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CDV Board (http://www.cdv-board.de/English/index.php)
- Sudden Strike II (http://www.cdv-board.de/English/forumdisplay.php?forumid=7)
-- Post your scripts here!!!
(http://www.cdv-board.de/English/showthread.php?threadid=9945)

Posted by tessbo on 03-26-2003 08:30 PM:
 Post your scripts here!!!
post all your scripts here to help other map makers!!
(+ description)

Posted by Las on 03-26-2003 08:59 PM:
Very good idea!

Let's help each others.

Tomorrow (if I get time to it) I'll post some examples; only problem is I don't
know how to copy scripts from editor to my text program! Anyone knows?
When I've tried to do it, it turns out in a shortened (not understandable) code
matter, and then I regret having stored another unnecessary file into my system
and it's impossible to detect later on to delete it. (Did you understand that?)

Posted by Komet on 03-27-2003 07:38 AM:
 The best way is just type it out,

Now for some Scripts, I know heaps, Here is some Scripts I've used to help
others on this forum,

you are wanting to have the artillery fire in a specific Location. Say Location
1

This is the easiest way! Without having to know about Cells to have Enemy
artillery fire by it's self.

You will have to create a Script.
Well call it *J0* Howitzer fire

The first script can be (In Group J1ammo for 1st weapon is more than 1%

2: Script (Outcome)
Fire a howitzer of Group J1

Now it should Fire Automatically

Or you can have it so when one of your units walk into Location 2 or something
the artillery will fire in that area.

Script1: (action)
there are more than 1 units of *Player* in location*2*

2: Script (Outcome)

Fire a howitzer of Group J1

Have transports Automatically Unload script, *(Taken from my Omaha Fox Sector Map)*

Unloads The transport Ships)

Script 1: (Action)
There is many Different things you can put in here,
This is what I have, *time from start of mission is More than 00:13:20
Script 2: Outcome
Set AI_LOC 1 for group A3 to #8
Set AI_LOC 2 for group A3 to #8
Set AI_Behaviour for group *A3* to Trucks- Move to Location

This Script is for having a truck patrol through a location,

Script 1 (Action)
there are more than 1 units of Group C0 in location #2

Script 1 (Outcome)
set AI_BEHAVIOUR for group C0 to Trucks - Transport from location to location
set AI_LOC1 for group C0 to #3
set AI_LOC2 for group C0 to #3
*******************************(Second Script)

Script 1 (Action)
there are more than 1 units of Group C0 in location #3

Script 1 (Outcome)
set AI_LOC1 for group C0 to #2
set AI_LOC2 for group C0 to #2

_____

Interdum feror cupidine partium magnarum Europae vincendarum

Posted by Las on 03-27-2003 03:07 PM:
Script examples
I promised some examples. Much typing, so I hope I haven't mixed anything up.
These standard scripts from a real mission of mine (haven't done more than a
tiny little corner of it, but already have 19 script slots, changes may be
done):

1:
1. Enemy Heavy Bomber Attack and Reinforcement gate E (E1-E2)

Triggers:

There are less than 1 units of player Enemy in location #2
(and same for location #3/#4/#5/#6/#7/#8)
and
active units of player Enemy in group A5 amount to less than 1
(and same for group B5)
and
underway units of player Enemy in group C3 amount to less than 1

Action:

send to player Enemy reinforcement of type "1. Enemy Tank Reinforcement Mainland
(E1)" via flag E to location #12 with delay 00:01:00
(Same for "1. Enemy Infantry Reinforcement Mainland (E2)", but with delay
00:00:30)
set AI_BEHAVIOR for group E1 to Tanks-Pursue group
set AI_LOC1/LOC2 for group E1 to #12
set AI_GRP1/GRP2 for group E1 to AO
(No change in behaviour for group E2)
say phrase "S_air raid siren"
send 1 Bomber of player Enemy to marker #3 and land to airfield 0
(And 1 Bomber each to marker #4/#5/#6/#7)
turn off this trigger

2:
Entry Zone Enemy Tank Patrol (B2) 1. script

Trigger:

there are more than 0 units of group B2 in location #3

Action:

set AI_BEHAVIOR for group B2 to Tanks-Pursue group
set AI_GRP1/GRP2 for group B2 to AO
set AI_LOC1/LOC2 for group B2 to #4

Entry Zone Enemy Tank Patrol (B2) 2. script

Trigger:

there are more than 0 units of group B2 in location #4

Action:

set AI_LOC1/LOC2 for group B2 to #5

Entry Zone Enemy Tank Patrol (B2) 3. Script

Trigger:

there are more than 0 units of group B2 in location #5

Action:

set AI_LOC1/LOC2 for group B2 to #3

3:
Launch RL (A1-D1) game start

Trigger:

there are more than 15 units of group A0 in location #1

Action:

launch rockets by RL of group A1 to marker #0
launch rockets by RL of group D1 to marker #8
turn off this trigger

Launch RL (B1-C1) game start

Trigger:

time from start of the mission is more than 00:00:55 and time from start of the
mission is less than 00:01:05

Action:

launch rockets by RL of group B1 to marker #1
launch rockets by RL of group C1 to marker #2
send to player Player reinforcement of type "2. Player's Troops Mission Start"
via flag A to location #1 with delay 00:05:00
turn off this trigger

Destroy RL game start

Trigger:

time from start of the mission is more than 00:03:30 and time from start of the
mission is less than 00:04:00

Action:

destroy units in location #2 through the flag B
turn off this trigger

Posted by seboa on 03-27-2003 10:42 PM:

the best idea in this forum
more like this please

Posted by Komet on 03-28-2003 04:39 AM:
Script Requests would also be a great idea, So those who want help with a script
just post it! No matter how big or small the problem is we can help!
(hopefully)
_____

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Posted by tessbo on 03-28-2003 08:39 PM:

scripts from forum
scripts taken from the forum!!!!

Or are you trying to make them automatically fire for enemy Player?

Okay well it's best to set the Guns to there own Group say, *J0*
You will have to then set the J1 Unit Behaviour. You will need to set this to
Infantry- Howitzer Crew

Also if you are wanting to have the artillery fire in a specific Location. Say
Location *1*

Then this is the easiest way! Without having to know about Cells.

You will have to create a Script.
Well call it *J0* Howitzer fire

The first script can be (In Group J1ammo for 1st weapon is more than 1%

2: Script (Outcome)
Fire a howitzer of Group J1

Now it should Fire Automatically

Or you can have it so when one of your units walk into Location 2 or something
the artillery will fire in that area.

Script1: (action)
there are more than 1 units of *Player* in location*2*

2: Script (Outcome)
Fire a howitzer of Group J1

Hope that Helps. There is many different ways of having the Script fire the
howitzers, The best way is Trial and Error.
+++
+++
+++++++++++++++++++++++++

Just a suggestion, do you want to use a script that, will have a group of
Russian of Germans arrive say every 15, 20, 30 minutes, or whatever.

I Used to use it all the time on the maps I made for SSF, for example, I made
one map where a Russian Infantry group would attack every 15 minutes, and a
Russian Tank group every 30 minutes. And I made it so once you captured a
certain location the trigger stopped.

Like my objective was like capture the Railway station to stop the Russian
reinforcements arriving.

I just found this saves you having to use like 20 or so scripts when you could
have used just 2.

I haven't actually used the SS2 editor yet, so there may be an easier way
altogether, but this is how I used the scripts in SSF.

First Script:

Condition
Mission Start

Action:
Remove Trigger
Start timer 1 setting it to 15:00

Second script:

Condition:
Timer 1

Action:
Stop Timer 1
Start Timer 1 setting it to 15:00
Send Reinforcements to Player "Enemy" Of type "Russian Infantry Charge" with delay of 00:00

Important to leave the "remove trigger" out on the second script that way it keeps looping.

Then say you defined the bridge as the thing that had to be captured to stop the reinforcements, and you defined it as location1

Condition

"Units of Player "Player" is "more than" "0" in location "1"

Action:
Remove Trigger
Stop Timer 1

Putting in he remove trigger in this script completely stops timer 1, because the only thing that triggered the loop in the first place was timer 1 finishing, And the reinforcement groups stop coming

I used several of these scripts, to make it so, the longer the player takes the harder the mission will be (because they have to face more enemies), sorta forcing the player to be aggressive, Instead of crawling across the map in a super cautious manner.

_____
Go to BLITZKRIEG POST, For all the Latest news and events in the Blitzkrieg world

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Are you trying to have it so the boats automatically Exit the transport Ships?

If so this is the script, *(Taken from my Omaha Fox Sector Map)*

Unloads The transport Ships)

Script 1: (Action)
There is many Different things you can put in here,

This is what I have, *time from start of mission is More than 00:13:20
Script 2: Outcome
Set AI_LOC 1 for group A3 to #8
Set AI_LOC 2 for group A3 to #8
Set AI_Behaviour for group *A3* to Trucks- Move to Location

If you want to look at my Map just E-mail me at AOKometop@hotmail.com

It has movement scripts as well as the unload script, It may become very useful

Posted by Komet on 03-29-2003 01:54 AM:
?? What are you talking about tessbo
_____

Interdum feror cupidine partium magnarum Europae vincendarum

Posted by tessbo on 03-31-2003 06:38 PM:

  its scripts from this forum that I put in here!!!

Posted by Loopy_Larry on 04-01-2003 08:14 PM:
Okay, this is probably really simple- I want to have it start, the player not
have control of anything, their troops set to "ally". I then want it to go
through messages and stuff telling him his objectives and pointing out his
targets (which I can do) BUT what I can't do is once all the messages are
finished, convert the troops to "Player".

I can convert them, but I do not know how to make it happen once all the
messages are finished...

Posted by wespex on 04-01-2003 09:04 PM:
Use a timer in conjunction with the script that makes your last message trigger
or better still just transfer them when your last message displays.
_____
Later,
wespex

http://thegamersbattlefield.com

Posted by Magic touch on 04-04-2003 02:34 AM:
that is good Mzach.
if you want I can put for download when you ready.

on my email don't send .exe just zip.
_____

Super tools...
Instant MOD 2.3 MB
SS2 units editor, can modify all attribute of units.
SS2 units editor 1.5 ..... NEW.....
another one smart editor units
Winsue editor V1.31 complete with sue and unsue

Decompile already map of SS2 and edit with your editor
MapConverter 1.0.3.2

and new version Mapconverter 1.0.4(on test)
and the 1.0.4.1

Posted by Las on 04-04-2003 02:49 AM:
Keep on this thread on top of the board!

And people, post your script questions here; we are many who need help and hints
and will answer when we can.

Then, Administrator:
Could you let this thread get a permanent place on top as now present?

Posted by Las on 04-04-2003 09:29 PM:
Think this belongs here:
"SS2 script HELP ME PLZ!

Hi, I'm wondering about when I make a map and make enemy units and my units, how
do I get enemy units to:

1: Supply vehicles to resupply enemy units.
2: Enemy units to get reinforcements (I know how but not how to make it so they
stop coming and coming)
3: How to get enemy howitzers to fire long range at me
4: enemy units to attack my defended positions and such.

If anyone has insight into this plz help me I would really appreciate it!!

THANKS!"

1.
Set behaviour Supply Truck - Repair.
Forget about GRP 1 and GRP 2.
Set AI_LOC1 and AI_LOC2 to locations where you want supply jobs to be performed.
When job is done, supply truck will go to AI_LOC1 for "rest".
Don't check "Repair only inside location" and supply truck may supply units in
other locations too.

2.
Always remember to turn trigger off for actions you only want to happen once.

3.
The trigger can be anything you want.
Action:
Fire a howitzer of group X to marker/location X
If trigger turned off, it will shoot once.
If not. Continuously
Use cell values.
When X units of Player in location X cell value is 1.
When cell value is 1, fire howitzer.

4.
Behaviour models.
Will in some cases be sufficient with Guard location, but mostly Pursue.
GRP1 and GRP2 are groups to be pursued (mostly A0 = Player).
LOC1 and LOC2 are operating locations.

It is possible to put a squad anywhere on map setting behaviour to pursue and
LOC1 and LOC2 = 0. Then location 0 refers to entire map. As soon as Player gets

visible somewhere, the squad will go to that place/location and will still reach
for that location even after Player's disappeared into FOW. Next time Player get
somewhere into Enemy's LOS, the squad will go there a.s.o. through whole mission
as long as the squad has units left or behaviour not changed.

(But one must consider if setting LOC = 0 is wise on the actual map, especially
if there's several units having this operating location set, just to avoid units
blocking bridges and other narrow places, so it's perhaps not recommended on
maps with such environments.)

Try these things out through experimenting. Every behaviour can be performed
different ways depending on situation, sub-behaviour and other scripts.

This was only meant as a hint for you, and I hope it helps. If not, ask again
and I'll see if I can be more specific.

_____

I repeat my question:

Shouldn't a thread like this have a permanent place on top of page 1 where
everyone can see it without having to look for it?

There are still idiots like me in need for solutions; I haven't yet turned out
to be a priest of secrets.

Posted by Sp00ky on 04-05-2003 01:51 PM:
1. Infantry Scripts

Go to Mission Options, Reinforcements, and create a group of 5 Infantry called
"The B1 Boys" make sure the unit group is B1…. obviously.

Script1.1
Getting your squad on to the map to Location1 (not to go into houses)
Mission Start

Send to <<Player>> reinforcements of type <<The B1 Boys>> via flag <<A>> to
Location <<1>> with delay <<00.00>>
Turn off This Trigger

note: Check Option <Houses do not occupy//Leave occupied> or they will go inside
houses in Location1.

