05-09-2003 11:34 AM   .

Sp00ky
Sergeant

Registered: Oct 2002
Location: Brighton, UK
Posts: 679 : One more thing....Intelligence messages.

It was not uncommon for intelligence to get it wrong now and then. If they do and the player sets up a defence etc and
nothing turn's up to defend against, it add's a twist.

However to stop the player sitting waiting all day, after a while send a message reporting Intel got it wrong.

You can get numbers and direction wrong >100 Enemy Tanks Advancing South Sir. Then 10 minutes later 20 Troops turn up from
 the east.

Slight mistakes are ok but DONT DO TOO MANY WRONG INTELS PER MISSION or the player will loose faith in the
messages.

An unacceptable and cruel mistake is; 60 Troops advancing from the east Sir. ETA 20 minutes

And 5 minutes later 30 heavy tanks roll in from the west
- DONT DO IT unless the player can definitely recover from it,   and be reinforced or it will kill the mission.
_____

   05-09-2003 11:46 AM

Sp00ky
Sergeant

posts: 679 Besh, you have become my adjutant for this mission.

Show Modal Dialog
This pause the game and p*sses the player off - only for important messages like objectives, or shown in quiet times.
Never in heat of battle.

Say phrase
This is an anytime message service.

_____

   05-09-2003 11:51 AM

Besh-Lo
Private

Posts: 26 Cheers!

I was thinking the same. Use the pause feature for important
stuff, and the scroll for the humorous, and sitrep's.

Regards,

Besh-Lo.

P.S. Adjutant huh! My ppl skills arnt all that great.
_____

   05-09-2003 12:16 PM

Sp00ky
Sergeant

Posts: 679 : An example of 2 messages triggered by the same event but only one or the other is shown, depending on when the trigger occurs.....

Message #1.
GERMAN ARMED FORCES RADIO
Eastern Front News: The 6th Army are mourning the death of their Commander, Col-Gen Friedrich von Paulus, who was killed in action at Stalingrad yesterday. The Fuhrer is reported to be sadden and has sent his sympathy to the von Paulus family. Maj-General Schmidt has assumed command of the Sixth Army.

Home Front News: Berlin was bombed by the RAF again last night...blah...blah.....

Many have seen this havn't they Besh!!

Same event, different circumstances.

Message #2.
6th ARMY-HQ STALINGRAD - Open Transmission
Enemy outside our HQ.
True to our cause the Sixth Army has fought to the last round.

Long live the Fuhrer, Long live Germany. ++

Few have seen this.

Messages are allocated to message slots which are limited in number by the editor. If you need to send lots of messages and do not have enough slots then multi-task some messages; i.e.

Instead of using....
GROUND OP's
116th Infantry Div. Arriving to the South Sir.

and then later....
GROUND OP's
24th Panzer Div. Arriving from the North Sir.

use....
GROUND OP's
Reinforcements are Arriving Sir.

For both.
_____

05-09-2003 03:54 PM

KGB
Private

Registered: Jun 2002
Location: hell
Posts: 47 : Sorry to be a pain but I was wondering /say 50units guarding/hiding in building .
The enemy launches counter attack I fend this of but the enemy will counter attack again with mechanical units so I want replace units with tanks [not in building of course]then when the second attack occurs repulse the attack with tanks.
Then send remaining units back to location .
What I am trying to say is can i script units with multi variables so the units can appear at different locations to counter threats/attacks by enemy units or to second guess what might happen so use scripts cover various scenarios.
And can locations overlap each other or is there any problems doing this.
cheers
magpie

_____

05-09-2003 04:30 PM

Sp00ky
Sergeant

Posts: 679: Sorry to be a pain

* No problem,
.No, locations cannot overlap
cheers
_____

05-09-2003 09:41 PM

KGB
Private

Posts: 47
 1/ do you get a greater degree of flexibility with cells than scripts

2/can I script a unit as many times as i want or is there a set number of scripts I can use[I understand about triggers]

3/can you hide tanks/guns etc in rubble or destroyed buildings [he is thinking of hull down again]

