

05-07-2003 09:38 PM ..

Besh-Lo.  
Private

Posts: 26 Grrr. Im really starting to loose my temper over this scripting.  
I know what i want to do, i just cant get my head around the sequencing, or the logical routines required.

U'd think after 4 attempts to script, i would have learned how negotiate around this multiple choice style coding.

The more I kill my brain cells trying to learn this... the more I seem unable to understand this whole thing.

At this point im seriously contemplating, just completing my current map, and posting it as is, for scripters to create a mission for.

(The whole point I am making maps, is I am generally unhappy with what's on offer.)

Keep these tutorials coming, because, I am really at my witts end now.

Regards,  
Besh-Lo.

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05-07-2003

Sp00ky  
Sergeant

Posts: 679 Besh I know exactly how you feel, but persevere my friend.

Ok what exactly are you trying to do?? We'll use it as a case study.

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05-07-2003 10:45 PM

Sp00ky  
Sergeant

Posts: 679 Just something I have posted in another thread so I thought I might as well add it here too.

How to drop marines on a beach, send tem off to war, and retrieve the Higgins boats.

Gate = C  
Landing Craft = C0  
Troops = D0  
Muster = Loc28  
Beach = Loc24  
War = Loc20

SCRIPT: CellTrig@C20=1 >RusRec-D4 >LandingCraft-Loc28  
DESCRIPTION: Send Landing Craft To Muster Area  
CONDITION:  
value of cell C\_20 is exactly Number 1  
ACTION:  
send to player Enemy reinforcement of type [LandingCraftx3]  
via flag C to location #28 with delay 00:00:00  
turn off this trigger

SCRIPT: UnitTrig@C28 >AImove-C0-Loc24  
DESCRIPTION: Set AI for Landing Craft -->Beach  
CONDITION:  
there are more than 2 units of group C0 in location #28

ACTION:  
set AI\_BEHAVIOR for group C0 to Trucks - Move to location  
set AI\_LOC1 for group C0 to #24  
set AI\_LOC2 for group C0 to #24

turn off this trigger

SCRIPT: UnitTrig@Loc24 Timer26=2sec  
DESCRIPTION: Arrive on Beach. Give 2 secs to unload  
CONDITION:  
there are more than 2 units of group C0 in location #24  
ACTION:  
set timer #26 to 00:00:02  
turn off this trigger

SCRIPT: UnitTrigger@D0=Loc24 >AIpatrol-D0 >28=2min>29=4min  
DESCRIPTION: Send the marines to war  
CONDITION:  
timer elapsed #26 and  
there are more than 0 units of group D0 in location #24  
ACTION:  
set AI\_BEHAVIOR for group D0 to Infantry - Guard location  
AI flags: Spread randomly throughout the location, Houses -  
Don't occupy/leave occupied  
set AI\_LOC1 for group D0 to #20  
set AI\_LOC2 for group D0 to #20 ]  
set timer #28 to 00:02:00  
set timer #29 to 00:04:00  
turn off this trigger

SCRIPT: TimeTrig@Timer28 >C0=Loc28  
DESCRIPTION: Send Empty Landing Craft back to muster  
CONDITION:  
timer elapsed #28  
ACTION:  
set AI\_LOC1 for group C0 to #28  
set AI\_LOC2 for group C0 to #28  
AI flags: Spread randomly throughout the location, Houses -  
Don't occupy/leave occupied  
turn off this trigger

SCRIPT: UnitTrig@Loc28 >Kill-Landing Craft  
DESCRIPTION: Kill Landing Craft  
CONDITION:  
timer elapsed #29 and  
there are more than 0 units of group C0 in location #28  
ACTION:  
set AI\_BEHAVIOR for group C0 to None  
AI flags: Spread randomly throughout the location, Houses -  
Don't occupy/leave occupied  
destroy units in location #28 through the flag C  
turn off this trigger

Using scriptonboard by mzach.

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05-07-2003 11:00 PM

KGB  
Private

Posts: 47 Couple of questions

1/ is there a big difference between the editors in SSF/ and SS2

2/can you still get the same results with scripts as you do with cells?