Script1.2
Moving your squad from anywhere on the map to Location1 (and go into houses)

Mission Start

```
Set AI_behaviour for Group <B1> to <Infantry Guard Location>
Set AI_loc1 for Group <B1> to 1
Set AI_loc2 for Group <B1> to 1
Turn off This Trigger


note: do NOT Check Option <Houses do not occupy//Leave occupied>


Script1.3
Moving the squad from Location1 to Location2

There are <more than> <4> units of Group <B1> in Location <1>

Set AI_loc1 for Group <B1> to 2
Set AI_loc2 for Group <B1> to 2
Turn off This Trigger

Script1.4
Getting the squad to patrol up and down Location 1 and 2

There are <more than> <4> units of Group <B1> in Location <1>

Set AI_loc1 for Group <B1> to 2
Set AI_loc2 for Group <B1> to 2

Script1.3a

There are <more than> <4> units of Group <B1> in Location <2>

Set AI_loc1 for Group <B1> to 1
Set AI_loc2 for Group <B1> to 1

Script1.4
Getting the squad to chase and attack the player when he enters location 2
------------------------------------------------------------
There are <more than> <0> units of Player <Player> in Location <2>
------------------------------------------------------------
Set AI_behaviour for Group <B1> to <Infantry Peruse>
Set AI_loc1 for Group <B1> to 2
Set AI_loc2 for Group <B1> to 2
Set AI_Grp1 for Group <B1> to A0
Set AI_Grp2 for Group <B1> to A0
Turn off This Trigger

Script1.5
Getting the squad to hide in a house when they loose a man
------------------------------------------------------------
There are <less than> <5> units of Group <B1> in Location <2>
------------------------------------------------------------
Set AI_behaviour for Group <B1> to <Infantry Guard Location>
Turn off This Trigger
------------------------------------------------------------
Note: Check option <Hide to last ditch> and they will not fire on enemy


Script1.6
Getting the squad to surrender to the player when they loose another man
------------------------------------------------------------
There are <less than> <4> units of Group <B1> in Location <2>
------------------------------------------------------------
Set AI_behaviour for Group <B1> to <None>
```

```
Transfer Group <B1> to Player <Player>
Say Phrase "We surrender"
Turn off This Trigger
```

_____
Cluck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

Posted by mzach on 04-06-2003 09:51 AM:
...that's a lot of typing

Wouldn't it be nice just to paste your script into a post, since you probably
already have the script made in editor? Anyway, you can do this with a little
program I wrote, scriptOnboard. It provides translation of .sus script files
into a small editor, with color and style formatting capabilities. This way you
can comment or correct the output before pasting it into a post.

An example, imported from a .sus file:

SCRIPT: Sample Trigger
DESCRIPTION: Just an illustration of the capabilities of scriptOnboard.

CONDITION:

timer elapsed #3 and
(countdown is more than 00:12:00 or active+lost units in group B2 amount to
less than 4) and
AI_BEHAVIOR for group B3 is Infantry - Crew howitzer
AI flags: Move to location only if there are friendly troops, Howitzers - Don't
occupy/leave occupied

ACTION:

turn off this trigger
fire a howitzer of group B3 to location #7
clear Force 2
set flights for Zeppelins 2,7,12,13 5
start plane route
let cell C_2 contain Number 33

mzach

Posted by Sp00ky on 04-07-2003 02:49 AM:
mzach

RU saying that it will copy script to text??? If so where can I get it?

There was a program out for SSF but I haven't seen it fro SS2.
_____
Cluck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

Posted by tessbo on 04-08-2003 10:58 PM:

```
  ihu
j oääkä po köpå¨ '+
+o k¨kå'' 0ï¨'ll'
```

Posted by tessbo on 04-09-2003 09:44 PM:
yeeah
yes send it to me tessbo@swipnet.se

Posted by Sp00ky on 04-11-2003 02:12 AM:
mzach

Works wonders Thanx for that it'll come in handy
_____
Cluck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

Posted by mzach on 04-11-2003 11:16 AM:
 a suggestion...
@all

To ensure that this thread stays on topic (scripts) I suggest that everyone of
us delete those of our posts not concerning specific script issues. (This of
course includes everything I has written about scriptOnboard as well)

Of course we all need to write a little off topic sometimes, and to me it seems
alright, as long as one remember to delete the 'of topic' message after a while.

This way we can keep the thread clean and valuable for everyone to read. Then
maybe the moderator would make it a 'sticky'.

I hope you'll agree. I for my part will start deleting my off topic messages in
this thread shortly.

mzach

Posted by Las on 04-11-2003 06:33 PM:
This is a thread for script help, solutions and discussion

"... To ensure that this thread stays on topic (scripts) I suggest that everyone
of us delete those of our posts not concerning specific script issues ..."

I agree with you, mzach, but here's a moral question though:
In a thread with this title it should be naturally that one doesn't post
religious, political, jocular or just psychopathic issues; should be clear that
this thread is for serious wanters of giving and getting help in edit3.

And I agree with you - as I requested myself - that this thread deserves a
central, easy-to- find and always actual place somewhere on top of page 1.

I'm just curious about this: When I first visited this site last autumn, there

were many willing to help others with script problems or just assist those new to the editor. When someone posted a question, it got more or less instantly replied. Seems to me the will is less today, or is it just because one isn't around or doesn't know the answer or how to write it or simply is tired? I've experienced that myself, starting an answer, then the answer gives birth to new questions and I don't find it right to post reply before I've found solutions for those, but hadn't time or mood there and then to do the experiments needed.

And yes, one should use the search engine before asking, but I see there's many issues and complexities not to find that way. One example is why edit3 crashes on
someone's PCs. I've recently found another solution to that problem and will describe it in my next post here in the thread (belongs here 'cause it's related to scripting).

In idealistic way of speaking this thread could be the top one for starters of editing and even for those comes further, and it should be kept alive.

Then another wonder: Why haven't people asked questions here? Are they afraid to, exposing themselves as pure idiots? SS2 have been around for a while now and some experts have grown (not to forget those continue from SSF edit, and if knowing SSF edit, you know it in SS2 too).

I assure you can be the world's most intelligent, but won't have a chance to get it all without help from others.

Personally I still have many questions and some I don't ask in public as reason of above; but sooner or later I have too, when hours of experimenting don't bring up the results I'm searching for. For the time being my greatest - and only - questions are concerned with certain behaviour models including alternatives for some units. In fact, I'm tired of spending hours of unnecessary work going back and forth between editor and game to see how things work, or don't work. But these questions are for missions I haven't started to work on yet (brainstorm only).

But I've found out this: Don't do too much experimenting without having it related to an actual, SERIOUS mission, then it won't be very productive, neither for your brain or anything else. Do the experiments for a "real" mission, and you'll remember the results.

Though: Anyone of you out there who knows how to behave, either it's you or units in SS2: What about making a post here in this thread with behaviour models for different units, but going further than simply guard, pursue, etc,; descriptions of sub-behaviour or explain proper behaviour for units not suggested
in the so called manual?

I remember all the restless hours I spend experimenting to have gunboats to patrol, when I suddenly found out you had to add passengers to them to have them react to scripts, very strange, since the behaviour model is TANKS! (But then it's like APC's, but could have been explained somewhere without having me to find out for myself.)

Give a Neanderthal a wooden stick and he'll know how to use it. Give it to a New Yorker and he won't know what it is.

I'm somewhere between the Neanderthal and the New Yorker (you know I'm Norwegian!)

But forget about that adding planes and flights to enemy in my previous script post. Rest is correct. (Later edit note: Have had it removed.) I meant add to Player. (SP) Do you have questions about planes in edit3? I KNOW IT ALL, as SpOOky once said; but he meant it ALL, I only mean editing planes. (That's ambitious! No, I don't know it all; what about this: Neutral plane with paradrops: How to transfer those droppers to other player when they're on ground without affecting other units in consideration that ANYTHING may happen in the location where they're dropped or ANYWHERE or with ANY OTHER unit or THEMSELVES?)

This thread could be a place for such questions as well as general, basic scripting.
So let's keep up this thread as a serious, non-OT.
ON TOP OF PAGE 1!

I'm so glad I made all that words!
Now I have to take a rest before I'll be able to explain what I've found out about editor crash.

_____

Mzach:
Is it possible to delete posts from the forum?
Would that be right?
I mean, reminds me of censoring; remove evidence of your previous idiotic.
Or have I misunderstood? Again.

Today it's snowing again.

Why wasn't I brought to world somewhere else in world?!

Posted by Las on 04-11-2003 06:58 PM:
Just another unnecessary post:deleted.

Posted by Las on 04-11-2003 07:29 PM:
Correction about APC's behaviour
My last post could give the impression that APC's need passengers to react to Tank-behaviour

They'll react without passengers.

So for this:

APC = Tank behaviour, passengers not needed.

Gunboats = Tank behaviour, but must have passengers to react.

Posted by Las on 04-11-2003 11:55 PM:
I give up!
Now I've spend two hours in my text program explaining about the edit crash, I
was very pleased with it, and then something happened it being saved run over by
another text. I can't be so clever once more!

But in short:

Take regard of how much you fill into one script slot.

Sorry, don't have the motivation any more, just got completely killed; my text
stretched over nearly two A4 pages, and I'm exhausted; no more long texts from
me today!

There's no limits in SS2.
The limits are in your brain!

Posted by Sp00ky on 04-12-2003 12:08 AM:
How does one copy the text from your thingy mzach??

BTW Lass. Stalingrad is ready
_____
Cluck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

Posted by Las on 04-12-2003 12:49 AM:
Well done, SpOOky, I'm sure!
A mission maker spending nearly half a year to complete his work needs a medal!

But I've read in one of your previous posts that you need a fast machine to run
it.

My PC is Windows 98, 64 MB Ram, 4 GB, more than 2 available; but wonder if your
game would be playable on it without going too slow.

But I would like to download it, and if not playable, just to look on the map; I
know you make effort in both map and mission, and that's good! (I've got no
compilers or what they call it and will respect the map as yours!)

BTW about the name that's happened twice. You know different origin and
language. Shouldn't be intended. Hope not.

Posted by mzach on 04-12-2003 09:26 AM:
  quote:

  Originally posted by Sp00ky
  How does one copy the text from your thingy mzach??

When you are finished preparing your scripts in the program, press the clipboard

icon in the lower right corner. Goto this thread, start a new post and press
CTRL+V to paste content of the clipboard into it.

Try the readme file if you are in doubt.

mzach

Posted by Sp00ky on 04-12-2003 10:13 AM:
My PC is Windows 98, 64 MB Ram, 4 GB, more than 2 available; but wonder if your
game would be playable on it without going too slow. Turn music off - may be OK

But I would like to download it, and if not playable, just to look on the map; I
know you make effort in both map and mission, and that's good Post email address
and I send it to ya.

BTW about the name that's happened twice. You know different origin and
language. Shouldn't be intended. Hope not.
???? Clarify please coz I haven't the faintest

_____
Cluck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

Posted by Las on 04-12-2003 11:32 AM:
SpOOky
I've e-mailed you!

Posted by mzach on 04-12-2003 12:15 PM:
Las,

You asked if its possible to delete a post. Anyone can delete their own posts,
by editing it and then choose delete. Another question was, should one do that.
I think so, if its off topic, since it after a while isn't of use to anyone.

mzach

PS! I already deleted most of mine...

Posted by tessbo on 04-15-2003 06:19 PM:
scripts
please put in more scripts here
maybe it can help people make better maps like spookys
and give me and others many

Posted by Las on 04-15-2003 06:42 PM:
Re: scripts
  quote:

You started this thread, didn't you?

I think there's been giving lots of examples and ideas in this thread already.

But it's not always as easy for us who wants to help when we don't know where the need is.

So ask questions.

I'm very glad you put this thread back to page 1 today.

Okay, let me continue this thread:

I've started a simple description of patrol scripts, but haven't worked it all through and it isn't completed.

Here's the preliminary outcast:

Examples of Patrol Scripts

Editing enemy units to patrol two or more locations can be done different ways.

Some examples:
(First simple ways of doing it without particular scripting through Edit Script, only setting behaviour

- - -

Single enemy unit patrol two locations:

1.
Set it's behaviour to guard/spread randomly Loc1 and Loc2.

It will go back and forth between the two locations, staying a while in each before moving again.

2.
Have both locations marked the same with space between (i.e. two locations as Loc1).
Set behaviour to guard/spread randomly Loc1 and Loc1.

Result as above.

-- -

Group of enemy units patrol two locations:

1.
Set behaviour to guard/spread randomly Loc1 and Loc2.

If two units, both locations will be guarded, but you have to count with shorter periods where only one is guarded. Frequently movement between the locations.

If several units, the group will split (not necessarily 50/50) and both locations will be guarded. Frequently movement between the locations.

2.
Have both locations marked the same with space between (i.e. two locations as Loc1).
Set behaviour to guard/spread randomly Loc1 and Loc1.

Result as above.

1. & 2. :
The more units, the more active/frequently movement.

- -- -

Then one example of simple patrol scripting through Edit Script:

Enemy units patrol more than two locations (in this example three locations):

Script 1:
There are more than 0 units of group B1 in location 1:
Set AI_BEHAVIOR for group BI to guard
Set AI_LOC1/LOC2 for group B1 to 2

Script 2:
More than 0 units of group B1 in location 2
Set AI_LOC1/LOC2 to 3

Script 3:
More than 0 units of group B1 in location 3
Set AI_LOC1/LOC2 to 1

Don't turn triggers off.

The unit/units in group will be on the constantly run from the one location the the others, back and forth.

