Sp00ky
Sergeant

Posts: 679 Right pay attention chaps…..

We will divide the map into 5 Central Points of Operation (CP's) and allocate Locations, Groups, Triggers, and other variables to each CP

#1 Player jump-off Area.
Loc1-9
Timers1-9
Cell C_1
Unit Group A

#2 The East Town
Loc10-19
Timers 10-19
Cell C_10
Unit Group B

#3 The West Town
Loc20-29
Timers 20-29
Cell C_20
Unit Group C

#4 The Industrial Area
Loc 30-39
Timers 30-39
Cell C_30
Unit Group D

#5 The Docks
Loc40-49
Timers 40-49
Cell C_40
Unit Group E

The first scripts of the mission will be to set our values.

First set Cells to <0>

SCRIPT: ** SET-UP SCRIPTS **
DESCRIPTION: This is a divider - empty
CONDITION:
mission start
ACTION:
turn off this trigger

SCRIPT: TimeTrig@Start >CELL-C-0-1-10-20-30-40=0
DESCRIPTION: Sets our Cells to 0
CONDITION:
mission start
ACTION:
let cell C_0 contain Number 0
let cell C_1 contain Number 0
let cell C_10 contain Number 0
let cell C_20 contain Number 0
let cell C_30 contain Number 0
let cell C_40 contain Number 0
turn off this trigger

Next set the AI_Behaviour of Civillians for Loc 1 and 10

SCRIPT: CellTrig@C1=0 >J2=AIguard-Loc1 >J3=AIguard-Loc10

DESCRIPTION: Makes them run around Loc1 and Loc10
CONDITION:
value of cell C_1 is exactly Number 0
ACTION:
set AI_BEHAVIOR for group J2 to Infantry - Guard location
AI flags: Spread randomly throughout the location, Houses -
Don't occupy/leave occupied, Don't use empty guns
set AI_LOC1 for group J2 to #1
set AI_LOC2 for group J2 to #1

set AI_BEHAVIOR for group J3 to Infantry - Guard location
AI flags: Spread randomly throughout the location, Houses -
Don't occupy/leave occupied, Don't use empty guns
set AI_LOC1 for group J3 to #10
set AI_LOC2 for group J3 to #10
turn off this trigger

Then set AI_behaviour of AI_Enemy units in Loc10

SCRIPT: CellTrig@C10=0 >Set B=AI-Loc10
DESCRIPTION: Setup Loc10 AI_Units
CONDITION:
value of cell C_10 is exactly Number 0
ACTION:
set AI_BEHAVIOR for group B1 to Infantry - Crew howitzer
AI flags: Houses - Don't occupy/leave occupied
set AI_LOC1 for group B1 to #10
set AI_LOC2 for group B1 to #10

set AI_BEHAVIOR for group B2 to Infantry - Guard location
AI flags: Spread randomly throughout the location
set AI_LOC1 for group B2 to #12
set AI_LOC2 for group B2 to #12

set AI_BEHAVIOR for group B3 to Infantry - Guard location
AI flags: Spread randomly throughout the location
set AI_LOC1 for group B3 to #10
set AI_LOC2 for group B3 to #10

set AI_BEHAVIOR for group B4 to Infantry - Guard location
AI flags: Spread randomly throughout the location, Houses -
Don't occupy/leave occupied
set AI_LOC1 for group B4 to #10
set AI_LOC2 for group B4 to #10

set AI_BEHAVIOR for group B6 to Tanks - Guard location
AI flags: Spread randomly throughout the location
set AI_LOC1 for group B6 to #10
set AI_LOC2 for group B6 to #10

set AI_BEHAVIOR for group B9 to Supply Trucks - Repair
AI flags: Spread randomly throughout the location, Repair
Objects, Repair only inside Location
set AI_LOC1 for group B9 to #10
set AI_LOC2 for group B9 to #10
set AI_GRP1 for group B9 to B1
set AI_GRP1 for group B9 to B6

SCRIPT: ----------------------------------
DESCRIPTION: This is a divider - empty
CONDITION:
mission start
ACTION:
turn off this trigger

B9-Supply Truck has it's AI_Groups, set to <B1>(cannon) and <B6>(Tank) this is because if you leave them as default the

supply trucks will attempt to repair all damaged units inside Loc10; including the players.

We now set AI_behaviour of the Civviy Truck so it will follow a pattern driving around the east bank.
We want this to be continual so this will be a Loop (there is NO Turn off this trigger) Each time the truck enters a location it will trigger one of the following the loops, which in turn will send the truck to the next location.