3/When occupying buildings with infantry can you place the buildings so the doors are not in the line of sight of the infantry.

also example/ send 15 units of B1 to loc 5 when say ? 7 units of B1 replace another seven units. But if you mix and match units i.e. antitank/ rifleman/ machinegun/ heavy machinegun how can you replace the units that are lost IE if you only have say three machine gunners but started with 6[by the way can you mix infantry units together in the same group] I know you cant with vehicles. Or would each individual infantry group require individual group allocations to replace the units lost in fighting.

Also when trying to simulate house to house fighting would you place flags close to buildings to replace units lost and what triggers would you use?. what i mean is how can I guarantee to replace units lost with identical units.

4/Can you simulate dug in tanks/infantry/guns/etc for a defensive line in SSF you could alter terrain to simulate tanks hull down? is still possible to do this.

I still have a few questions left but I will leave it for a bit as its getting long winded

PS can I print some your stuff of please

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magpie

05-07-2003 11:38 PM

Besh-Lo  
Private

Registered: Feb 2003  
Location: UK  
Posts: 26 Cheers!

#### MISSION OVERVIEW:

D-Day H hour + 5 "Omaha" beach.

Elements of the 116th infantry regiment - F Co. G Co. I Co. K Co. & L Co. break through at "Easy Green" and bypass the German strongpoint at Les moulins, and head to St. Laurent.

(These elements are off to the right of the map, but will eventually link up and be player controlled, at a later stage.)

Mixed units of the 116th Inf' regiment, 5th Rangers, and the 115th inf' regiment break through at "Dog White". West of Les moulins.

(These r the principle units that the player starts with. Coming on map in dribs and drabs, over the course of the 1st 3/4 hours of gameplay. No set amount, but only small detachments, maybe 20/30 units at a time.

All standard inf' units. No flamethrowers, no AT squads, just regular squads, riflemen, with a B.A.R. gunner in each platoon.)

1st objective is to neutralize the strongpoint defences, at Les Moulins, and try to capture as much equipment as possible, as to aid in dislodging the reservists garrisoned in Vierville. (2nd objective.)

To stay as true as possible to history, there has to be enough enemy defenders in the 1st two objectives, to make things tuff enough for the player to complete, but without the need for re-enforcements from the enemy. (1024 grenadiers didn't come till the early evening from Carentan.)

This section is pretty simple to script, in fact apart from placing a large proportion of the defenders in houses, the units can just stay put, or order to pursue.

In between all that the player needs updated reports, via the msg' boards. Also need enemy units to surrender when they get reduced to a certain amount, but "not" be transfer to player control. But to have 2 player controlled units switch to "Ally" along with the surrendered units, and toddle off the map. so for every 10 units surrendered, 2 player controlled units also need to be reduced from the players force (Not to be replaced, per say.)

Also would like an AI or possibly player controlled "OSS" officer to stay at the jump off point. So when a certain amount of % of defenders have been killed (A damn good portion, 80/90%) then the rest surrender, (Same rule as above, 2 player units for every 10 enemy.)

Then have the AI officer go toddling off into Vierville, stand in front of a building, and wait for a German officer to come out of his hiding place, and reveal intel secrets. (building to be designated.)

Such as maps of the local mine fields, expected re-enforcement strengths, and point of departures, etc. (But if in the fighting, this officer is killed, he can no longer give the intel, or at least only partial fragments.)

to be continued:

Regards,  
Besh-Lo.

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05-07-2003 11:38 PM

Sp00ky  
Sergeant

Posts: 679 :

1/ is there a big difference between the editors in SSF/ and SS2

\* slight difference I believe. Then I was not scripting with SSF

2/can you still get the same results with scripts as you do with cells?

\* No: With Cells you can compare value. i.e. The Value of Cell C\_2 is exactly C\_1

3/When occupying buildings with infantry can you place the buildings so the doors are not in the line of sight of the infantry.

\* Can't rotate buildings. Adjust sight tiles to suit.

Or would each individual infantry group require individual group allocations to replace the units lost in fighting ?.

\* Yes individual required.

Also when trying to simulate house to house fighting would you place flags close to buildings to replace units lost and what triggers would you use?.