-- -

So a simple example of using cell values:

Script 1:
There are more than 0 units of group B1 in location 1:
Let cell C_1 contain Number 0

Script 2:
There are more than 0 units of group B1 in location 2:
Let cell C_1 contain Number 1

Script 3:
Value of cell C_1 is exactly Number 0:
Set AI_BEHAVIOR for group B1 to guard
Set AI_LOC1/LOC 2 for group B1 to 2

Script 4:
Value of cell C_1 is exactly Number 1:
Set AI_LOC1/LOC2 to 1

Don't turn triggers off.

Result as in previous example (by continuing setting cell values multiple patrol
locations can be created).

As I said, this idea was not completed; what I had about timers I deleted from
the transfer to this post, 'cause there were issues I had to think through
further before I dared to publish them.

Now I took the risk just to copy my manuscript to the post, not reading it
through, but I hope there are no wrong stuff.

But anyway, I believe giving people script examples like this, encourage their
ability to have sex with edit3.

Posted by tessbo on 04-17-2003 12:37 AM:
 LAS
thanks 4 all your scripts it will help me and give me some ideas
and OK I will delete all my posts

Posted by Oskar on 04-17-2003 01:06 AM:
Request: How to make an working airstrip, airport.
I cant seem to find the error when making my airport, I place my roads nicely
and gentle, so it looks like an airstrip, I mark my whole airport with airport
territory, then make lift off point where I want it to lift off, then an landing
point where to land and of course an hangar point beside the strip. Then I go to
units, Add new, US, planes, P40 Warhawk, then im gonna place it on the airstrip.
ERROR!!!!
It says "unit CURTISS P-40 WARHAWK cannot be placed at 47,101"

whyyyyyy? what have I've done wrong, can any1 tell me what's the problem?

Thanks

Posted by Las on 04-17-2003 01:13 AM:
What do you say? You will delete?

You mean delete?

Don't delete.

You can never run away from your history.

Sometimes we need your history.

We can use it for you or against you.

So make it a good one.

Posted by Las on 04-17-2003 01:21 AM:
"... an hangar point beside the strip ..."

Did you say hangar point besides?

All 3 markers must be within same territory. Hangar point markers have nothing
to do with hangar buildings, and buildings will in no way affect an airfield if
not placed as obstacles.

When placing hangar points, forget about hangar buildings, but place them inside
territory in a manner that gives the plane (and all other planes on that
airfield) manoeuvrability whatever happens.

Posted by Oskar on 04-17-2003 01:46 AM:
Well Las maybe u could take a look at my mission.
Here is a link to a download for my map and mission. Its just a test so its not
much but I still cant get the error, first I had the hangar on that bit of road
standing outside the airstrip.

Map.000.zip

Thanks regards Oskar

Posted by Oskar on 04-17-2003 01:47 AM:
PS: Las u have to right click the link to download

Thanks

Posted by Las on 04-17-2003 02:01 AM:
  quote:

  Originally posted by Oskar
  PS: Las u have to right click the link to download

  Thanks

Yes, I'm curious about your map and looking forward to see it. But tonight my
daughter came and will stay here for one week, so for a time there won't be much
action in SS2. (When she's got to sleep, I lure and take a little peep.)

She doesn't like war games!

But I've learned her how to use the editor.

But with NO MISSION checked.

Posted by Las on 04-17-2003 02:12 AM:

But you're talking about getting airfield to run?

You say you have planted everything needed .

Then why shouldn't work?

Are you sure there are no objects in the territory that may disturb traffic?

By coincidence in map making one can click once too often and place an object
you don't remember.

Test your situation once more, but in a blank map.
If it's then all right, it was an obstacle in your map.
If it's still wrong, it's something in your scripts.

Posted by Oskar on 04-17-2003 12:02 PM:
no obstacles, I just put roads as airstrip. that's all I've done on the map.
don't
know the problem, ill go look on it now

Posted by Trancer85 on 04-18-2003 09:25 AM:

Good thread, think this ought to be Sticky.
_____

Posted by Born Acorn on 04-18-2003 06:35 PM:
How do I make planes leave screen instead of landing to airfield
_____
Every RTS fan who knows his stuff will have heard of, if not played the hell out
of Total Annihilation Many (including myself) believe it to be the game that
defined the RTS genre and it really did set the standards for other games to
aspire to.

France tried to turtle, but Hitler did a tank rush before they were ready. Just
goes to show how horribly unbalanced real life is. They should release a patch

sig by Arnie

Posted by Oskar on 04-18-2003 07:13 PM:
Las have you checked out the map? Or anyone else? I really need to fix this with
airports in my head
Thanks

Posted by Soldat on 04-18-2003 08:04 PM:
Oskar..

The airfield should be as shown

The blue square is the landing point. It should have the smaller white direction
square facing in towards the runway. The lift off point (green) should be behind
it with the white direction square facing outwards.

Hope this helps

Posted by Oskar on 04-21-2003 06:48 PM:
Ohhhhh! great! Thank you sooo much!
Thanks thanks thanks

Now im off to continue on my mission! Cya all!

Thanks again

Posted by Sp00ky on 04-22-2003 03:50 AM:
Cell Values for multitasking

Script 1

Mission Start

Let Cell C_8 contain 0
Turn of this trigger

Script 46 (much later in mission)

There are Units less than 6 units of player enemy in Location 2 and there are
more than 10 units of player player in location 2

Let Cell C_8 contain 1
Turn of this trigger

Script 47

Value of Cell C_8 is exactly 1

Send to Player player Reinforcements of SS Division from Gate B to Location 2
Turn of this trigger

Script 48

Value of Cell C_8 is exactly 1

Say Phraze "Yoo's a Dead Man"
Turn of this trigger

Script 49

Value of Cell C_8 is exactly 1

Fire Howie of Group J1 to Loc2
Set Ammo at least 99% for J1
Turn of this trigger

Script 50

Value of Cell C_8 is exactly 1

Send to player player 12 Bombers to location 2 then land at 0
Turn of this trigger

Script 51

```
---------------------------
Value of Cell C_8 is exactly 1
---------------------------
Fire Rockets from J2 to Location 2
Turn of this trigger
```
_____
Cluck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

Posted by Loopy_Larry on 04-22-2003 08:21 AM:
Okay, what is the easiest way to make a whole bunch o' units, which are already
on the map, go to a location and attack?.....this will be when a timer ticks
down.
_____

Loopy Maps - Map site for English maps! If you need somewhere to permanently
host a Sudden Strike 2 map, I'll be happy to. Visit Loopy Maps for more details.

Posted by Sp00ky on 04-22-2003 08:45 AM:
Okay, what is the easiest way to make a whole bunch o' units, which are already
on the map, go to a location and attack?.....this will be when a timer ticks
down.

Countdown is less than 00:00:20 and countdown is more than 00:00:15

DO something

Turn off this trig

Countdown is less than 00:00:15 and countdown is more than 00:00:10

DO something else

Turn off this trig
_____
Cluck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

Posted by tessbo on 04-22-2003 12:51 PM:
mines
can enemy units lay mines?? and how will I script it??

Posted by Sp00ky on 04-22-2003 01:25 PM:
No they cant
_____
Cluck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

Posted by Loopy_Larry on 04-22-2003 09:33 PM:

No, but what script do I use to make the units move? I wanna place them on the map, then when my timer elapses I wanna make them go to Zone 2. How do I make them move?

_____

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Posted by Sp00ky on 04-22-2003 10:04 PM:
I'm running a thread - Step by Step mission making - check it out, it tells you how to move troops.
_____
Cluck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

Posted by Loopy_Larry on 04-22-2003 11:02 PM:
Will do

_____

Loopy Maps - Map site for English maps! If you need somewhere to permanently host a Sudden Strike 2 map, I'll be happy to. Visit Loopy Maps for more details.

Posted by panzershreck on 04-23-2003 06:46 AM:

OK, I got a problem with scripting that im trying to figure out...

here's what I want to do:

1) Enemy Infantry Group C7 moves onto map as reinforcement to location 14

2) When more than 3 Player units in Location 12 (now here's the sticky part), Enemy Group C7 needs to transfer to Neutral, then move to location 15
_____
fortune you love Chinese food *fortune*

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Posted by Sp00ky on 04-23-2003 07:56 AM:
1) Enemy Infantry Group C7 moves onto map as reinforcement to location 14

2) When more than 3 Player units in Location 12 (now here's the sticky part), Enemy Group C7 needs to transfer to Neutral, then move to location 15

There are more than 3 units of player <player> in Location 12

```
--------------------------------------------------
Transfer units C7 to player <Neutral>
Set AI_behaviour for Grp C7 to Infantry guard Location
Set AI_Loc1 of C7 to 15
Set AI_Loc2 of C7 to 15
Turn off Trigger
--------------------------------------------------
```

_____
Cluck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

Posted by Las on 04-24-2003 06:05 PM:
You've done a great job lately, SpOOky!
I was so happily surprised to see this thread finally getting the place it
deserves; and there's been much use of it since I last visited; seems a priority
place encourage.

Now I haven't been much around for nearly a week and I see SpOOky's name all
over!

Thank Gods for having him here.

Posted by panzershreck on 04-25-2003 05:42 AM:
SpOOky, you are the master of us all as usual.

Now I need help with an idea...

I want to have it where if your units sit still for too long, say...15 minutes
at the most, that they are fired upon by enemy artillery
_____
fortune you love Chinese food *fortune*

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Posted by panzershreck on 04-26-2003 07:42 PM:
need help...

what im wanting to do is that when units from player move into a location, that
rockets fire from group C8 onto that location, then all units within that
location for the next 3 minutes die instantly

if its not possible, tell me...
_____
fortune you love Chinese food *fortune*

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Posted by Sp00ky on 04-26-2003 07:54 PM:
Script1
There are more than 0 units of player in location 1
Set Timer1 = 00:03:00
Let Cell C_1 contain the number 1
Turn off this trigger

Script2
Value of Cell C_1 is exactly 1
Fire Rockets of Group C8 to Location1
Set Ammo at least 99 for units in group C8
Set new group H1 for units of group A0 in location 1
Set HP at most 10 for units in group H1

Script3
Timer Elapsed 1
Let Cell C_1 contain the number 2
Turn of this trigger

I have never tried it but that seems to do the business.
Note there is no "Turn off Trigger" in Script2, and setting HP to 10 lets them
die slower - looks more realistic.
Give it a go.
_____
Cluck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

Posted by panzershreck on 04-26-2003 08:44 PM:
worked perfectly SpOOky!
_____
fortune you love Chinese food *fortune*

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Posted by Las on 04-26-2003 11:19 PM:
Thank you, SpOOky! I've seen you have lots of interesting posts lately, and I'm
looking forward to read them; in fact I've only seen you've had lots to say and
I didn't read, but seen that's lots of issues made to stone.

But I have this problem. don't know if it's possible to solve it:

Copy from previous post:

"... what about this: Neutral plane with paradrops: How to transfer those
droppers to other player when they're on ground without affecting other units in
consideration that ANYTHING may happen in the location where they're dropped or
ANYWHERE or with ANY OTHER unit or THEMSELVES?) ..."

Posted by Sp00ky on 04-27-2003 12:56 AM:
"... what about this: Neutral plane with paradrops: How to transfer those
droppers to other player when they're on ground without affecting other units in
consideration that ANYTHING may happen in the location where they're dropped or
ANYWHERE or with ANY OTHER unit or THEMSELVES?) ..."

Not sure I understand. But I think you want to drop say <B1> anywhere on the map
and transfer them to the player.

Script1
----
your Trigger Event

Send Plane of Player <Neutral> of type <Freight Plane> to Location1
Timer1 = 00:03:00 (give time for plane to arrive)
Turn off this trigger

Script2

Timer Elapsed 1

Transfer units of <B1> to Player <player>
Turn off this trigger
_____
Cluck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

Posted by tessbo on 04-27-2003 09:27 PM:
SHIPS
HI
I WANT A SHIP TO UNLOAD AT A HARBOR AND THEN GET OUT OF THE MAP /MISSION
CAN I SCRIPT THAT???

Posted by panzershreck on 04-27-2003 09:50 PM:
speaking of what Tessbo is talking about, how do you get units to exit the map
via a gate or something?
_____
fortune you love Chinese food *fortune*

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Posted by Sp00ky on 04-27-2003 10:37 PM:
Destroy units of group <whatever> through flag <whatever> or Destroy Units in
location <whatever> through flag <whatever>.

Unload - use behaviour. Trucks go to location.
_____
Cluck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

Posted by TiT@n on 04-29-2003 09:37 PM:
Buildings
 I just started to make a map of my own but I can';t figure out how to send
enemy units in buildings with a script. Could somebody please help me?

Greetz TiT@n

Posted by tessbo on 04-29-2003 11:47 PM:
 HELP AGAIN PLEASE
I WANT MY UNITS TO MOVE TO LOCATION 1 JUMP IN TRUCKS MOVE TO LOCATION 2 JUMP OUT
AND THE TRUCKS WILL GO BACK AND PICK UP MORE UNITS AGAIN AND AGAIN
PLEASE HELP!!!!!!

Posted by Oskar on 04-29-2003 11:54 PM:
remove caps lock your making a shame of Sweden
För tusan
just kiddin, but that shouldn't be that hard use behaviours

Posted by tessbo on 04-30-2003 12:14 AM:
hmmm
sorry!!!
but I need help with the script

" oskar" (OK jag är lite rutten I engelska osv men vilken behaviour ska jag ha?)