I think what your saying is you can have an infinite number of scripts/cells covering any situation. You can have Stalin fly
into stalingrad meet the troops and fly out again or various weapons are only available if certain conditions are met enemy
at location 2/ or you can script your troops to shoot your own fleeing troops [NKVD] example anything is possible. script units
to multiple locations attack/ defend/refit/counterattack/patrol/Para drop and so on or am missing the point is anything possible.

cheers
magpie
 _____

 05-10-2003 12:11 PM

Sp00ky
Sergeant

Posts: 679 :
 1/ do you get a greater degree of flexibility with cells than scripts ?
 * You need to use both for the best degree of flexibility
2/can I script a unit as many times as i want or is there a set number of scripts I can use[i understand about triggers]?
 * No restriction as per unit however they can only carry out 1 command at a time. I am not aware of a mission script
   restriction - I have managed about 430 scripts in Stalingrad most containing several actions; with no problem
3/can you hide tanks/guns etc in rubble or destroyed buildings[he;s thinking of hull down again] ?
   * Yes (he's thinking you can simulate a hole and restrict vision, simply drive a tank in to it, again
_____

05-10-2003 12:43 PM

Sp00ky
Sergeant

Posts: 679 : Right class pay attention. I know it's Saturday but at Spooky's Military academy we school everyday.

REINFORCEMENTS
Like messages the editor has limited reinforcement slots. On a very large or diverse mission you may require more slots than
there are available.

To get around this restriction you can use unit pools. These are small squads of units that are group designated by type.
They are drawn on in multiple batches as required for the particular reinforcement force. i.e. you may have the following
reinforcements occupying 4   slots;

#1 = 18 mixed Troops (J1)
#2 = 2 Cars (J1)
#3 = 5 Light Tanks (J2)
#4 = 2 Heavy Tanks (J2)

You would call upon them like this;

TRIGGER
<TrigEvent>
ACTION
Let the Cell C_10 contain the Number <1>

Turn off this trigger

TRIGGER
The Value of Cell C_10 is exactly <1>
ACTION
Send to player <Enemy> Reinforcements of type <18 Mixed Troops (J1)> via Flag <D> to Location <10> with Delay 00:00:00
Send to player < Enemy> Reinforcements of type <18 Mixed Troops (J1)> via Flag <D> to Location <10> with Delay 00:00:15
Send to player < Enemy> Reinforcements of type <18 Mixed Troops (J1)> via Flag <D> to Location <10> with Delay 00:00:30
Turn off this trigger

TRIGGER
The Value of Cell C_10 is exactly <1>
ACTION
Send to player < Enemy> Reinforcements of type <Light Tanks (J2)> via Flag <D> to Location <10> with Delay 00:00:45
Send to player < Enemy> Reinforcements of type < Light Tanks (J2) > via Flag <D> to Location <10> with Delay 00:01:00
Turn off this trigger

TRIGGER
The Value of Cell C_10 is exactly <1>
ACTION
Send to player < Enemy> Reinforcements of type <Heavy Tanks (J2)> via Flag <D> to Location <10> with Delay 00:01:15
Send to player < Enemy> Reinforcements of type <Heavy Tanks (J2)> via Flag <D> to Location <10> with Delay 00:01:30
Set Timer 10 = 00:03:00 *
Turn off this trigger

TRIGGER
The Value of Cell C_10 is exactly <1>
AND
Timer Elapsed <10>
ACTION
Set New Group <B4> for units of Group <J1> in Location 10 **
Set New Group <B6> for units of Group <J2> in Location 10
Turn off this trigger

This would give you a force of;
54 Troops
10 Light Tanks
4 Heavy Tanks

*Use Timer instead of relying on (There are <Exactly> <14> Units of <J2> in Location <10>) just in case you loose a tank en route.
You will need to time the journey from Flag to Location, for the slowest unit whilst making the mission. Then add a minute or so extra to the timer.