SCRIPT: ** LOOPS **
DESCRIPTION: This is a divider - empty
CONDITION:
mission start
ACTION:
turn off this trigger

SCRIPT: CellTrig@Loc4xJ1 >J1=AImove-Loc6
DESCRIPTION: Move truck to Loc6
CONDITION:
there are more than 0 units of group J1 in location #4
ACTION:
set AI_BEHAVIOR for group J1 to Trucks - Move to location
AI flags: Spread randomly throughout the location
set AI_LOC1 for group J1 to #6
set AI_LOC2 for group J1 to #6

SCRIPT: CellLoop@Loc6xJ1 >J1=AI-loc1
DESCRIPTION: Move truck to Loc1
CONDITION:
there are more than 0 units of group J1 in location #6
ACTION:
set AI_LOC1 for group J1 to #1
set AI_LOC2 for group J1 to #1

SCRIPT: CellLoop@Loc1xJ1 >J1=AI-loc10
DESCRIPTION: Move truck to Loc10
CONDITION:
there are more than 0 units of group J1 in location #1
ACTION:
set AI_LOC1 for group J1 to #10
set AI_LOC2 for group J1 to #10

SCRIPT: CellLoop@Loc10xJ1 >J1=AI-loc4
DESCRIPTION: Move truck to Loc4
CONDITION:
there are more than 0 units of group J1 in location #10
ACTION:
set AI_LOC1 for group J1 to #4
set AI_LOC2 for group J1 to #4

SCRIPT: ----------------------------------
DESCRIPTION: This is a divider - empty
CONDITION:
mission start
ACTION:
turn off this trigger

Once you have done this your Scripts Window should look like this..

** SET-UP SCRIPTS **
TimeTrig@Start >CELL-C-0-1-10-20-30-40=0
CellTrig@C1=0 >J2=AIguard-Loc1 >J3=AIguard-Loc10
CellTrig@C10=0 >Set B=AI-Loc10

** LOOPS **
CellTrig@Loc4xJ1 >J1=AImove-Loc6
CellTrig@Loc6xJ1 >J1=AI-Loc1
CellTrig@Loc1xJ1 >J1=AI-Loc10
CellTrig@Loc4xJ1 >J1=AI-Loc4

Next; scripting how to Win and how to Lose.

As we haven't decided what the main objective is yet I'm open to ideas.

Q: Is this thread TOO hard to follow????

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05-11-2003 09:16 PM

Besh-Lo
Private

Registered: Feb 2003
Location: UK
Posts: 26 Not too hard to follow, but still taxing...

What's the relationship of the "Cell" numercy Ie: "Cell_1 to
number 0" - "Cell_1 to number 1" ?

Regards,
Besh-Lo.

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05-11-2003 10:56 PM

Sp00ky
Sergeant

Posts: 679 I dont think there is a value to C1=1, it's just a condition used to comparison to another condition
i.e
Say you have set C1=<1> and later on an events trigger C2=<2>

This would trigger;
The value of <C2> is more than <C1>
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05-12-2003 06:33 PM

Sp00ky
Sergeant

Posts: 679 : Well as none of you have come up with any ideas about objectives then I'll have to put some down.

It kind of defeats the object though. This is an opportunity to learn any scripts you want to know by basing your objective
around them.
I give it a bit longer....

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05-12-2003 08:26 PM

von erik
Sergeant

posts: 717 : Spooky, am I correct that you set-up a whole series of numbered scripts with "mission start" and "turn of trigger" ?

And then fill them in with the number schedule shown here?

I decompiled your stalingrad (just curious how many messages and scripts went into it, i must say i'm impressed, no harm
intended) And i saw loads scripts like that.

Seems like a pretty fast way to set-up a whole mission at one throw.
You keep a track record of some kind while working?

I usually make the first part first, see if it balances ok, then finish the later bits..
It does make testing a bit dull this way.. So a lot ends up on the yet to finish pile..

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   05-12-2003 10:31 PM

Sp00ky
Sergeant

Posts: 679 Spooky, am i correct that you setup a whole series ….

* Yes you are correct. I make my missions in block form. Each CP will run independently (apart from a cell value to keep order) this makes debugging easier.
The procedures are separated with dividers for easy recognition when correcting a bug. This is absolutely necessary in a mission the size of Stalingrad.
   Can you imagine trawling through hundreds and hundreds of scripts to find a particular one that need debugging.
For all intensive purposes my missions are a series of small missions (operation Central Points - CP), slotted together and separated by dividers *** BATTLE OF RED SQUARE *** etc.
I aim to keep these within the variables assigned for them, even if I have to double up on timers etc. This is not always possible though

I decompiled your stalingrad….

* t's ok im over the shock of this now If you scroll down the scripts you will see sutch things as;
-- SET-UP PROC -- and **LOC40 SCRIPTS** and >> COUNTER ATTACK PROC <<

Seems like a pretty fast way to set-up a whole mission at one throw.
It is but more importantly it's a way of keeping on top of what's going on
One of the many differences between STALINGRAD and STALINGRAD II is the Battle for Red Square.
I simply rewrote it and with the system I use simply deleted the old and slotted in the new.

You keep a track record of somekind while working?…

* I have a spread sheet for things like group allocation but I don't use it anymore, it's now all in my head. With this system you only need to remember the Procedure you are currently working on.

I usually make the first part first, see if it balances ok, then finish the later bits…..the yet to finish pile..
* Try it, It works. For all intensive purposes I can make a mission of unlimited size. I don't have to follow the routes of values from beginning to end.

I should have deleted the dividers before sending it out. However on hind sight if it's going to help others then I am glad I didn't. If you want to talk more on this subject let me know.

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   05-12-2003 10:38 PM

Sp00ky
Sergeant

Posts: 679 : I'll tell you what, as a demo instead of going   through this current mission in order, we will write the scripts for the ** BATTLE OF THE INDUSTIAL AREA ** first. :tup

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