Posted by Sp00ky on 04-30-2003 03:14 AM:
Truck = A1
Troops = A2
Pic-up = Loc1
Drop-off = Loc4

There are more than 5 units of group A2 in Loc1
Set AI_Behaviour of trucks = Transport for Loc to Loc
AI_Loc1 = Loc1
AI_Loc2 = Loc4
Turn Off this trigger

_____

Cluck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

Posted by Sp00ky on 04-30-2003 03:16 AM:
Troops = A1
Buildings = Loc1

Mission Start
Set AI_behaviour of Grp A1 to Infantry Guard Location (don't check options)
Set AI_Loc1 =1
Set AI_Loc2 =1
Turn off this trigger
_____
Cluck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

Posted by TiT@n on 04-30-2003 11:43 AM:
Thanks Spooky, I will put my mission online soon.

mzzl TiT@n

Posted by tessbo on 04-30-2003 07:04 PM:
 spooky
you are great spooky!!!
thanks

Posted by the_war_specialist on 05-05-2003 03:41 PM:
ships
Use train scripting for ships.

Posted by panzershreck on 05-08-2003 01:00 AM:
Hey Sp00ky!
I really like your Stalingrad map, and im also wondering how you did the whole message box that appears???
_____
fortune you love Chinese food *fortune*

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Posted by Sp00ky on 05-08-2003 06:15 AM:
Follow up Step by Step Mission Making by Spooky. I'm going to make a fictitious mission from the start and it'll be the first topic.
_____

Cluck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

Posted by Loopy_Larry on 05-11-2003 06:24 AM:

Why can't I get my studebaker to fire?

It is group C1.

My script:

```
********************************************
Timer elapsed 1

----------------------------------------------------------

fire a volley by katyusha from groupc1 into zone 1
say phrase blah blah

********************************************
```

Have I done it right?
_____

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host a Sudden Strike 2 map, I'll be happy to. Visit Loopy Maps for more details.

Posted by Loopy_Larry on 05-12-2003 10:14 AM:
Well?

_____

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host a Sudden Strike 2 map, I'll be happy to. Visit Loopy Maps for more details.

Posted by Sp00ky on 05-12-2003 01:16 PM:
Ok Timer1 is ticking


```
SCRIPT Fire Rockets-Loc1
TRIGGER
Timer Elapsed 1
ACTION
Fire Rockets of Group <C1> to Location <1>
Say phraze <Duck>
Turn off this trigger
```

This will work only if your launcher has not already fired and expended it's
ammo

if so, before the Fire Rockets command put;
Set <Ammo> <at least> <100%> for units of group <C1>

It will work

_____
Cluck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

Posted by Loopy_Larry on 05-12-2003 09:12 PM:
I'll give it another try.
_____

Loopy Maps - Map site for English maps! If you need somewhere to permanently
host a Sudden Strike 2 map, I'll be happy to. Visit Loopy Maps for more details.

Posted by panzershreck on 05-14-2003 11:38 PM:
hey Sp00ky, when putting in the "Destroy units through flag" script, where
exactly do you put it?

Also, how do you get artillery to stop firing...say if unit A1 is in loc 1?
_____
fortune you love Chinese food *fortune*

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Posted by Loopy_Larry on 05-15-2003 06:14 AM:
Ah, I figured out why it wouldn't fire....to close to the the target
_____

Loopy Maps - Map site for English maps! If you need somewhere to permanently
host a Sudden Strike 2 map, I'll be happy to. Visit Loopy Maps for more details.

Posted by Sp00ky on 05-15-2003 08:56 AM:
 hey Sp00ky, when putting in the "Destroy units through flag" script, where
exactly do you put it?
Any script you want

Trigger
Value of Cell C1 is exactly number <1>
ACTION
Destroy units in loc1 through flag A
turn off this trigger

Beware it destroys players units too . But can easy be interrupted

Also, how do you get artillery to stop firing...say if unit A1 is in loc
There are <more than> <0> of group <A1> in Location <1>
Set <ammo> <at most> <0> for <Arty piece>

turn off this trigger
_____
Cluck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

Posted by panzershreck on 05-16-2003 01:18 AM:
gah!

in referring to the first script, I've tried that plus anything else I could
think of, yet the truck (B1) still doesn't do anything after unloading it's
payload of infantry (H1)

also, the infantry (H1) wont move after unloading and instead just sit there
when I have scripts telling H1 to move to a new location...

_____
fortune you love Chinese food *fortune*

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Posted by Sp00ky on 05-16-2003 08:52 AM:
That's because the truck is still engaged.

Flag =A
Truck =A1
Troops =B1
Drop-Off=Loc1
Truck Park=Loc2
Battle =Loc3

The truck will dump troops of at Loc1 then park at loc2, whilst the troops will
goto Loc3. The truck will then leave through Flag A.

N.B:Make sure it doesn't drive through Loc2 to get to Loc1

Script1
TRIGGER
some trigger
ACTION
Set behaviour For Group <A1> To Trucks Transport From Loc to Loc
Set AI_Grp1 for A1 to <B1>Align truck to Troops
Set AI_Loc2 for A1 to <B1>
Set AI_Loc1 for A1 to <2>set truck park
Set AI_Loc2 for A1 to <0>

Set Behaviour of <B1> to Inf Guard Location >Troops
Set AI_Loc1 for B1 to <3>Battle field
Set AI_Loc2 for B1 to <3>

Send Reinforcements of Type <A1 Truck> to Loc1 Via Flag <A>
Turn Off this Trig

Script2
TRIGGER
Units of Group <A1> in Loc<2> are more than <0>
ACTION
Set Behaviour of <A1> to None
Destroy <A1> through Flag <A>
Turn Off this Trig

_____
Cluck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

Posted by panzershreck on 05-17-2003 02:25 AM:
hrmmmmmm...
still doesn't work...

most likely my scripting...

this is what I have typed in:

infantry: H1
truck: B1
truck stop loc: 5
drop-off loc: 1
battlefield loc: 4

script 1

send to player Ally reinforcement of type reinforcement test 1 via flag A to
location #1
set AI_BEHAVIOR for group B1 to Trucks - Transport from location to location
Set AI_GRP1 for group B1 to H1
Set AI_GRP2 for group B1 to H1
Set AI_LOC1 for group B1 to #5
Set AI_LOC2 for group B1 to #0
set AI_BEHAVIOR for group H1 to Infantry - Guard Location
Set AI_LOC1 for group H1 to #4
Set AI_LOC2 for group H1 to #4
Turn off this trigger

script 2 works perfectly, meaning the truck turns around and leaves, the problem
is that it never unloads the infantry

_____
fortune you love Chinese food *fortune*

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Posted by Sp00ky on 05-17-2003 02:42 AM:
Set AI_LOC2 for group B1 to #0

This is the problem. It should be the drop off Location.
_____
Cluck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

Posted by panzershreck on 05-17-2003 04:03 AM:
well, its now unloading infantry, but it never goes to its specified park
location and instead turns around and zips on out of there before more than 3
infantry can unload...
_____
fortune you love Chinese food *fortune*

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my original Operation Desert Storm for WAW 3.2:
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Sp00ky's Anzio Final:
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Sp00ky's Sp00kygrad:
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Posted by Sp00ky on 05-17-2003 08:46 AM:
Well I just tried it and it's sweet.

Check stuff like spread randomly throughout loc etc should be off.
_____
Cluck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

Posted by Loopy_Larry on 05-17-2003 09:22 AM:
I've got a script that sets off a timer, when the timer elapses, reinforcements
are sent to the enemy, then the timer starts again.....so there's a massive
number of enemy guys charging you.....

After 5 minutes I want all enemy reinforcements to stop....how????

_____

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host a Sudden Strike 2 map, I'll be happy to. Visit Loopy Maps for more details.

Posted by Sp00ky on 05-17-2003 10:22 AM:
panzershreck

Add your link here and I send you a decompiled example of your scenario
_____
Cluck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

Posted by Sp00ky on 05-17-2003 10:24 AM:
Loopers

Set 2 timers 5 Min apart

Set timer 1 to 00:00:00
Set timer 1 to 00:05:00

Then use this to trigger

Timer <1> elapsed
AND
(Not Timer <2> Elapsed)
_____
Cluck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

Posted by panzershreck on 05-17-2003 07:08 PM:
bstgmr@netscape.net
_____
fortune you love Chinese food *fortune*

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Sp00ky's Sp00kygrad:
download

Posted by Loopy_Larry on 05-17-2003 11:27 PM:
  quote:

  Originally posted by Sp00ky
  Loopers

  Set 2 timers 5 Min apart

  Set timer 1 to 00:00:00
  Set timer 1 to 00:05:00

  Then use this to trigger

  Timer <1> elapsed
  AND
  (Not Timer <2> Elapsed)

Cheers.

_____

Loopy Maps - Map site for English maps! If you need somewhere to permanently
host a Sudden Strike 2 map, I'll be happy to. Visit Loopy Maps for more details.

Posted by panzershreck on 05-18-2003 05:00 AM:
DOH!

stupid me, overlooked the fact that I put location #1 for the destroy truck
script...

otherwise, it works great

I have no clue what the SS2 world would do without ya Sp00ky!
_____
fortune you love Chinese food *fortune*

my Desert Storm II series for Modern WAW 1.2:
download
my original Operation Desert Storm for WAW 3.2:
download
Sp00ky's Anzio Final:
download
Sp00ky's Sp00kygrad:
download

Posted by Loopy_Larry on 05-20-2003 04:46 AM:
  quote:

  Originally posted by Sp00ky
  Loopers

  Set 2 timers 5 Min apart

  Set timer 1 to 00:00:00
  Set timer 1 to 00:05:00

  Then use this to trigger

  Timer <1> elapsed
  AND
  (Not Timer <2> Elapsed)

It don't work man.

I have:

Set timer 1 to 00:00:05
Set timer 2 to 00:06:00

And my trigger is:

Timer 1 Elapsed AND Not Timer 2 Elapsed
Send reinforcements.....

Set Timer 1 to 00:00:05

But 6 mins in nothing happens, not even the stuff I set to happen when timer 2
elapsed.......
_____

Loopy Maps - Map site for English maps! If you need somewhere to permanently
host a Sudden Strike 2 map, I'll be happy to. Visit Loopy Maps for more details.

Posted by Sp00ky on 05-20-2003 09:41 AM:
(Not Timer elapsed) in brackets.

Sorry I misunderstood you I thought you wanted reinforcements to come out
between timers and stop on timer2, not come out at the end of timer2
_____
Cluck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

Posted by Sp00ky on 05-20-2003 09:43 AM:
Set 2 timers 5 Min apart

Set timer 1 to 00:00:00
Set timer 2 to 00:05:00

Then use this to trigger

Timer <1> elapsed
AND
(Not Timer <2> Elapsed)

This will send reinforcements for 5 mins. When timer2 elapsed the reinforcements
will still come out until the current squad is all out.
_____
Cluck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

Posted by Las on 05-22-2003 09:56 PM:
I love you, SpOOky, but haven't read this thread for a month.
Looking forward to autumn printing it all an study!

Posted by Sp00ky on 05-23-2003 01:38 PM:
Las my friend, welcome back.

_____
Cluck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

Posted by mattyb on 05-27-2003 09:49 AM:
Hi,

I am trying my hand at some script editing and have found some very good
articles by spooky, las, mzach etc. Good Work!

I have seen reference to a script editor by Mzach? where can I download this??

Thanks.

Posted by mzach on 05-27-2003 01:25 PM:
scriptOnboard...
Hi mattyb,

Post your email address or send it to me via this email address and I'll send
you the program.

But if you can wait a day or two, I'll have a new version for everyone,
including a script writer module for writing and formatting scripts on the fly.

mzach

Posted by mattyb on 05-27-2003 01:33 PM:
 Hi Mzach,

Thanks, ill think ill wait for the new version! sounds great.

Posted by Sp00ky on 05-28-2003 11:09 AM:
II
_____
Cluck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

Posted by Loopy_Larry on 06-14-2003 10:07 PM:
Problem....

I've tried to put enemy soldiers in houses by choosing Infantry Guard Zone then
Ambush for their group. At the start of the mission they all scurry into the
houses....

When my men reach the town, there are only 4 of the original 40 soldiers
remaining! And of those 4, only 1 is in a house. It gets stranger....the
soldiers are nowhere on the map!

So, have I done the right thing to put them in the houses, and where the hell
did they go???
_____

Loopy Maps - Map site for English maps! If you need somewhere to permanently

host a Sudden Strike 2 map, I'll be happy to. Visit Loopy Maps for more details.

Posted by Sp00ky on 06-15-2003 12:31 AM:
Loopers

Listen up

AI_Behaviour = Infantry Guard Location
AI_Loc1 = Houses location
AI_Loc1 = Houses location

CHECK Option; Randomly spread throughout location
This makes them move and go in houses. If not checked they stand still.

UNCHECK option; Hide until last ditch.
This is why you are loosing men; they are not gone, they are hiding in houses
and holding fire even when the player is in their LOS.

UNCHECK option; Ambush.
This makes them hold fire then fire even when they see player. I believe they
fire randomly at a later time.

Every other option.

Make sure they can see player - clear raise sight tiles, or add lower sight
tiles if necessary.
_____
Cluck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

Posted by Loopy_Larry on 06-15-2003 01:16 AM:

Thanks mate!
_____

Loopy Maps - Map site for English maps! If you need somewhere to permanently
host a Sudden Strike 2 map, I'll be happy to. Visit Loopy Maps for more details.