\* Yes i do this all the time. Make sure you leave at least 1 square clear on each side of the flag and do NOT put a location on a flag, Come to the trigger later in this thread

what I mean is how can i guarantee to replace units lost with identical units. It's all in you reinforcements. It is very difficult to establish what has been lost in a multi-disciplined group and replace them exactly. The only way to achieve this is have your reinforcements.... Rifle unit, Officer unit, Machine Gun unit, AT, AA etc. 1 unit each and grouped independently. Then when calling on reinforcements

Send <Officer>  
Send <Medic>  
Send <Rifle>  
Send <Rifle> etc.

4/Can you simulate dug in tanks/infantry/guns/etc for a defensive line in SSF you could alter terrain to simulate tanks hull down?

\* is still possible to do this. you can simulate a hole so just drive a tank in it

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05-08-2003 12:30 AM

Sp00ky  
Sergeant

Posts: 679 MISSION OVERVIEW:

D-Day H hour + 5 "Omaha" beach.

Elements of the 116th infantry regiment - F Co. G Co. I Co. K

Co. & L Co. break through at "Easy Green" and bypass the German strong points at Les moulins, and head to St. Laurent.

(These elements are off to the right of the map, but will eventually link up and be player controlled, at a later stage.)

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(These r the principle units that the player starts with.

Coming on map in dribs and drabs, over the course of the 1st 3/4 hours of gameplay. No set amount, but only small detachments, maybe 20/30 units at a time.

All standard inf units. No flamethrowers, no AT squads, just regular squads, riflemen, with a B.A.R. gunner in each platoon.)

1st objective is to neutralize the strongpoint defences, at Les Moulins, and try to capture as much equipment as possible, as to aid in dislodging the reservists garrisoned in Vierville. (2nd objective.) We can set AI to abandon guns when empty so the player can capture them instead of blowing them up. We can also decide when they are abandoned by control of ammo

To stay as true as possible to history, there has to be enough enemy defenders in the 1st two objectives, to make things tuff enough for the player to complete, but without the need for re-enforcements from the enemy. (1024 grenadiers didn't come till the early evening from Carentan.) You'll have to judge this or put a flag at the bunker door. You have a certain amount of control on how hard it is to kill the enemy - (a) put a medic in the bunker who will repair the men when they get wounded (B) Using the quantity of remaining enemy as a trigger then reset their health

This section is pretty simple to script, in fact apart from placing a large proportion of the defenders in houses, the units can just stay put, or order to pursue.

Inbetween all that the player needs updated reports, via the msg' boards. Location, time, and/or unit count triggers to send messages.

Also need enemy units to surrender when they get reduced to a certain amount, but "not" be transfer to player control. But to have 2 player controlled units switch to "Ally" along with the surrendered units, and toddle off the map. so for every 10 units surrendered, 2 player controlled units also need to be reduced from the players force (Not to be replaced, per say.) Surrender - no probs. Escorts - can also be done but a bit more complex.

Also would like an AI or possibly player controlled "OSS" officer to stay at the jump off point. So when a certain amount of % of defenders have been killed (A damn good portion, 80/90%) then the rest surrender, (Same rule as above, 2 player units for every 10 enemy.) Ok.

Then have the AI officer go toddling off into Vierville, stand in front of a building, and wait for a German officer to come out of his hiding place, and reveal intel secrets. (building to be designated.)

Such as maps of the local mine fields, expected re-enforcement strengths, and point of departures, etc. (But if in the fighting, this officer is killed, he can no longer give the intel, or at least only partial frangments.). Ok.

This would be a good basis of learning for people who read this thread however you realise if we do this here then everyone will know your mission inside out by the time you release it.

Options;

- 1) I send you script ideas for above (this wont help the learning curve much)
- 2) I make up a fictitious scenario which one way or another will include the above.

Lemme know

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05-08-2003 07:19 AM

Sp00ky  
Sergeant

Posts: 679 Tell you what rather than jump from one thing to another lets make a mission. Well base it on my Anzio map because you have all probably got the decompiled version. If not put your link here and I'll send you it.

In this mission, (I will make up a story as I go along) we will try to incorporate every script we can think of (and a few we cant!!). Ask questions on the way through ok.

As I have had no time to plan the mission we may double use locations, timers etc.

