of players allowed and amount of teams..  
Here you can also set amount of planes being given..

Messages can be used as well, timers set at start will be the best, remember there's always some delay at start with logging in and recieving troops, so delay your orders for several minutes...

The send innitial forces script can be used as much and whenever needed. So setting several timers for second and following waves would be helpfull, too prevent too much traffic handling at start..

All troops will gather in the set location, so it gets bussy when you send the odd 100 units in all at once...

I recoment the "dialog" for start orders, this will freeze the game, although i must admit that i never tried that baby in a MP game yet..

Hope this is enough to suss it all out...

Just remember, send in some troops for all players at start, or the game ends after time out and set the amount of players right...  
These are two things that made MP games really tricky for me in the beginning....

---

RWM 6.31 campaign pack

COI missions

von erik  
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26-02-2004, 03:37 PM #171  
nite79  
Private

Join Date: Feb 2004  
Posts: 4 thanks VE..  
I will try it out tonight!

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28-03-2004, 04:00 AM #172  
Ant72  
Private

Join Date: Mar 2004  
Location: Yorkshire, England  
Posts: 2 Just a quickie: how do I get hold of these maps/missions and do I need any downloads to make them playable? (sorry if this is kids stuff but I've never been on these boards before so didn't know all this stuff existed!) I've got SS2 that was bought on the day it was released in the UK without any of the patches.

Ant72  
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28-03-2004, 08:30 AM #173  
Dr.Agon  
Suuren Äärettömän Nyrkki

Join Date: Mar 2003  
Location: Lahti,Finland  
Posts: 1,314 Quote:  
Just a quickie: how do I get hold of these maps/missions and do I need any downloads to make them playable? (sorry if this is kids stuff but I've never been on these boards before so didn't know all this stuff existed!) I've got SS2 that was bought on the day it was released in the UK without any of the patches.

First of all you need 2.2 patch  
Then d/l mods: LRM , ssnm 2.0 These 2 are my favourites but there's also other mods you should check,RWM,TOW...

And finally some missions and some more missions

---

Sig by barney\_3d

"Oh rapture,I can hardly contain myself!!" - Stimpson J. Cat -

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28-03-2004, 01:30 PM #174  
Znoozi  
Major "Dud"

Join Date: May 2003  
Location: in the (GD) bunker in sweden, i can hear the bombers above my head! \*vroooooom\*  
Posts: 331 RWM

LRM is really weird, but check it out anyway, you might like it

Znoozi

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09-04-2004, 01:24 AM #175

GD Whittman

Banned

Join Date: Apr 2004

Posts: 17 u couldnt even make a potnoodle

GD Whittman

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18-04-2004, 08:37 PM #176

Kongo-Müller

Banana'd

Join Date: Mar 2003

Location: Ich bin ein Berliner....

Posts: 748 @VE how does the game figure out which gates belong to which team?

Example 3 vs. 3:

Do I have to put gates 1-3 north and 4-6 south?

Or even against odd gates 1,3,5 north and 2,4,6 south?

Or does the game even check locations of gates?

---

Kongo-Müller

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20-04-2004, 05:37 PM #177

von erik

Registered User

Join Date: Feb 2002

Location: In front of a computer, where else?

Posts: 4,769 Not completely sure, but i think so.. team one uses gate A, etc..

I has been a while since i did MP mission,s but i do remember we had a prob once..

I got solved in the end, so it does give a specific gate to a team..

This was on a lvl1 map though.. Just give it a test with two players...

Map two players with a motorbike each, small map so quick load no stuff just those units.. should be tested in 5 minutes..

If you can find a testvictim....

---

RWM 6.31 campaign pack

COI missions

von erik

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04-05-2004, 10:55 AM #178

Lango!

Get down ya wombat!

Join Date: Apr 2004

Location: Perth, Western Australia

Posts: 232 @sp00ky

G'day sp00ky, I'm new to the forum and have been playing around with some of your scripting, now my units are doing all sorts of stuff! excellent advice mate!

Thanks.

Lango!