Posted by patrick8 on 06-15-2003 10:00 AM:
Is anybody aware, if there is a problem with the NEUTRAL or ALLY control of
TRAINS.
Whenever a train is arrived (and stopped) on the map it is (for me) impossible
to script it to go further or backwards.
And when I set TRAINS-GUARD LOCATION and afterwards look
into the settings, I see the settings of PLANES-MOVE TO
LOCATION.
Is this a bug ?
If somebody knows more, please let me know
thanks in advance

Posted by erlee on 06-17-2003 08:18 AM:
how do you script paratroopers or bombers?

Posted by Sp00ky on 06-17-2003 07:46 PM:
patrick8 Its a bug. Script behaviour instead of using group window. It will
still look dodgy but it will work.

Erlee
Send <bombers> of player <player> to Location <1> will drop bombs, use transport
for paras but don't forget to put them in the plane.
_____
Cluck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

Posted by erlee on 06-17-2003 08:49 PM:
how do you put them in the plane?

I want to be able to click on that paratrooper icon and select where I can drop
the troopers.
thanks

Posted by patrick8 on 06-17-2003 09:51 PM:
Thx Spooky, I will try it out... and probably you cannot destroy
trains by sending them to a Flag either.
and that was just what I wanted to accomplish.

BTW Spooky, Thanks for the hours (days) of pleasure with your
Stalingrad map (and before Anzio)

Posted by Trancer85 on 06-20-2003 11:38 AM:

patrick8.....welcome to the forum mate, hope you enjoy the stay.

It's also nice to see people thank those who have put so much hard work into the
game....nice one sport..
_____

Posted by Sp00ky on 06-20-2003 10:00 PM:
Thx Spooky, I will try it out... and probably you cannot destroy
trains by sending them to a Flag either.
and that was just what I wanted to accomplish. I haven't tried to destroy a
train
through a flag but I can see the reason why it wouldn't work.

If you look when a unit is destroyed through a gate, every now and then you can
just see them exploding. This is because that's exactly what happens but just
off
screen.
So when a trains first unit goes through and explodes, the second would be
halted by the temporary wreckage.
If you interrupt a destroy command it will not restart when it's clear.

You could just add a a few location tiles right at the end of the line and
obscure them by trees and big rocks.
Instead of using destroy, script the train to go there by behaviour then set the
HP to 0 on arrival. Each unit of the train will wait until the track is clear

then proceed to destruction in turn.
The only problem I can foresee is it may damage the track. If so maybe script a
Supply truck to come out and repair the track afterwards, then destroy it
through the same flag. You'll have to experiment.

BTW Spooky, Thanks for the hours (days) of pleasure with your
Stalingrad map (and before Anzio)Glad you had fun with them. Watch out for
BERLIN
_____
Cluck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

Posted by Sp00ky on 06-20-2003 10:08 PM:
Erlee

--> Mission Options, then select which player you want to drop paras.

Next select "transport" or "Freight" from the plan list. Then Options and put in
the amount of flights (Player controlled planes) and planes (AI controlled
planes)

Then select parachute and add the units just like you do on the map. Group goes
in top box.

_____
Cluck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

Posted by patrick8 on 06-21-2003 08:56 AM:
Thx Spooky for the explanation,
Due to the fact, that when the train is AI-controlled, I could get
no move into it, even if I scripted it, as you suggested
I found another way to get rid of that damn train.
I ask the player to put the train at the end of the map and let a
few bombers do the job.
Afterwards, as the tracks are damaged, I scripted a supply
track to repair these tracks. Taking note of the time that it
took and when the work is done (with a timer) I let the
next train arriving. More scripts but same result.

I am looking forward to your Berlin map (and no doubt, it
will be also a smasher)

Posted by von erik on 07-02-2003 10:11 PM:
Cool thread...

Eh I got one thing which I already couldn't figure out in SSF..

How do I get the enemy to build pontoons??

Getting them to repair a bridge was a pain, you need to put the location where
the repair guys ant to go (loc1and 2) on the other bank.. then they will repair
it to get there..

But pontoons don't go in the same way.. They sit there, smoking ganja no doubt..

Any clue??
_____

"dulce et decorum est pro patria mori."

Posted by Sp00ky on 07-03-2003 07:28 AM:
Greetings VE

In the editor press F3 to see if the pontoons can be built where you want (White Line is ok)

Place Marker(s) out into the river. One marker = 1 bridge width.

Paste Location from hard ground on the river bank and out into the river so it just just covers your markers.

Set AI-Supply to Supply Truck Repair. check-Build pontoons, check-repair this Loc only
Loc1 18 - Rest zone when not repairing*
Loc2 18 - Repair/pontoon Zone

*To stop the supply trucks parking on the bloody pontoon after it's built and blocking it; select a different Rest zone nearby. IMPORTANT The trucks MUST be able to reach rest zone even before the bridge is built, so if you want the rest zone on the opposite bank you must do this after AFTER pontoon is complete by changing Loc1.

TIP. Put some shallows slightly out from river bank (stops truck fighting over space).

Place marker(s) mid-river (paste Location from the bank to marker(s)) then at some point during the game (pref when a convoy is crossing) add this baby;

Send <//> planes planes of type <bomber> for player <//> to Marker </Pontoon/>

The supply trucks will repair it automatically.
_____
Cluck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

Posted by d_sprague on 07-03-2003 05:39 PM:
force commands
has anybody messed with the 'force' commands?

this is a link to JOSS's mapping tutorial. do these commands only work in a campaign?

if these work in normal missions, it sounds like you could link any number of missions together. maybe have a 'starter' mission where you could select units for your battle group - move your selections into a location and then have an officer enter a building to trigger the force to be saved. exit the starter mission and start the actual mission with the saved force.

does this sound like it would work?

_____
'Quando Omni Flunkus Moritati' - www.redgreen.com

sust_units and articles ... www.suddenstrike.dk

Posted by von erik on 07-03-2003 06:34 PM:
AAAAAHHH, them markers I missed...

Cool thanx a million..
_____

"dulce et decorum est pro patria mori."

Posted by Sp00ky on 07-03-2003 10:51 PM:
@ d_sprague

force commands
has anybody messed with the 'force' commands?

I use the force commands for fast populating of areas during the game. This
obviously has to be done b4 the player reaches the area otherwise he will be
very surprised They work in some contexts but are quite restricted.

Example.
Add units in Group C1 to Force 1
then when I want to dump them to the map in a hurry
Put units from force 1 into Location 10

This randomly dumps the entire force around the location at once.
The only problem with this is that no matter which players units you add to the
force they always dump as Player <player>.

The sneak preview of the station area (after capturing PoWs at sportsground) in
Stalingrad is a by-product of this function - I just couldn't change them to
enemy without clearing the FoW for a moment so I came up with the PoW
interrogation idea
_____
Cluck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

Posted by d_sprague on 07-03-2003 11:00 PM:
force commands

I played a little an lunch ... I was hoping the force would be saved as a file
somewhere so it could be used between missions rather than within a mission or
campaign.

have to look into campaigns I guess ...

... thanks ...
_____
'Quando Omni Flunkus Moritati' - www.redgreen.com

sust_units and articles ... www.suddenstrike.dk

Posted by Sp00ky on 07-03-2003 11:04 PM:
They must be saved to memory and that will leave a trace somewhere

_____
Cluck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

Posted by mattyb on 07-05-2003 01:53 PM:
campaigns with forces
 Hi,

I have been working on my own mod (VERY early stages though) and as such I have
been messing around with campaigns and forces. I have got it to work!

here is an example.

basically it is a 2 mission campaign where any units which survived the first
mission are used in the next one...

what do you think?

Posted by louiearmstrong on 07-06-2003 10:50 PM:
Hey im new here, Spooky the info you posted on how to get para troopers was a
great help I've been stumped by this for a long time now, im trying to make a
Pegasus Bridge mission I dunno if it will be too good, im not the best at
scripting but your examples and info is of great help, thanks again

Posted by Sp00ky on 07-15-2003 07:00 PM:
@louiearmstrong

Pegasus Bridge that sounds cool. You will need a lot of timer work there for
various counter attacks. Good Luck, im sure it will be a cracker,

_____
Cluck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

Posted by louiearmstrong on 07-15-2003 07:27 PM:
cheers, unfortunately my pc decided to **** up bid time so I lost everything
that I had done so far,

hopefully I will able to post early shots of the map as work is now back
underway

I aim to make it as real as possible with exact unit numbers, troop movements as
far as they are documented etc, I've got a lot of background info so this
shouldn't
be to much trouble

victory conditions will be the defeat of all counter attacks but is there anyway
to make it so u have to capture the bridges intact to win, I dunno if this is
possible any help will be good thanks?

I will keep updates posted

Posted by Sp00ky on 07-15-2003 10:15 PM:
Yes there is; I will post it here later (im off out now)
_____
Cluck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

Posted by Sp00ky on 07-17-2003 04:41 PM:
Stick Marker 1 on the bridge and when it gets blown this kicks in.....
TRIGGER
Object <1> is Dead
ACTION
Do this
do that......blah blah
turn of blah blah

_____
Cluck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

Posted by louiearmstrong on 07-17-2003 06:05 PM:
ok cheers spooky

Posted by Sp00ky on 07-17-2003 08:29 PM:
Ok here's a very cool proc I'd like to share..

The Player has a General we are going to try to assassinate him using scripts.

For the sake of this example;

General (Codename T (for target)) - Group: A1

Assassin (Codename X) - Group: B8

Location-5 = X Hideout
Locations 8,9,10 are under observation. They are large Locations where the
Player might place the General.
Loc8,9,10 have markers 8,9,10 in each respectively.

SCRIPT: C10=1 Get-X-Loc3 C5=0
DESCRIPTION: Get X to Location 5 (c10 triggers)

CONDITION:
value of cell C_10 is exactly Number 1

ACTION:
send to player Neutral reinforcement of type [CodenameX] via flag B to location
#5 with delay 00:00:00
let cell C_5 contain Number 0
turn off this trigger

SCRIPT: X-Captured X-KillOfficer
DESCRIPTION: Kills any officer that might transfer X to player because X passed
close by.

CONDITION:
value of cell C_10 is exactly Number 1 and
active+ units of player Player in group B8 amount to more than 0

ACTION:
transfer group B8 to player Enemy
set HP at least 99 percent for units in group B8
say phrase "[pause05sec\PHUTT]"
transfer group B8 to player Neutral
turn off this trigger

SCRIPT: T-Loc8
DESCRIPTION: The General has entered Location8. X goes to Location8
CONDITION:
active+ units of player Neutral in group B8 amount to exactly 1 and
there are exactly 1 units of group A1 in location #8

ACTION:
set AI_BEHAVIOR for group B8 to Infantry - Pursue
AI flags: Spread randomly throughout the location, Houses - Don't occupy/leave
occupied
set AI_LOC1 for group B8 to #8
set AI_LOC2 for group B8 to #8
set AI_GRP1 for group B8 to A1
set AI_GRP1 for group B8 to A1
turn off this trigger

SCRIPT: X-Shaddow-T Loc8 C5=1
DESCRIPTION: It's a big location so we give X 2 minutes to get close.
CONDITION:
there are exactly 1 units of group B8 in location #8 and
there are exactly 1 units of group A1 in location #8

ACTION:
let cell C_5 contain Number 1
set timer #1 to 00:02:00
turn off this trigger

SCRIPT: LightsOn-Loc8
DESCRIPTION: Give X a full view of the area so he finds General straight away.

CONDITION:
value of cell C_5 is exactly Number 1

ACTION:
show zone around marker #8 in radius 60 for player Neutral

```
SCRIPT: KILL-GENERAL Escape-Loc5
DESCRIPTION: Kill the Bugger then try to escape to Loc5.

CONDITION:
timer elapsed #1

ACTION:
transfer group B8 to player Enemy
set HP at least 99 percent for units in group B8
say phrase "[pause05sec\PHUTT]"
say phrase "[pause05sec\PHUTT sssssss]"
transfer group B8 to player Neutral
set AI_LOC1 for group B8 to #5
set AI_LOC2 for group B8 to #5
turn off this trigger
```

You repeat these scripts to observe multi-Locations 9, 10 etc.

Explanation..
When B8 enters the Location where the general is he will locate the general
straight away due to the LightsOn proc. He will then shadow the general quite
closely and follow every move that he makes, unless the General gets out of his
sight (behind a building etc) this is unlikely as x is very close. In this case
x will randomly search the Location for the General.

Of course the player is busy fighting a battle elsewhere on the map and probably
has no idea that this is happening. I have had feed back from one or two people
who were curious and just watched X close on Paulus and simply kill him

The 0.5sec pause - used twice should be enough to get 1 shot off. As x is 100
exp this shot WILL kill every time. The Phutt is his silenced gun, the sssss is
it cooling you can just use the O5.sec pause without showing off.

The chances are one of the players 20mm AA's will blow X away as soon as he
transfers to enemy and before he has time to aim. Setting his HP to 99 gives him
an extra bit of protection and may buy him half a second. Sometimes another unit
will be in the way and x will fire at that first.
However I have had quite a few mails regarding Stalingrad from people who have
said that he did actually kill Paulus so I don't know what the odds are but it's
possible. I have no idea if he ever escapes back to Location 5 because the game
over proc starts as soon as Paulus is dead.

I can release this now because I have come up with a even more sneaky proc for
Hitler in Berlin.

Thanx Mzach for script-on-board
_____
Cluck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

Posted by mzach on 07-17-2003 08:44 PM:

You're welcome, Sp00ky!

Some time ago, on my request, AnimaLMotheR was kind enough to add the original olive color, known from the editor, to the color options of this board. To enable scriptOnboard to use this, edit settings.ini and change keyword olive from 0 to 1.