THIS IS FICTITIOUS SO NO COMMENTS ABOUT DATES, NAMES, UNITS IN WRONG TIMEZONE ETC.

Could someone post Anzio map jpg here (no mission) for reference pls.

Remember what I said about making the mission interesting.  
Catchy Name, good storyline, and make it personal...add characters.

MISSION  
Helen High-water

LOCATION  
Norway

DATE  
Spring - 1943

BACKGROUND  
Mounting losses to merchant shipping has called for drastic action on Germany's capability to deploy U-boats in the Atlantic.

Reconnaissance has located a U-boat servicing facility in the Port Town of St jwleonard on the Norwegian coast.

St jwleonard is well defended; the AA is strong; it is impossible to bomb the port, and Several Commando raids have all ended in disaster (because all Commando raids do).

Against the advice of the Americans (who prefer to continuously replace the merchantmen and cargo lost to the Wolfpacks\*\* (no ulterior motive here then!!!)), British Prime Minister Sir Animal Mother has decided to land the 9th Armoured Brigade (the Desert Mice) on a beach to the Southeast (just off the map) of St jwleonard.

\*\*Some say the U-boats are crewed by Americans!!! LOL

MISSION  
To capture The Port of St jwleonard and deny the enemy a servicing capability for their Atlantic wolfpacks.

PLAYER - Player  
The CO of 9th Armoured is the brave, dashing, elegant, handsome, charismatic, lady's man....Brigadier Spooky.

PLAYER - AI  
The Commandant of St jwleonard is the evil, facially scarred, and one armed, morphine addicted SS Oberfurher; General Trancer. (Who the lady's tend to avoid)

More later.

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05-08-2003 12:22 PM

Sp00ky  
Sergeant

Posts: 679 LOCATIONS

Southern Fishing Village = Loc1  
Farm just N of Fishing Village (over stream) Brig-Spooky HQ = Loc2  
9th Armoured Bgd encampment field = Loc3  
Farm East of School = Loc4  
East of Station; Railway Line Nr tunnel = Loc5  
Small area in quarry, E of Loc4, close to N embankment, (Loc3 to be in range of 105mm) = Loc6  
Stone works = Loc7  
Football Field = Loc8

East Town = Loc10  
Garrison Headquarters (prison) = Loc11  
All East town armoured Bunkers = Loc12\*\*  
\*\* To make absolutely sure the bunkers are manned, with the troops you want in them (SS2 sends men in a set direction to find shelter, even if they are on the doorstep of a bunker)  
Paste Loc12 over all bunkers and one or two squares extra by the door (for men to stand in)

When putting Location tiles down work around fences. This will stop the AI\_Units crushing them b4 the player can.

GATES \_ Multipule Flag  
Road East - GteA  
Rail East – GteB  
StoneWorks (N side) - GteC

GATES \_ Single Flag  
Radio Bunker N of Garrison Headquarters (prison) = GteD  
Church Yard – GteE  
Leave a blank square on the exit side of Flag;  
Do NOT Place a Location directly on top of flag; or a unit will come out and sit on it.

1.UNITS – ALLY - To become Players  
Line up the 9th Armoured Bd's fighting vehicles (16 mk3  
Sherman, 12 Mk4 Sherman, + AA, AFV, APC etc) on the road just N of the small fishing village and W of Loc3  
Place supply units, transports etc in Loc3  
Place Brig Spooky and staff in Loc2

All units will be.....  
Group = <A0>  
Exp = <20>  
Ammo = <100>

Brig Spooky  
Group = <A1>  
Exp = <100>  
Ammo = <100>

Why Ally? I hear you ask.....