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04-05-2004, 02:05 PM #179

Grayson

Registered User

Join Date: Jan 2004

Location: Bayreuth;Germany

Posts: 178

Nice ideas around here! Got some as I read myself (like a big jagdtiger u cannot repair even if u man it, cause u need special repair parts U first got to conquer from the Germans at their Tank-Factory. Got no script yet but I think about s.th. like givin a cassion or a box of parts (I mean the grey ones) a certain group an if this group is near the tank (in the location/cells the tank stand) and a mechanical (maybe s.th. like a captured german) the tank is repairable.

So to say it straight:

THX SPOOK-MAN

---

"....certain dare Death.....small change of success....! What are we waiting for?" -Gimli Gloinson-

"If u can lay still without grapping the floor ur no really drunk!"

:beer2:

Grayson  
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04-05-2004, 02:18 PM #180  
Sp00ky\_old  
Reserve

Join Date: Oct 2002  
Location: UK  
Posts: 2,635  
Your welcome. Glad to be of help.

Sp00ky\_old

07-06-2004, 12:56 PM #181  
sehry?  
MPLE

Join Date: May 2004  
Location: crawling in mud  
Posts: 1,180 i successfully used cells in my latest map! wohooo!!

---

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07-06-2004, 04:42 PM #182  
von erik  
Registered User

Join Date: Feb 2002  
Location: In front of a computer, where else?  
Posts: 4,769 Handy buggers aren't they????

---

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07-06-2004, 05:34 PM #183  
sehry?  
MPLE

Join Date: May 2004  
Location: crawling in mud  
Posts: 1,180 yes indeed!

---

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17-06-2004, 04:57 AM #184  
powerpoint  
Registered User

Join Date: Jun 2004  
Posts: 58 We were soldiers

anyone help me? would like to know how to create a "we were soldier" mission? thanxs...this scripting is confusing

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17-09-2004, 11:13 PM #185  
von erik  
Registered User

Join Date: Feb 2002  
Location: In front of a computer, where else?  
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...

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18-09-2004, 03:38 PM #186  
von erik  
Registered User

Join Date: Feb 2002  
Location: In front of a computer, where else?  
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 then 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.

---

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18-09-2004, 07:19 PM #187  
von erik  
Registered User

Join Date: Feb 2002  
Location: In front of a computer, where else?  
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????

---

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

Join Date: Feb 2002  
Location: In front of a computer, where else?  
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....

---

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29-11-2004, 09:47 PM #189  
iBaLkiD  
Lance Corporal

Join Date: Sep 2002

Posts: 179 Quote:

Originally posted by von erik

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....

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...

---

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

Sp00ky\_old

Reserve

Join Date: Oct 2002

Location: UK

Posts: 2,635

\*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

Sp00ky\_old

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01-12-2004, 08:09 PM #191  
iBaLkiD  
Lance Corporal

Join Date: Sep 2002

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.

\*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

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!

You get RW yet? Will we see a RW mission from Spooky in the near future?

---

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01-12-2004, 09:43 PM #192  
von erik  
Registered User

Join Date: Feb 2002

Location: In front of a computer, where else?

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...

---

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02-12-2004, 05:44 PM #193  
iBaLkiD  
Lance Corporal

Join Date: Sep 2002  
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

---

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02-12-2004, 05:56 PM #194  
sehry?  
MPLE

Join Date: May 2004  
Location: crawling in mud  
Posts: 1,180 pontoons can be built in-game where you see these:  
Pontoons

---

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02-12-2004, 10:13 PM #195  
iBaLkiD  
Lance Corporal

Join Date: Sep 2002  
Posts: 179 F3 eh? Thanks!

---

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

iBaLkiD  
Lance Corporal

Join Date: Sep 2002  
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.

---

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11-12-2004, 07:36 PM #197  
iBaLkiD  
Lance Corporal

Join Date: Sep 2002  
Posts: 179 Woah, forgot about this, figured it out anyway, should not have been lazy and checked the two sccript threads since they have plenty examples of each.

Thanks for the Spooky scripts Spooky!