Also note that you can define your own color schemes that is used to format .sus scripts. from within scriptOnboard, if some of the colors bothers you.

 Nice to see it's put to good use,

mzach

Posted by Sp00ky on 07-17-2003 08:50 PM:
Trancer

How come every time I edit my post it goes back to original and undoes the previous edits????..

Most annoying.
_____
Cluck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

Posted by Sp00ky on 07-17-2003 09:12 PM:
One more thing; You could just have X as "Ally" then there is no chance of him getting caught by a player officer...but this is NOT sporting
_____
Cluck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

Posted by Born Acorn on 07-17-2003 11:28 PM:
*whispers
sp00ky when are you releasing anzio map?
_____
Every RTS fan who knows his stuff will have heard of, if not played the hell out of Total Annihilation Many (including myself) believe it to be the game that defined the RTS genre and it really did set the standards for other games to aspire to.

France tried to turtle, but Hitler did a tank rush before they were ready. Just goes to show how horribly unbalanced real life is. They should release a patch

sig by Arnie

Posted by Sp00ky on 07-18-2003 01:01 AM:
:::::whispers::::: it's already released. Add link and I send you. Map only, Sorry I lost scripts.

Why are we whispering???

_____
Cluck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

Posted by Born Acorn on 07-18-2003 01:14 PM:
*whispers
we are whispering because we are spamming...

bornacorn@aol.com

_____
Every RTS fan who knows his stuff will have heard of, if not played the hell out
of Total Annihilation Many (including myself) believe it to be the game that
defined the RTS genre and it really did set the standards for other games to
aspire to.

France tried to turtle, but Hitler did a tank rush before they were ready. Just
goes to show how horribly unbalanced real life is. They should release a patch

sig by Arnie

Posted by louiearmstrong on 07-19-2003 11:32 AM:
I know this isn't the place to mention this but I've decided that im useless at
scripting and making good missions, im still going to keep trying with my
Pegasus Bridge map, but I feel someone else could make a much better go of it,
so if your interested get in touch with me and I will send u the map, and the
mission as I've got it so far,

all I ask for is credit in the final version

louie

Posted by Baron Von Raschke on 07-20-2003 02:22 PM:

Does anyone know how to make transports ''of the player'' unload automaticly?

this script only works for enemy or allies:
Set AI_LOC 1 for group A3 to #8
Set AI_LOC 2 for group A3 to #8
Set AI_Behaviour for group *A3* to Trucks- Move to Location

I tried a million ways but they all don't work

Posted by Sp00ky on 07-20-2003 04:12 PM:
Truck - A1
Troops - A2

Set behaviour for A1 Trucks move from Location to Location
Set AI_Loc1 For A1 to 7 (Parking loc after drop-off)
Set AI_Loc2 For A1 to 8 (Drop-off Loc)
Set behaviour for A2 Infantry Guard Location
Set AI_Loc1 for A2 to 8
Set AI_Loc2 for A2 to 8

Send reinforcements of type <Blah balh>

Ok if you want to drop cargo or troops off and not have them jump back in the
truck (or not even get out) you MUST specify a parking Location for the truck
after the drop-off The truck location is AI_Loc1; the troops id AI_loc2.

IF you specify the same as the drop-off loc (8) then the truck will go there but
the troops wont unload. If they did (they wont) they would simply get back into
the truck again because that's what they do. The only way to drop troops in the
same loc as the truck will park is assign the truck AI-Grp2 to another group
that is not in the area.
#
Basically you must keep them apart to stop "truck mobbing"

One more thing...I don't know if this will work for player. Best to transfer
them
to Ally until you need them back.

_____
Cluck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

Posted by mattyb on 07-20-2003 05:21 PM:
@louie
Hi Louie, I am actually working on a British d-day campaign of which pegasus
bridge would be one of the missions. I am doing a mod in which I hope to include
the gliders as well...

please can you email it to me

when I finish the campaign, I will be sure to credit you!

Posted by von erik on 07-21-2003 06:33 PM:
  quote:

  Originally posted by Baron Von Raschke
  Does anyone know how to make transports ''of the player'' unload automaticly?

  this script only works for enemy or allies:
  Set AI_LOC 1 for group A3 to #8
  Set AI_LOC 2 for group A3 to #8
  Set AI_Behaviour for group *A3* to Trucks- Move to Location

  I tried a million ways but they all don't work

In my experience, don't set any behaviour of the cargo yet..
Lots of times they will not unload...

Script it with the Units of group in loc in %..

"When there's "more then" "99%" of group "xx" in location "xx"
That one..

I had a lot of problems with guns that wouldn't unload.. But if I do it like
this no probs...
_____

"dulce et decorum est pro patria mori."

Posted by louiearmstrong on 07-21-2003 06:48 PM:
mattyb I have sent u the map files

Posted by mattyb on 07-21-2003 08:19 PM:
thanks louie got it! ill have a look at it later..

Posted by adamstrange on 08-05-2003 05:36 AM:
hi guys how do you get infantry that ride on the tanks [like bazooka men] to
fire while their moving,then unload and they attack one location while the tank
attacks another? and how do I get trucks to enter a map towing a cannon,then
unload it and the cannon starts firing?

Posted by POWERTERRAN on 08-05-2003 07:07 AM:
 hello!

hello!

Posted by panzershreck on 08-06-2003 04:30 PM:
need basic help with timers (how to start, end them)

cant seem to find where this was talked about before on the forum...
_____
fortune you love Chinese food *fortune*

my Desert Storm II series for Modern WAW 1.2:
download
my original Operation Desert Storm for WAW 3.2:
download
Sp00ky's Anzio Final:
download
Sp00ky's Sp00kygrad:
download

Posted by Sp00ky on 08-06-2003 05:35 PM:
TIMERS ON/OFF

Set Timer<1> to 00.00.05
Sets Timer1 to 5 seconds and Starts it.
This is an ACTION.

5 seconds later all scripts that have
Timer Elapsed <1>
Will trigger.

Timers go from <0> to <99> but you can reuse them as many times as you want
providing you reset them.
An elapsed timer remains elapsed unless reset.

```
EXAMPLE 1
SCRIPT-01
TRIGGER
Mission start
ACTION
Set Timer<1> to 00.00.05 sets timer1 to 5 seconds
Turn off this trigger

This script will trigger after 5 seconds
SCRIPT-02
TRIGGER
Timer Elapsed <1>
ACTION
Say Phraze <5secTest>
Set Timer<1> to 00.10.00 sets timer1 to 10 minutes
Turn off this trigger

This script will trigger 5 seconds, NOT at 10 minutes because timer 1 is still
elapsed
SCRIPT-03
TRIGGER
Timer Elapsed <1>
ACTION
Say Phraze <10minTest>
Turn off this trigger

Ways to reset timers

This script will trigger after 5 seconds
SCRIPT-02
TRIGGER
Timer Elapsed <1>
ACTION
Say Phraze <5secTest>
Let Cell <C9> contain number <1>
Set Timer<1> to 00.10.00 sets timer1 to 10 minutes
Turn off this trigger

This script will trigger at 10 minutes
SCRIPT-03
TRIGGER
Value of cell <C9> is <Exactly> <1>
AND
Timer Elapsed <1>
ACTION
Say Phraze <10minTest>
Turn off this trigger

Or Use
Timer Elapsed <1>
ACTION
Stop Timer<1>Resets timer
Set Timer<1> to 00.10.00 sets timer1 to 10 minutes


EXAMPLE 2
TRIGGER
there are <more than> <0> units of player <player> in location <1>
ACTION
Let Cell <C9> contain number <1>
```

Set Timer<1> to 00.00.20 sets timer1 to 20 seconds
Turn off this trigger

Fires Cannon <J3> for 20 seconds
TRIGGER
Value of cell <C9> is <Exactly> <1>
AND
(NOT Timer Elapsed <1>)
ACTION
Fire Howitzer of group <J3> to Location <1>
Set <Ammo> <at least> <99>% for units of <J3>
Turn off this trigger

*Countdown is also a Timer
*Timers also can be used for repeating an action at set time intervals.
*Etc

If you want more complex uses of timer lemme know
_____
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Posted by Dr.Agon on 08-14-2003 12:42 AM:
I'm trying to make reinforcement call point,like in jwleonard's Normandy
mission. It's marked for loc 20.Script is:
script 1
there's <more than>< o> units of player<player> in location 20

script 2
send to player<player>reinforcement of type<supply>via flag <C> to location 17
with delay 00.00.00
turn this trigger off

Problem is that first time I go to loc20 reinforcements comes just fine. But
next
time I go, nothing happens??
How do I get this work?

Thank advance

_____

by Zhao MengFu

Posted by Sp00ky on 08-14-2003 01:51 AM:
Coz you turn off the trigger. That means it only works once.

Try this

Script1
TRIGGER
there's <more than><0> units of player<player> in location 20
ACTION
send to player<player>reinforcement of type<supply>via flag <C> to location 17
with delay 00.00.00

This will flood reinforcements to loc17 until your man at loc20 gets out of the

location.
_____
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Posted by sdavidt on 08-14-2003 02:49 AM:
Oh my goodness..Patrolling
May god have mercy on me, I have been wasting hours of my day trying to figure
out how to make units patrol. I have tried everything. Maybe I am just not
thinking outside of the box.

Posted by sdavidt on 08-14-2003 02:52 AM:
not going
My bad about the two posts but, Why can I not get units that are already on the
map to move to a location? They either just sit there, or spread all over the
map. What exact script might I use to do this, or even make them move to many
locations, like waypoints, and then stop at the last location.

Posted by panzershreck on 08-14-2003 05:02 AM:
units that you want to move should be their individual group, say example A0

TRIGGER: something happens
ACTION: set AI location 1 for group A0 to #1
set AI location 2 for group A0 to #1
turn off this trigger

units of group A0, no matter where they are currently, will immediately head for
location #1

*note: just as a simple understanding of the logic the above script, when using
turn off this trigger, it merely keeps action from stopping once the trigger is
"de-activated"...

example: if units of player are in location, set AI location 1 for group XX to
#1, set AI location 2 for group XX to #1

now if I kept turn off this trigger out of the script, the AI loc. for group XX
to #1 would only run when units of player were in location
_____
fortune you love Chinese food *fortune*

my Desert Storm II series for Modern WAW 1.2:
download
my original Operation Desert Storm for WAW 3.2:
download
Sp00ky's Anzio Final:
download
Sp00ky's Sp00kygrad:
download

Posted by Loopy_Larry on 08-14-2003 06:16 AM:
@Panzershreck - Just tried that script. Doesn't work...

_____

Posted by panzershreck on 08-14-2003 07:03 AM:
oops, forgot something:

TRIGGER:
-something

ACTION:
-Set AI BEHAVIOR for group A0 to "whatever"
-Set AI loc 1 for group A0 to 1
-Set AI loc 2 for group A0 to 1
-turn off this trigger

for the second part of my earlier post, a real neat thing I found, demonstrated
by a test mission of mine:

Start of Mission -> enemy units in loc.2, player units just near loc.1

TRIGGER:
-units of player in location 1 amount more than 0
ACTION:
-Set AI BEHAVIOR for group A0 to "infantry - Guard location"
-Set AI loc 1 for group A0 to 1
-set AI loc 2 for group A0 to 1

TRIGGER:
-units of player in location 1 amount to exactly 0
ACTION:
-Set AI BEHAVIOR for group A0 to "infantry - Guard location"
-Set AI loc 1 for group A0 to 2
-Set AI loc 2 for group A0 to 2

*now whenever player units are in location 1, the enemy will attack there, when
the player units are not in location 1, the enemy retreats back to base, or
location 2
_____
fortune you love Chinese food *fortune*

my Desert Storm II series for Modern WAW 1.2:
download
my original Operation Desert Storm for WAW 3.2:
download
Sp00ky's Anzio Final:
download
Sp00ky's Sp00kygrad:
download

Posted by Dr.Agon on 08-14-2003 08:57 AM:
  quote:

  Originally posted by Sp00ky
  Coz you turn off the trigger. That means it only works once.
  Try this
  Script1
  TRIGGER
  there's <more than><0> units of player<player> in location 20
  ACTION

```
send to player<player>reinforcement of type<supply>via flag <C> to location 17
with delay 00.00.00
This will flood reinforcements to loc17 until your man at loc20 gets out of
the location.
```

Yes,that's it
Scripting my first mission. I haven't realized how interesting this scripting
stuff
is

Cheers
_____

by Zhao MengFu

Posted by Sp00ky on 08-14-2003 10:41 AM:
panzershreck is right about moving from location to location and back but if you
want them to patrol the location they go to then you must check "Spread randomly
throughout location"
and "Houses don't occupy/Leave occupied" to stop them going into the nearest
building.