Most players are hungry for action. They tend to skip by the messages, select the whole damn brigade and send it into kick-\*\*\* mode in the east-town;

So using <Ally> means Player has no control of game, and we wont hand over the Command of our precious 9th Armoured Bd until we have force-fed him his Objectives and list of do's and don'ts.  
Cruel, but very necessary. (it saves you getting a zillion emails asking you "how come this don't happen? How come that doesn't work, your missions crap etc")

2.UNITS – AI\_NEUTRAL - Civvies

TRUCK  
Place 1 Jap or Rus Truck (Looks civviy) in Loc4  
Player = <Neutral>  
Truck Grp = <J1>  
Truck Exp = <0>  
Truck Ammo = <100>

Driver Crew = Italian (sound more Norwegian than Jap's or Russians)  
Driver Grp = <->  
Driver Exp = <->  
Driver Ammo = <0>

Cargo = Ammo Crate x1  
Cargo Grp = <->  
Cargo Exp = <->  
Cargo Ammo = <->

WALKERS - Units that aimlessly walk around like zombies.  
Place several Italian crew in Loc1 (sound more Norwegian than Jap's or Russians)  
Exp = <0>  
Group = <J2>  
Exp = <0>  
Ammo = <0> (that'll keep them talking!! What is "I got no ammo" in Italian??)

Place several Italian crews in Loc10 and a motorbike  
Exp = <0>

Group = <J3>  
Exp = <0>  
Ammo = <0>

### 3.UNITS AI\_ENEMY

#### GUARDS (B0)-Loc10

Place several Riflemen outside HQ, at checkpoint etc around Loc10

Group = <B0>  
Exp = <20>  
Ammo = <100>

#### CANNON-Loc10

Group = <B1>  
Exp = <20>  
Ammo = <100>  
Tactically place in Loc10.....

- \*Several MG
- \*2 or 3 mortars
- \*Several small calibres (37+50mm) AT guns
- \*1 large calibre (75mm) AT guns
- \*1 or 2 (88mm) AA guns

#### BUNKER-Loc12

Group = <B2>  
Exp = <20>  
Ammo = <100>  
Place at the door of each bunker - Loc12.....  
\*1 MG Trooper  
\*1 AT Trooper  
add a medic or an officer to one or two bunkers.

#### HOUSE-Loc10

Group = <B3>  
Exp = <20>  
Ammo = <100>  
Place in Loc10 in front of houses you want defended.....  
\*20-30 assorted troops  
\*I Sniper in church \*\*  
Every Church tower has a Sniper. Armed with this info it's not surprising that they don't live long!!!

#### TROOP PATROL-Loc10

Group = <B4>  
Exp = <20>  
Ammo = <100>  
Place in Loc10....  
\*12 Riflemen  
\*1 Officer  
\*1 Sniper  
\*1 Staff car with Officer and MG

#### TANK PATROL-Loc10

Group = <B6>  
Exp = <20>  
Ammo = <100>  
Place in Loc10  
\*2 Luchs  
\*1 SD.KFZ 7/1 (Flak)  
\*1 SD.KFZ 232 (APC)

#### SUPPLY PATROL-Loc10

Group = <B9>  
Exp = <20>  
Ammo = <100>  
Place around Loc10  
\*2 Supply Trucks.



Stick a couple of empty Trucks (B0) in the car-park for visual effects (no driver, no location tile)  
Drop a few Ammo Boxes (B0) nr Guns and mortar.

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05-08-2003 09:59 PM

Besh-Lo  
Private

Posts: 26 Wow! Wow! slow down ol' man I cant keep up

Kiddin' keep pilling away man.

BTW! Is there any chance u can send me over the decompiled "Anzio" - With mission scripting, so I can learn 1st hand how its done plz!?

If that's being unethical, my apologies. just want to learn this without hassling u "Too" much.  
The more I mess with my map/mission, the more I realize, I just don't have what it takes to "Cut it" in scripting.

Admitted I bit off more I than I could chew. Ran a few scripts, and made something "Average" - thinking well I could expand, and make a complex routine.  
Arrogant assumption, but I know what makes a good mission, just not the knowledge to implement it in said language...  
Regards,

Besh-Lo.