** Group B behaviour would have been set-up and aligned to the Location in earlier scripts. i.e. Behaviour of B4 "Infantry Guard Location"
Behaviour of B6 "Tanks Guard Location"
Therefore when you re-group the reinforcements to B they will adopt B's behaviour.

There are advantages and disadvantages for using this reinforcement system. More on this later.

NAMING REINFORCEMENTS.
<Loc10-DefenceTroop(B4)-GteC-Loc10
Quick ref naming Technique for basic cannon-fodder
Reinforcements.

Explained.
< = EnemyAI assigned units (> for player assigned units)
Loc10 = Trigger Location
-DefenceTroops = Designation and unit type
(B4) = Unit Group
-GteC = Arrival Gate
-Loc10 = Destination of reinforcements

For historic Reinforcements I use the same format but change
DefenceTroops for
82AirbournBde or 116InfantryDiv etc.

Back to our mission; We are going to make it simple so set reinforcements as follows;.

Slot#1
<Loc10-Truck(B8)-GteC-Loc10
1 x Truck
with 10 x Rifleman

Slot#2
<Loc10-DefenceTroop(B4)-GteC-Loc10
2 x Officer
18 x Rifleman
6 x SMG
2 x HMG
2 x Medic

Slot#3
<Loc10-DefenceTank(B6)-GteC-Loc10
2 x Luchs
6 x Pz III
4 x Pz IV (TypeF)

Slot#4
<Loc10-Supply(B9)-GteC-Loc10
2 x SupplyTruck

As the player advance he becomes more experienced. A nice easy way to keep up with him is set your AI experience as the main CP. In this case Loc10

Set all the above reinforcements
HP = 100
Ammo = 100
Exp = 10
_____

05-10-2003 11:56 PM

Sp00ky
Sergeant

Posts: 679 DEFENITIONS

To avoid confusion we must agree definitions and terminology.
I'm not necessarily right but this is my definitions.

In the editor go to "Mission Options", then click "Scripts", and the SCRIPTS WINDOW will open.
Clicking the NEW button on the Scripts Window opens the EDIT SCRIPTS WINDOW.

The Edit Scripts Window is divided into three sections.
1. The Name Box. Default is "New Trigger"
2. Trigger Box. Default is ???
3. Action Box. Default is ???

Change "New Script" at the top for "MyScript" in Box.1.
Enter any amount of triggers in Box.2

Enter any amount of actions in Box.3
Click OK and "MyScript" will now appear in the Scripts Window.

Definitions;
A SCRIPT is a set of triggers and actions that appear in the SCRIPTS WINDOW i.e. MyScript

A TRIGGER is created in Box.2
Active units in Group <B1> amount to <more than> <0> is a Trigger
C2=1 is a Trigger
Mission Start is a Trigger

An ACTION is created in Box.3
Show Modal Dialog is an Action
Set AI_Grp1 to <A)> is an action.

If you look at my Scripts Window You will see something like this…..

*** START-UP PROC ***
TimeTrig@Start >SETC1=0
CellTrig@C1=0 >Count -30
TimeTrig@CD=-25 >Screen-Loc4 >Msg1
TimeTrig@CD=-15 >Screen-Loc12 >Msg2
TimeTrig@CD=-5 >Screen-Loc1 >Msg3
TimeTrig@CD=-0 >A0=Player

A PROCEDURE is one or more Scripts that specifically control an event. In this case the Start-Up Procedure controls
transferring Command of A0 to the player.
_____

05-11-2003 01:22 AM

Sp00ky
Sergeant

Posts: 679 UNIT LIMIT

Before we start our first scripts for the mission I want to talk about the mission maker's biggest pain in the ***…..Unit
Limits

I presume you are all aware that SS2 has a map limit of 1000 units. This means that you can only have 1000 units actually
on the map at any given moment. This may sound a lot but when you take a look at what a unit is you will see how easily they
are used up.