For group <B1> To patrol around locations <1> <2> and <3>, changing every 10
minutes

Script1
TRIGGER
Whatever
ACTION
Set Behaviour of group <B1> to Infantry Guard Location
Check options "Spread randomly throughout location" and
"Houses don't occupy/Leave occupied"

Add patrol Locations <1> <1> for group <B1>
Add patrol Locations <2> <2> for group <B1>
Add patrol Locations <3> <3> for group <B1>
Set Timer<1> to 00:00:01
Set Period of Timer<1> into 00:10:00
Turn off this trigger

Script2
TRIGGER
Timer Elapsed <1>
ACTION
Shift Patrol Location for Group <B1>

To stop this patrol use..... Stop Timer<1>
_____
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Posted by sdavidt on 08-14-2003 08:04 PM:
Thanks for the help, I will try it, I just always put, add patrol
```

locations<1><2>
instead of <1><1> then <1><2>.


Posted by Sp00ky on 08-14-2003 08:08 PM:
I must say I have not tried Add patrol locations <1> <2> but im sure it's like
AI_Loc1=<1> and AI_Loc2=<2> where the unit patrols between both.
_____
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Posted by sdavidt on 08-14-2003 10:30 PM:
I have one more question, do I have to put infantry into trucks to get them to
move around and drop them off, or can I start the trucks out with inf in them.
The inf in trucks starting out cannot have group other than the same as trucks,
right? So I cannot give them a behaviour. Also, how do you get inf into trucks
then, if I can't start them out that way.


Posted by sdavidt on 08-14-2003 10:53 PM:
have not seen this script yet so figured, just in case anybody wants to know how
howitzers fire on visual. Set inf crew howitzer, only check don't leave flag.
Next set loc1 to the loc the howitzer is in NOT the howitzer wants to fire to,
this way howitzer fires everywhere it is spotted for. This is how SS2 makers do
it mostly, even in first one. Its magic for me.


Posted by Sp00ky on 08-15-2003 12:43 AM:
Trucks
Make reinforcements 1 truck (A1) fill with plebs (B1)

This drops infantry off at loc1 and parks truck at loc2

Truck = A1
Infantry = B1
Infantry drop-off = Loc1
Truck Park = Loc2

ACTION
*Send reinforcements of type <Truck> via flag <a> to location <1>
*Set AI_Behaviour for B1 to Infantry Guard Location - spread rand....etc
*Set AI_Loc1 for B1 to <1>
*Set AI_Loc2 for B1 to <1>
*Set AI_Behaviour for A1 to Trucks Transport from Loc to Loc -
*Set AI_Loc1 for B1 to <2>Where to park
*Set AI_Loc2 for B1 to <1> where to drop-off
Turn off trigger


To pick up again and drop off glassware see spooky step by step mission making
for
all theses and other scripts.
_____
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Posted by sdavidt on 08-15-2003 02:07 AM:
Alright, thanks, so you cannot start off trucks with units already in them and
have them drop off?


Posted by Sp00ky on 08-15-2003 08:20 AM:
You can start with units in a truck if its a player unit or if not then you set
the truck to "trucks support" and the trucks AI_Grp's to the infantry group(B1),
and the infantry AI to none. Otherwise they just unload.
_____
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Posted by sdavidt on 08-15-2003 08:17 PM:
This is not going to work in all missions, but I just figured out a way around
this particular example. The truck just empties and leaves, then units are same
group as truck, so I changed the group in the location same as truck to
different group, seeing as trucks left loc. Then I could do whatever. But from
now on I load infantry in truck during mission. Thanks.


Posted by Sp00ky on 08-15-2003 08:55 PM:
Yeah I think I see what you mean - if you set the infantry location and truck
location the same they stay on board as long as they are in the particular
location. This does work
_____
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Posted by sdavidt on 08-17-2003 12:50 AM:
One more question for now. Does any body know how to make, "group was attacked
some time ago" work? it never works for me (it means that if you attack a group,
wait for the specified time, right?)


Posted by Sp00ky on 08-17-2003 01:10 AM:
TRIGGER
Group <A0> was attacked <exactly> 00:05:00 ago
ACTION
Say phraze <"AMBUSH">
turn off this trigger

This will trigger the phraze exactly 5 minutes after all hostilities have
ceased.
_____
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Posted by sdavidt on 08-17-2003 01:32 AM:
Alright, I'll try it again. But usually for me nothing happens. Even after all

is calm(usually I say exactly 00:00 or a small amount o time. Thanks. Oh yeah,
you pretty much designed my mission, since you gave me all those helpful hints,
so try it out at Loop Larry site tomorrow it is supposed to be up.


Posted by Sp00ky on 08-17-2003 06:17 AM:
Yes you are absolutely right. DONT use <exactly> it's too small..give 5 seconds
to respond. Use....

TRIGGER
Group <A0> was attacked <more than> 00:04:55 ago
AND
Group <A0> was attacked <less than> 00:05:00 ago
ACTION


This will work.
_____
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Posted by sdavidt on 08-17-2003 04:14 PM:
Oh, alright, use it twice, that is perfect. I never try that. That applies to a
lot of things.


Posted by adamstrange on 08-19-2003 05:20 PM:
spooky, 2 things I'm trying to do[1] trucks with troops in them,player and
enemy,to come out of gate,the trucks unload the troops at one location and then
the troops will attack another location.[2] supply trucks to follow and reload
their tanks and infantry while trucks that carry ammo supply the supply
trucks,is this possible?


Posted by Sp00ky on 08-19-2003 06:44 PM:
All's possible mate.

Trucks=C1
Troops=D1
Supply=E9
Troop Drop-off = Loc18
Truck park =Loc19
Troop Patrol/Attack point = Loc20


SCRIPT: Drop-Troops & Park Trucks
CONDITION:
mission start
ACTION:
set AI_BEHAVIOR for group C1 to Trucks - Transport from location to location
set AI_LOC1 for group C1 to #19 "park trucks here after drop-off"
set AI_LOC2 for group C1 to #18 "drop troops off here"
set AI_BEHAVIOR for group D1 to Infantry - Guard location
AI flags: Spread randomly throughout the location, Houses - Don't occupy/leave
occupied
set AI_LOC1 for group D1 to #20 "troops move on foot and patrol here"
set AI_LOC2 for group D1 to #20 "troops move on foot and patrol here"
send to player Enemy reinforcement of type [Truck+Troops] via flag A to location

```
#18 with delay 00:00:00
turn off this trigger




SCRIPT: SupportTroops
CONDITION:
there are more than 0 units of group D1 in location #20 "troops arrive at patrol
area"
ACTION:
set AI_BEHAVIOR for group E9 to Supply Trucks - Repair
AI flags: Spread randomly throughout the location, Move to location only if
there are friendly troops, Occupy location only if there is no one to pursue
set AI_LOC1 for group E9 to #19 "park trucks when not supporting troops"
set AI_LOC2 for group E9 to #20 "support troops here"
set AI_GRP1 for group E9 to D1 "support only theses troops"
set AI_GRP1 for group E9 to D1 "support only theses troops"
send to player Enemy reinforcement of type [SupplyTrucks] via flag A to location
#19 with delay 00:00:00
turn off this trigger

Use same script as troop trucks for ammo trucks except drop it off at Loc19 for
supply trucks to reload from when they are at rest.

_____
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```

Posted by adamstrange on 08-19-2003 07:40 PM:
thanks spooky for such a quick reply, talk about fast I just stepped out for
some hotdogs about an hour ago are you genetically wired to the forum

Posted by Loopy_Larry on 08-20-2003 07:17 AM:
Hey hey people,

I have a bridge (which is actually 6 bridges stuck together) but the bridge has
a tendency to blow up.

How do I make a bunch of Neutral supply trucks repair the bridge the moment it
gets damaged?

Cheers
_____

Loopy Maps - Map site for English maps! If you need somewhere to permanently
host a Sudden Strike 2 map, I'll be happy to. Visit Loopy Maps for more details.

Posted by Loopy_Larry on 08-21-2003 03:06 AM:
Or alternatively, is it possible to make the bridges indestructible?
_____

Loopy Maps - Map site for English maps! If you need somewhere to permanently
host a Sudden Strike 2 map, I'll be happy to. Visit Loopy Maps for more details.

Posted by sake on 08-21-2003 03:50 AM:
  quote:

  Originally posted by Loopy_Larry
  Or alternatively, is it possible to make the bridges indestructible?

No. They are objects and they can NOT be scripted like you can script units'
health.
BTW, the best bridge so far is in Aachen. Good idea
_____

Posted by Loopy_Larry on 08-21-2003 03:55 AM:
BTW, the best bridge so far is in Aachen. Good idea

Cheers mate

Don't worry about my questions, I've figured out what to do
_____

Loopy Maps - Map site for English maps! If you need somewhere to permanently
host a Sudden Strike 2 map, I'll be happy to. Visit Loopy Maps for more details.

Posted by Sp00ky on 08-22-2003 12:21 PM:
My understanding of Infantry Behaviour Options

Spread Randomly Throughout Zone The unit will randomly patrol around the zone
stated in his AI_Loc1 and AI_Loc2. If no AI_Loc is stated then the unit will
wander around the entire map.

Houses Don't Occupy/Leave Occupied The unit will NOT automatically enter houses.

Houses Ambush Unit in houses will NOT fire on the enemy until he gets close to
the house or tries to enter the house.

Houses Hide until last moment Unit in houses will NOT fire on the enemy until he
has entered the house. He will NOT leave the house even if scripted.

Do Not use empty Guns The unit will NOT automatically man any empty guns.

Howitzers don't occupy/Leave Occupied The unit will NOT automatically man empty
howitzers.

AT don't occupy/Leave Occupied The unit will NOT automatically man empty AT
Guns.

Hold Fire Cannon unit will NOT automatically fire at enemy. Fire orders MUST be
scripted.

<Cannon> Don't Move to new location Trucks will NOT pick up cannons and take to
new location when a script changes their location. Even if they are scripted to

<Cannon> Don't Drag to new location Gun crews will NOT automatically drag their
cannon to new location when a script changes their location - They will abandon
the cannon instead and walk to the new location.

<Cannon> Don't Leave Gun crews will NOT automatically leave an empty cannon when it's empty or when a script changes their location - they will stay put.
_____
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Posted by adamstrange on 08-22-2003 06:41 PM:
just had this idea this morning,is it possible to have trucks with troops in come out of a gate towing a cannon,drop off the cannon at one location,the cannon will then start firing at the enemy already in another location,the truck after dropping off the cannon the truck then drives to another area of the map and drops off the troops.also sometime ago 2 players started a script battle,one would write a script setting up his best defence and offence then he would e-mail it to another player who would then write a script to counter the first player's script.this was made into a map and I tried to download it but the link was broken. Does anyone know where I can get this map or can they e-mail it to me. I think this would be really great for the forum DESKTOP SCRIPT Arithmetises can be like AI battles with the names of the players appearing in the briefing text. You can then type in the cheat which reveals the entire map and watch the whole battle unfold

Posted by Sp00ky on 08-22-2003 07:15 PM:
yes just script the troops to their location and guns to theirs They must be different groups of course.
_____
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Posted by sdavidt on 08-24-2003 04:59 PM:
I have another question, I have artillery on top of a mountain, and when you get too close, they are to be dragged away to a peninsula that looks like Florida. I set location to new one for artillery as well as trucks, and at beginning they are set to first location. How come, they don't fire till their at the new location. I just stick them on fire on visual by the way.

Posted by Sp00ky on 08-24-2003 05:11 PM:
Pardon!!
_____
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Posted by sdavidt on 08-24-2003 05:18 PM:
The artillery wont fire until the trucks take them to the new location, but I ant them to fire at both. I used same script for both also, but it still won't work.

Posted by Sp00ky on 08-24-2003 06:57 PM:
How are you moving theses guns?. What script are you using? because you should

be using gun crew script to move them NOT truck script.
_____
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Posted by sdavidt on 08-25-2003 03:02 AM:
I'll take another look, man, thanks for responding.

Posted by sdavidt on 08-26-2003 06:32 PM:
Spooky, remember how we could not figure out how to put units in trucks as
different groups to start, you had to load them up? Well I figured out you can
just erase that little dash, and change their group.

Posted by Sp00ky on 08-26-2003 07:00 PM:
  quote:

  Originally posted by sdavidt
  Spooky, remember how we could not figure out how to put units in trucks as
  different groups to start, you had to load them up? Well I figured out you can
  just erase that little dash, and change their group.

You have to have troop group different to truck group to unload. I was aware of
how to do this as I use trucks in my missions. Sorry I must have misunderstood
you before... I hope you haven't spent too much time on it mate
_____
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Posted by ntua on 08-27-2003 12:24 PM:
Fighting aircraft
Spooky, I would like to create a script that sends a fighter at a marker and
EXITS from the map when the targets are eliminated. There are no airfields in
the map available

The idea behind this script looks like this:

TRIGGER FIRED

Send To player enemy 1 Fighter around Marker XYZ and land to airfield 0.

I have the impression that airfield 0 commands the fighter to exit the map.
However, the fighter runs out of fuels and eventually crashes. Have you dealt
with this situation before?
have I done anything wrong? It should be noticed that airfield 0 works with
bombers and transports. Any help will be appreciated.

Posted by Sp00ky on 08-27-2003 12:45 PM:
You are absolutely right the 0 does send it of the map but only after it's
completed it's mission. Send a fighter to a location and it will patrol around

the location until it's a) run out of fuel B) killed all other air power c) killed
everything in the location that you sent it to.