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05-09-2003 12:43 AM

Sp00ky  
Sergeant

Posts: 679 <<BTW! Is there any chance u can send me over the decompiled "Anzio" - With mission scripting, so i can learn 1st hand how its done plz!?!>>

There is every chance I can send you the map, but I lost the scripts!!! Now if I could get the bloody decompiler to work I have them myself. If you can decompile then I send you Anzio-Final and you can send it back to me LOL

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05-09-2003 11:20 AM

Sp00ky  
Sergeant

Registered: Oct 2002  
Location: Brighton, UK  
Posts: 679 : MESSAGES

#### MESSAGE TYPES

Messages are designed to do the job an Adjutant would normally do – provide information.  
Information doesn't pop out of thin air so I tend to provide a source and a destination.  
You can create your messages how you see fit and to suit your operation. In this mission I am the boss so we're doing it my way. ]

A Typical spooky Message.  
WAR OFFICE-LONDON -> 9-AB  
You are to advance and secure Mrs Miggins Pie shop immediately  
++  
(Sir Animal Mother PM)

Explained

WAR OFFICE-LONDON --> 9-AB FROM and To (9-AB = 9th Armoured Brigade)

You are to advance and secure Mrs Miggins Pie shop immediately

the message

++ denotes end of message

(Sir Animal Mother PM) (sender)

This way you can send messages back too

9-AB --> WAR OFFICE-LONDON

Negative; advance bogged down at girls school, can't seem to shift the men out!!! ++

(Brig Spooky)

They can be personal

BRIG SPOOKY --> Adjutant (Col besh10)

Damn it man what's going on at the school?? ++.

or impersonal

9-AB TROOPER

Jesus did you see the jugs on that!! ++

Bearing in mind all the possible different messages sources :

Army Battalion, Division HQ

Intelligence

Forward Observation Post

Adjutant

All captured area – Hospital, station, docks

POW's

etc etc

If you adopt this system Don't choose too many, you want the player to get used to regular messages coming in from expected sources

Whatever style of messaging you use Keep it consistent throughout the Mission

## GETTING YOUR MESSAGE ACROSS

### SOUND

Its a good idea to add a particular sound to a particular message source. This makes them easily identifiable.

EASTCOM-Berlin is mostly "message from supreme commander

ADJUTANTS SITREP is mostly "continue

FORWARD OP are mostly "watch out

GROUND OPS are mostly "we have captured a flag

INTEL REPORT are "a,b,c,d,e

Etc etc

This also brings attention to lesser important messages which are scrolled as a phrase rather than a modal.

Hearing the sound makes the player aware of a message he may normally miss in battle, and the type of sound tells him who its from giving choice to read or ignore.

### FUN

A touch of tongue-in-cheek humour keeps it interesting too

A sample of Messages you will find in my missions.

GROUND OPS-Old Quarter

We have dis-armed, robbed, and beaten-up the Bolshevik scum

Sir, they are now well under our control.

Prisoner Interrogation has begun.. ++

GROUND OPS-Central

LOOK DESERTERS!! Bolshevik Deserters....Kill them, Kill them all.

God this is Fun, this is why I joined the Army....++

GUMRAK AIRFIELD

Clear the Runway; Clear the Runway;

Friendly Aircraft approaching.

For Christ sake!!! . ++

GROUND OPS-Old Quarter

Shall we shoot the prisoners now Sir or shall we use them as Hiwis, to clean out the Latrines and Thunder boxes?

Message from Berlin pending, Stand-by.....++

HUMMEL SPG

Returning to my sector as ordered Sir.

Sod this! I'm off. ++

6th ARMY-HQ STALINGRAD -> Eastcom

Pleased to report the capture of Red Square.

Currently clearing area, making repairs, and re-arming.

General von Paulus will arrive to receive further orders once he gets his \*\*\* out of the office.

Long live the Fuhrer. ++

ADJUTANTS SITREP

54th-Light Artillery Battalion & 9th-Luftwaffe Flak Battalion

Arriving from the West now Sir.

or is that East?

(Col W.Adam) ++

OVERSEAS OPS-LONDON

Goulding, you are to hold Anzio until relieved by those American chaps.

Apparently they're all at the Casino!!

Damn Yanks, don't they know there's a bloody war on?? ++

Even though these incorporate humour they are not wasted because they all carry a serious message too.

They make me laugh anyway...

To get your message across loud and clear follow these Rules

1. Consistent style
  2. Short as possible
  2. Simple
  3. Interesting / Fun
- 

05-09-2003 11:29 AM

Besh-Lo

Private

Registered: Feb 2003

Location: UK

Posts: 26 Good show ol' chap!

BTW! which "Modal" is the scroll type, that doesn't pause the gameplay, and which is the one that does, and brings up the neat lil' message box?

Regards,

Besh-Lo.