---

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13-12-2004, 07:44 AM #198  
Sp00ky\_old  
Reserve

Join Date: Oct 2002  
Location: UK  
Posts: 2,635

we aim to please

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17-01-2005, 09:13 PM #199  
GFM Sterna  
Registered User

Join Date: Jan 2004  
Location: Wesel/Germany  
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!??!

---

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17-01-2005, 09:34 PM #200  
von erik  
Registered User

Join Date: Feb 2002  
Location: In front of a computer, where else?  
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....

---

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17-01-2005, 09:39 PM #201  
GFM Sterna  
Registered User

Join Date: Jan 2004  
Location: Wesel/Germany  
Posts: 504 Ok, i try with Force ! Damn i have try many times befor, but sh\*t results!!

Thanks for your reply VE !!!

---

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17-01-2005, 09:45 PM #202  
GFM Sterna  
Registered User

Join Date: Jan 2004  
Location: Wesel/Germany  
Posts: 504 Mhm, how does it work with force and than kill through flag!?

---

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17-01-2005, 10:14 PM #203  
von erik  
Registered User

Join Date: Feb 2002  
Location: In front of a computer, where else?  
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...

---

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17-01-2005, 10:23 PM #204  
GFM Sterna  
Registered User

Join Date: Jan 2004  
Location: Wesel/Germany  
Posts: 504 I have set the script so:

=====  
units of player in loc 4

exclude condition  
send reenforcements 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!

---

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17-01-2005, 10:48 PM #205  
von erik  
Registered User

Join Date: Feb 2002

Location: In front of a computer, where else?  
Posts: 4,769 Yahoo, did it.....

Took me five different approaches 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....

---

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17-01-2005, 10:56 PM #206  
GFM Sterna  
Registered User

Join Date: Jan 2004  
Location: Wesel/Germany  
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!??

---

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17-01-2005, 11:16 PM #207  
von erik  
Registered User

Join Date: Feb 2002

Location: In front of a computer, where else?

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....

---

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

GFM Sterna

Registered User

Join Date: Jan 2004

Location: Wesel/Germany

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!!!

---

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

von erik

Registered User

Join Date: Feb 2002

Location: In front of a computer, where else?

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...

---

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

Sp00ky\_old

Reserve

Join Date: Oct 2002

Location: UK

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

Registered User

Join Date: Jan 2004

Location: Wesel/Germany

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!!

---

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

von erik

Registered User

Join Date: Feb 2002

Location: In front of a computer, where else?

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...

---

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26-01-2005, 05:33 PM #213  
von erik  
Registered User

Join Date: Feb 2002  
Location: In front of a computer, where else?  
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, unntill i started oflaoding the fuel it was supoused 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... Iscripted 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...

---

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30-01-2005, 07:12 PM #214  
Coldfire  
Too cold

Join Date: Jan 2005

Location: Driving in my tank far from here....

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???

---

We are the borg.

Coldfire

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

von erik

Registered User

Join Date: Feb 2002

Location: In front of a computer, where else?

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..

---

RWM 6.31 campaign pack

COI missions

von erik

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

Coldfire

Too cold

Join Date: Jan 2005

Location: Driving in my tank far from here....

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 ??

---

We are the borg.

Coldfire

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30-01-2005, 09:34 PM #217  
von erik  
Registered User

Join Date: Feb 2002  
Location: In front of a computer, where else?  
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 tooltree 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 wantthem 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 tooltree..

Go easy, if you click away with your mouse to eager and hit the tooltree  
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...

---

RWM 6.31 campaign pack

COI missions

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30-01-2005, 09:42 PM #218  
Coldfire  
Too cold

Join Date: Jan 2005  
Location: Driving in my tank far from here....  
Posts: 644  
I got it now

thanks

---

We are the borg.

Coldfire  
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02-05-2005, 07:19 PM #219  
snefan  
MPLE

Join Date: Apr 2005  
Location: Sweden  
Posts: 57 Re: Spooky's Step-by-step Mission Making

ITS ALIVE!!!!!!

---

snefan