1 Ammo Box = 1 unit
1 Trooper = 1 unit
1 82mm mortar = 2 units
1 MG = 2 units
1 AT or AA or How = 3 units
1 jeep with Passengers = 4 units
1 Loaded truck = 12 units
1 Interceptor = 1 units
1 Loaded Transport = 33 units
1 Locomotive = 5 units
1 MVB/2 Train carriage = 21 Units
1 Klaus von Bevern = 32 units
1 Landing craft = 33 Units
1 Tank = 1 unit. providing you don't abandon it when its burning, if so it becomes 5 or 6 units depending on crew.
As you can't enforce or expect a player not to try to save his crew we take an average…
Tank+5 crew = 6 units so we'll say a tank is worth 3 to cover.

Take the units we have will put on our virtual map.

PLAYER
16x MkIII Sherman's - 42 Units (5 crew)
12x MkV Sherman's - 42 Units (6 crew)
6x Armoured Car – 12 Units

5x Crusader MkIII AA – 10 Units (4 crew)
5x Greyhounds – 35 Units
4x Willy's jeep – 16 Units
5x Bedford Trucks – 55 Units
2x 25 Pounders – 6 Units
5x Supply Trucks 5 Units
50x Infantry – 50 Units
1x Mob Hosp – 8 Units
4x AT – 12 Units
4x Mortar – 8 Units
2x MG – 4 Units
12x Ammo – 12 Units

CIVVVIES
22 Units

ENEMY
About 160 Units

A total of about 500 units, before we have put down any enemy
Bunker Troops, AA, mortar, MG, or static AT, or ammo in all the other parts of the map, or even considered a counter attack or aircraft.

Even tho you could call your AI_Defence Units such as AT and AA from reinforcements just before the player reached the particular area; reinforcements dump cannon randomly in a location which is no good for your carefully planned lines of sight.

On a big map you may not have the locations to spare for placing single loc tiles everywhere you want a cannon placed by reinforcements. This is why the standard missions with the game are so ****. Defence units are just strewn about the place, there is no organised defence.

It's very difficult and very restricting to the player to precisely keep tabs on unit quantities. Although it is possible (see earlier in this tread for scripts) it probably isn't worth the extra procedures and hassle.

You can pretty much get around the problem by using a bit of thought and common sense.

* When you test the map judge the average loss rate of a good player as he moves through the map, and reinforce accordingly.

* Drop light AT, mortars, and MG's by plane on a Marker just before player enters area.

* Put empty AT guns, Howitzers etc in distant defence lines instead of manned ones, this will save you 2 units per gun. When the enemy close in to the area you can drop gun crews (C1 etc) by plane or send them in through reinforcements;

Assume we planned to counter attack the Player at Loc25 with reinforcement troops (B4) who will travel through Loc30 to get to loc25. And after the player fights off the counter attack he will move on to Loc30, where you have you strategically placed your empty guns.

When you create the Counter attack Troops (B4) in the reinforcements window, add 12 or so (C1) at the bottom. If you are counter-attacking with 2 lots of (B4) Reinforcements then you will effectively have 24 Gun Crew with them.

I suggest a muster area (Loc31) so attacking AI-Units will arrive en-mass rather than dribble into battle.

Your counter attack should look like this;

TRIGGER
<Your counter-attack trigger>
ACTION
Send to Player <Player> reinforcements of Type <RockArdTroops-B4> to Location <31> from Gate D with delay 00:00:00
Send to Player <Player> reinforcements of Type <RockARdTroops-B4> to Location <31> from Gate D with delay 00:00:00
Let Cell C_30 contain number <1>
Turn off this trigger

TRIGGER
Value of Cell C_30 is <exactly> number <1>
AND
There are <more than> <0> of group <B4> in Location<31>

ACTION
Show modal dialog <"Enemy Attack from the North in 5 minutes Sir">
Set Timer 31 to 00:02:00 (give time for all troops to arrive)
Turn off this trigger

TRIGGER
Value of Cell C_30 is <exactly> number <1>
AND
Timer elapsed 31
ACTION
Set AI_behaviour of Group <B4> to <Infantry Guard Location>
Set AI_loc1 to <25>
Set AI Loc2 to <25>
(Sends the combat troops en-mass to do battle in loc25)
Turn off this trigger

