

Posted by Sp00ky on 05-18-2003 01:24 PM: .

Infantry in SS2 are quite realistic in strength compared to armour. What's missing in SS2 is cover. Walls and trees provide no cover and the visibility tiles are too big to compensate.

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Posted by Sp00ky on 05-18-2003 02:00 PM:

#### ANNOYANCES

Before we go on to the player actually entering the East town we need to talk about entry points (Flags)

It is impossible to stop a player blocking entry points without scripts. In SSF I believe they had one-way-tiles. If so they don't have in SS2. If a player blocks an entry point with empty trucks then the AI units will simply mount up, they won't shoot empty vehicles.

A blocked entry point can spoil the whole mission so we must take steps to stop this happening.

Let's take Loc7 (stone works) this is the entry point for all East Town major units - I can remember what flag we assigned so let's say flgD.

I must add that once that gate is no longer in use then the player can have access to the area. In this case the Cell value C10 is less than 5 and Loc7 is out of bounds.

Various scripts to stop player entering a restricted area;

#### FATAL SCRIPTS

```
PlayerLoop@Loc7 >GAS!  
TRIGGER  
Value of Cell C_10 is <less than> <5>  
AND  
there are <more than> <0> units of group <A0> in location <7>  
ACTION  
Set New group <i9> for units of group <A0> in Location <7>  
Set <HP> <at most> <5> for units of group <i9>  
Say Phrase <"GAS">
```

```
PlayerLoop@Loc7 >DESERTION!  
TRIGGER  
Value of Cell C_10 is <less than> <5>  
AND  
there are <more than> <0> units of group <A0> in location <7>  
ACTION  
Set New group <B6>* for units of group <A0> in Location <7>  
Transfer group <B6> to player <enemy>  
Say Phrase <"Bloody deserters">  
Turn off this Trigger.  
* set to a active enemy group and the ubit will pick up it's behaviour.
```

#### NON-FATAL SCRIPTS

```
Preset I9 to Infantry Guard Location  
AI_Loc1 = 8 or a Loc close by Loc7  
AI_Loc1 = 8
```

```
PlayerLoop@Loc7 >EJECT UNIT!  
TRIGGER  
Value of Cell C_10 is <less than> <5>  
AND  
there are <more than> <0> units of group <A0> in location <7>  
ACTION  
Set New group <i9> for units of group <A0> in Location <7>  
Transfer group <i9> to player <ALLY>
```

```
TRIGGER - transfer back to player  
PlayerTrig@Loc7 >MORALE!  
TRIGGER  
Value of Cell C_10 is <less than> <5>  
AND
```

there are <more than> <0> units of group <A0> in location <7>  
ACTION  
Set New group <i9> for units of group <A0> in Location <7>  
set <morale> at most <0> for units in group <i9>  
Say Phraze <"i feel sick">

Value of Cell C\_10 is <less than> <5>  
AND  
there are <more than> <0> units of group <i9> in location <8>  
ACTION  
Set New group <A0> for units of group <i9> in Location <8>  
Transfer group <A0> to player <Player>  
show modal dialog <"no going in there Sir! no way. shoot me if you want">

PlayerTrig@Loc7 >SIREN!  
TRIGGER  
Value of Cell C\_10 is <less than> <5>  
AND  
there are <more than> <0> units of group <A0> in location <7>  
ACTION  
Say Phraze <\$airaid siren "RESTRICTED AREA">\*

\*this will constantly scroll until player moves out.

If it's a non A0 unit.

Value of Cell C\_10 is <less than> <5>  
AND  
there are <more than> <0> units of player <player> in location <7>  
ACTION  
send reinforcements of type <big tank> to location <7>

or use  
Fire howitzer/rockets to Location <7>

You can adapt the above to suit.

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Posted by von erik on 05-18-2003 08:39 PM:

Unit limit,s...

After several questions and doubts it was time for some investigation..

What happens if we go over 1000 units... In ssf it meant a sure crash back to desktop...  
In SSII however.. it refuses to give more units at a certain point..

This is what we've tried..

first question, units in trucks, houses guns etc.. do they count..?  
The answer is no..

A truck full of infantry counts as one truck.. same goes for crews in tanks and so..

I send in 150 trucks with infantry.. no problem, even though the trucks housed 1500 men at that point..

Then i started off-loading, at a certain point they refused to offload any further, the limit was reached, no crash..

Second question raised, what about reinforcements entering..?

So i made 12 group of 96 dingo scoutcars and 6 cromwell's (ssnm mod)..  
I send in the lot at 1:30 minute intervals with a message attached.. and a warning message if they would reach 999 units..

I got all 12 arrival messages, but the flow stopped at 900.. Untill i destroyed some..

I had 54 cromwells there in the end, so 9 groups of 100.. containing 5x54 crewman in the tanks and 9x 96 crew in the dingo's.. So we can safely

say..  
Crew don't count as well..

So we don't need to fear the limit as much as before..

These facts mean one great thing though.. skirmish missions are no problem...  
line up several 1000 of reinforcements and if any gets killed the next one will arrive..

(don't overdo, if you cue to much it might still crash)

One other thing i noticed, when there 400+ units on the move the game gets to be quit jerky...

Keep these facts in mind ladies and gentlemen...

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Posted by panzershreck on 05-19-2003 01:46 AM:

very true von Erik

in my Operation Desert Storm map, even though i have the Player units at exactly 1000, on the map it only corresponds to about 400 or less for the player,  
because most of those units are crew members or in planes/trucks and do not correspond to actual units in the game...

oh and I am not sure if anybody else experienced this, but when i used to play SSF, one of the very first maps i ever made i screwed up the paratroopers and had 180 paratroopers drop from 30 planes, yet all the game did was give an error which came up several thousand times (i just set a book on the enter key) before the game continued to run...

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Posted by Sp00ky on 05-19-2003 07:56 AM:

When i made stalingrad on loads of occasions it tripped out during testing for me and others. When we went back to a savegame and killed more units it was ok

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Posted by von erik on 05-19-2003 04:37 PM:

It might be, the machine versus the amount of units..

And don't forget objects...

in "storm over germany" i noticed the disapearing of craters..that was weird.. That mission was on the edge of crashing..

also in forever there were sevral units that caused a crash sometimes.. at one point I had to take out nebelwerfer, cos off-loading them caused a crash..

And I did notice a slowdown of the game when there's lots of objects around..also crashes in forever were more frequent when there was a lot of stuff around..

And if i remember well, your stalingrad has loads of objects, 50.069 and 801 houses, i saw...

That will put a big strain on your cpu..

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