TRIGGER
Value of Cell C_30 is <exactly> number <1>
AND
Timer elapsed 31
ACTION
Set AI_behaviour of Group <C1> to <Infantry Crew Howitzer>
Set AI_loc1 to <30>
Set AI Loc2 to <30>
Check – Spread randomly throughout Location
Check – AT + How Do Not move to new Loc
Check – AT + How Do Not drag to new Loc
Check - Houses do not occupy
(Sends the gunners searching Loc30 for guns to crew)
Turn off this trigger

Take good care to keep the unit limit less than 1000 without restricting the player too much. If the game does trip out now
and then due to unit limit (because BeshLo is playing it); then it's not that big a deal as long as it's not regular or
often.

The player will have to reload to a savegame and be a bit less
cautious with his attacks, kill more enemy, or blow up some unused equipment.

With care the vast majority of players will not experience a trip out at all.

It also stops the Superman cheat.
_____

  05-11-2003 01:47 AM

Sp00ky
Sergeant

Registered: Oct 2002
Location: Brighton, UK
Posts: 679 You know I get the feeling I am talking to myself in this thread!!!!!

Hello, HELLO!!
is anyone there???

I used to talk to myself all the time but I am ok now...

No you're Not!.

Yes I am

NO WAY you still do it.

I bloody well don't talk to myself anymore ok....

Liar!!
Who asked you anyway??

_____

05-11-2003 03:41 AM

Flunky
The Flunkster

Posts: 394 No! We're losing Sp00ky!

Haven't talked on AIM in awhile Sp00ks, jump on some time if time allows it.
Why oh why Sp00ky... you made me want to make a mission, but I MUST resist...
_____

05-11-2003 07:58 AM

Mallorquin
Private
Posts: 51 My friend spooky.

Don't despair, I am reading, and making notes, and testing, and you are making a great service to the community, if I was millionaire, I'll pay for the classes, but since I am a poor soul, you'll have to make do, with my thanks.
Keep up the good work, maybe cdv notices, and hires you for their next SS3, or other similar game.

So for the moment, and on behalf of the guys, thank you again.
Sad we lost hellcat, he would also express his gratitude.

Better yet, when I send you my map, modify it, as a reward, yet I love the Germans, rolling over the soviets, so missions like that, are welcome, and don't have to be historical, but yet, anything you provide is welcome. I'll keep supplying my friends with Germans smashing the red horde, as in those great black and white movies, and the not history true, (The guys love when I give them 2 platoons of Maus, to re paint the landscape with the red horde).

Nevermind, were are Krauts freaks, those units look so sexy... Thanks in advance. Ruben.

05-11-2003 03:03 PM

Besh-Lo
Private

Posts: 26 Paraniod much !

Catch 22 my ol' friend.
If every1 butts in and comments, its like time consuming to search all ur scripting examples, and if no 1 says doubt, it gives the impression no 1 is reading, or interested.

You have a big enough following of respectful ppl on here, as to not to worry.

Ref: to my "Hording" of units.

I treat "Every" unit like my own family - I hate to lose even one.

So if a map isn't cleverly scripted, i tend to trip out every map that isn't - call me a conscientious player, or just good.
Either way i eventually amass so many troops it's frightening.

Take ur excellent "Stalingrad" map - after receiving the second addition, I started again.

Cleared the sports ground, got re-enforced, and received next obj' - "Station no: 1".

Started clearing a path to the station, and that's where I am up to.

Mission score: 79230

Units Destroyed;

Inf' - 258
Tanks - 13
Vehicles - 03

Planes - 02
Anti-Aircraft - 02
Artillery - 09
Trains & Cruisers - 0
Other equipment - 0

Units Lost;

inf' - 29
Tanks - 0
vehicles - 2
Planes - 0
Anti-Aircraft - 0
Artillary - 1
Trians & Cruisers - 0
other eqiupment - 0

Time: 244:26

I know it's early days yet, but u can see how its looking to
pan out.

Regards,

Besh-Lo