So as it is unlikely to kill all units in the location it will continue to
strafe until the fuel tanks are empty. As for sending it of the map use
"destroy unit of group G1" I never tried it but give it a go..
_____
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Posted by Baron Von Raschke on 08-28-2003 08:01 PM:
supply trucks
I've put one of those supply trucks in a map on the enemy's side and it does
nothing but eating its nose

I would like to have some scripts about how to get those damn supply trucks to
work and supply infantry etc. the whole time. please

I already tried
set behaviour supply blah but I never seem to get scripts actually working

Posted by Sp00ky on 08-29-2003 06:45 AM:
  quote:

  SUPPLY TRUCK OPERATION

E9 = Supply Trucks
Loc20 = Location to support
Loc19 = Park when NOT supporting
D1 = Units to support
D2 = Units to support

SCRIPT: SupplyTrucks
CONDITION:
there are more than 0 units of group D1 in location #19
ACTION:
set AI_BEHAVIOR for group E9 to Supply Trucks - Repair
AI flags: Spread randomly throughout the location, Move to location only if
there are friendly troops
set AI_LOC1 for group E9 to #19
set AI_LOC2 for group E9 to #20
set AI_GRP1 for group E9 to D1
set AI_GRP2 for group E9 to D2
send to player Enemy reinforcement of type [supply Trucks] via flag A to
location #19 with delay 00:00:00
turn off this trigger

NOTE
1. Supply Trucks will only support if the units need re-arming or repairing
otherwise they go to park zone.
2. If AI_Loc1 & Loc2 are left default (0) unassigned trucks will randomly supply
throughout map - assigned trucks will follow specified group(s)
3. If AI_Grp1 & Grp2 are the same trucks will supply and park in specified

location
4.If AI_Grp1 & Grp2 are left as default (A0) trucks will supply all units in specified location.
5. If flag "Build pontoons" is checked and a marker is placed at a suitable place where the pontoon is to be built - the trucks will automatically build and repair the pontoon.

_____
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Posted by Baron Von Raschke on 08-29-2003 03:53 PM:
it works! thanks a million spooky

Posted by sake on 08-31-2003 02:50 AM:
Sp00ky = Lord of the scripts
_____

Posted by Patriach Hellscream on 09-03-2003 09:06 AM:
Hey Spook ....

The G1 theory about the planes.."remember my Thread -=Full of Ideas No Script=-

they are not true.... hummm... well guess those planes have nothing to do but head home....lucky bastards

Posted by Sp00ky on 09-03-2003 09:11 AM:
  quote:

  Originally posted by Patriach Hellscream
  Hey Spook ....

  The G1 theory about the planes.."remember my Thread -=Full of Ideas No Script=-

  they are not true.... hummm... well guess those planes have nothing to do but head home....lucky bastards

IF they are already in the air then use "land at Runway <your runway no>"

But to take them off again mmmmmm gimme a day or two and I'll suss it out for you..
_____
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Posted by Patriach Hellscream on 09-03-2003 10:54 AM:
OK… got another idea….
How can I script a particular building to send out say at least 3 tiger tanks in
a zone for every…lets say 10 minutes…. And if ever the building where
destroyed….the "productions" stops.

I mean this will enable a mission that will require players to capture or
destroy a building or groups of building… what do you think?

Posted by Sp00ky on 09-03-2003 03:10 PM:
*On the doorstep of building put Flag A
*On the building Put Marker 1
*Tanks will be sent to Location 1
*Make reinforcements consisting of 3 triggers

Script1
TRIGGER
<Your Trigger event>
ACTION
Set Timer<1> to 00:00:01
Set period of timer<1> to 00:10:00
Turn off this trigger

Script2
TRIGGER
Timer Elapsed <1>
ACTION
Send Reinforcements to Player <player> of type <3xTigers> via Flag A to Location
<1> with delay 00:00:10
****

Script3
TRIGGER
Object <1> is dead
ACTION
Stop Timer<1>
Turn off this trigger

**** Note do NOT add "turn of this trigger to this script
Try that
_____
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Posted by adamstrange on 09-03-2003 06:24 PM:
spooky 2 things [1]can you explain what destroy units through flag means? I
thought it would make units that has this added to their script hunt down other
units.[2]how can I script some tanks to be hunter-killers I want these tanks to
be able to hunt down enemy units no matter where they are on the map. I thought
that by increasing the sight range by 500 that they would automatically track
the
enemy like in Command and Conquer Yuri's Revenge but that doesn't work.

Posted by Sp00ky on 09-03-2003 07:50 PM:
  quote:

  Originally posted by adamstrange
  spooky 2 things [1]can you explain what destroy units through flag means? I
  thought it would make units that has this added to their script hunt down
  other units.[2]how can I script some tanks to be hunter-killers I want these
  tanks to be able to hunt down enemy units no matter where they are on the
  map. I thought that by increasing the sight range by 500 that they would
  automatically track the enemy like in command and conquer yuyuri's revenge but
  that doesn't work.

(1) This command is used to get AI_Units to leave the map through the specified
flag. Also good to get players units to retreat (see Spookygrad)

(2) If you set up behaviour "Tanks pursue group" and set AI_Grp1 + AI_Grp2 to
the units that you want hunted, then AI_ Loc1 + AI_Loc2 as "0" then they will
travel the map and search for their prey. However they will also attack anything
else that moves in their or their comrades sight.
_____
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Posted by Patriach Hellscream on 09-04-2003 01:38 AM:
@Sp00ky

 ....nuff said

Posted by adamstrange on 09-04-2003 03:15 AM:
is this only for reinforcements cause I put a few tanks on a test map and put in
the script for mission start there are more than 0 units of player player in loc
1 and I did the same for the enemy that way they would hunt each other,set the
group AI's and the LOC AI's and the groups AI behaviour but they just sat
there must be something that I'm messing up

Posted by Sp00ky on 09-04-2003 08:38 AM:
You MUST check flag "Spread randomly throughout Location"
_____
Cluck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

Posted by Sp00ky on 09-04-2003 08:38 AM:
You MUST check flag "Spread randomly throughout Location"
_____
Cluck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

Posted by Phil on 09-04-2003 09:19 PM:
Hi guys, I might just have missed something stupid, but in SS2 is there a way of making a building/bridge getting destroyed a trigger? cos do you remember in the first Russian mission in SS1, you have to destroy an ammo dump and a bridge to win- so can you do something like this in SS2?

Posted by Sp00ky on 09-04-2003 09:58 PM:
Stick a marker on it then use...l

Object <n> is dead.

_____
Cluck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

Posted by sdavidt on 09-05-2003 02:26 AM:
Spooky is hard at work here.

Posted by Phil on 09-05-2003 04:39 PM:
Thanx sp00ky

Posted by sake on 09-07-2003 03:40 AM:
  quote:

  Originally posted by Patriach Hellscream
  Hey Spook ....

  The G1 theory about the planes.."remember my Thread -=Full of Ideas No
Script=-

  they are not true.... hummm... well guess those planes have nothing to do but
  head home....lucky bastards

I think the group was G3 , NOT G1
_____

Posted by Patriach Hellscream on 09-07-2003 06:18 AM:
  quote:

  Originally posted by sake
  I think the group was G3 , NOT G1

OK...I'll test it..... Thanks SAKE.... I need that info for my Pacific Campaign
Series

Posted by ntua on 09-08-2003 10:41 AM:
Reserved Group ID for Planes?
  quote:

  I think the group was G3 , NOT G1

So Spooky, Sake, is the G3 (or the G1) group in the SS2 editor reserved for
plane handling?

Posted by Sp00ky on 09-08-2003 11:44 AM:
Re: Reserved Group ID for Planes?
  quote:

  Originally posted by ntua
  So Spooky, Sake, is the G3 (or the G1) group in the SS2 editor reserved for
  plane handling?

I think Sake is right, it's G3. Try it and let us know pls
_____
Cluck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

Posted by ntua on 09-08-2003 11:52 AM:
@ spooky
Spooky, sorry for the misunderstanding, my question is whether CDV has reserved
a group id for handling planes that come in reinforcements, e.g. via a script of
the following style:

Send player XYZ two interceptors in location L1 and land to airfield A1

Have the interceptors sent by this way a reserved group id by default? (I will
search whether this group is G1 or G3).

If the statement above is correct, is this group id the same for both player's
and enemy's aircraft?

Thank you in advance for your help.

Posted by Sp00ky on 09-08-2003 01:02 PM:
Re: @ spooky
  quote:

  Originally posted by ntua
  Spooky, sorry for the misunderstanding, my question is whether CDV has
  reserved a group id for handling planes that come in reinforcements, e.g. via
  a script of the following style:

  Send player XYZ two interceptors in location L1 and land to airfield A1

Have the interceptors sent by this way a reserved group id by default? (I will search whether this group is G1 or G3).

If the statement above is correct, is this group id the same for both player's and enemy's aircraft?

Thank you in advance for your help.

I believe that G3 is reserved for planes from outside of the map. I picked up this info from Sake, I don't have any practical experience in this myself. Not sure whether it's enemy, player or both mate??

I would be interested to know.
_____
Cluck Politics...Lets RIOT!!!

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Posted by FROGGY76600 on 09-09-2003 12:02 AM:
Enemy squad in blockhouses ?
I I've read carefully this very interesting and useful thread but I may certainly
missed something;

My question :

I entered an enemy squad in a blockhouses at mission start, using :
- Set AI behaviour for group ''B5'' to Infantry guard location and check ''houses ambush''.

The suad is well entering in the blockhouses but when my player is passing and passing in front or behind the blockhouses, nothing happens.
It seems that those idiot enemies are sleeping like a logs !
Except if player enter inside the blockhouses

What I want is, get this enemy squad enter inside blockhouses and shot all players passing near the blockhouses without having to go inside

I'm sure I am missing something but ?
Tks

Posted by sdavidt on 09-09-2003 12:22 AM:
Frog guy, if you click ambush they will wait to fire at later time, but if you don't click anything but spread randomly throughout location, and mark location on house, you can be sure to be raped by em.

Posted by sdavidt on 09-09-2003 12:24 AM:
I am sure Spooky will be happy to know I am helping him here at this one big thread.

Posted by FROGGY76600 on 09-09-2003 12:25 AM:
Ok Sdav, I'm going to try right away

Tks

Posted by sdavidt on 09-09-2003 12:34 AM:
You are very welcome, so now I must go and see what is up with Homeworld 2
updates.

Posted by Sp00ky on 09-09-2003 12:40 AM:
  quote:

  Originally posted by sdavidt
  I am sure Spooky will be happy to know I am helping him here at this one big
  thread.

Go for it.
_____
Cluck Politics...Lets RIOT!!!

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Posted by FROGGY76600 on 09-09-2003 01:19 AM:
It works, tks.

Another question (I'm trying to make my own first mission... so...)

Always with enemy squads into bunker to fire player

If I want to put enemy squads in several blockhouses in different areas of my
map, can I use same location or different ones (which means a lot of scripts
(one for each location...)

Humfff !

Posted by sdavidt on 09-09-2003 01:28 AM:
You can use the same location. Just as long as you use the same group for
infantry. However, lookout for units going everywhere to cross map, they don't
always pick the closest house to them. Most map makine, by the way, is all about
experimenting Keep trying stuff to see if it works frog person.
well I go and check on HW 2 again and continue making another map/mission.

Posted by FROGGY76600 on 09-10-2003 02:44 AM:
As Spooky said : take a lot of time and break brain to make a mission (even if
it s pleasant).

My mission is running slowly (very !) and I'm discovering ''step by step'' (;
Spooky) how to fix units and scripts but It s painful

I read all Spooky's map making posts and this thread to try to understand. For
the moment, Cells use is a damned secret for me (I'm getting too old, I
suppose...) and I'm working on locations so far.

Now, my problem is (and be sure I I've tried and tried, on so on, to fix that without any success :

I want that those 3 coastal batteries 305,0 MM firing on my units upon disembarking from boats (More than 1 player unit in location blah.
I put these batteries far enough to fire in the correct area and put servants and supply trucks (the only things which works !).

Nothing happens ! Those bloody servants are sleeping or having ''French''lunch break as nothing happens. .
Not a single bullet is coming out of those naval guns and my units are just sitting playing cards on the sand !

First : Is it possible to have this type of guns firing with orders like German 150 mm guns ?
If so who to fix the all thing ?
I read few posts about that but did not find sufficient infos.

tks again for helping me (Rushing like that, you should play my mission in about ... 10 years)

Posted by Sp00ky on 09-10-2003 10:25 PM:
Froggy

I did a demo of this for someone not long back Drop you link here and I send you a file with 305's firing.
_____
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Posted by Sp00ky on 09-10-2003 10:43 PM:
These are the scripts for it. You must put 1 ammo box next to each cannon and group it A1 (the same as Cannon)

SCRIPT: Startup
DESCRIPTION: Initial AI_settings
CONDITION:
mission start
ACTION:
move screen to location #1
set AI_BEHAVIOR for group A1 to Infantry - Crew howitzer
AI flags: AT - Don't leave
let cell C_1 contain Number 2
turn off this trigger

SCRIPT: Lighting
DESCRIPTION: Allows the player to see what's going on
CONDITION:
value of cell C_1 is exactly Number 2
ACTION:
show zone around marker #1 in radius 60 for player Player
show zone around marker #2 in radius 60 for player Player
show zone around marker #3 in radius 60 for player Player

```
show zone around marker #4 in radius 60 for player Player
show zone around marker #5 in radius 60 for player Player


SCRIPT: Fire
DESCRIPTION: Repeatedly fires 6x305mm cannon at Location 2
CONDITION:
value of cell C_1 is exactly Number 2
ACTION:
say phrase "[Fire!]"
set Ammunition at least 99 percent for units in group A1
fire a howitzer of group A1 to location #2
fire a howitzer of group A1 to location #2
```

I use the fire command twice because with multiple cannon some miss the command.
Doing it twice insures ALL fire.

To stop firing change cell value.

_____
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Posted by FROGGY76600 on 09-11-2003 01:05 AM:
Tks a lot Spooky
Here is my link :

FROGGY76600@aol.com

Posted by Patriach Hellscream on 09-11-2003 09:57 AM:
Hi again... it there already a post regarding transport ship unloading infantry
units in a beach and then going back somewhere to exit the map?

hey froggy...can you send me your script regarding beach landing?

renhiko1@yahoo.com...thanks
_____
-=We are not RETREATING...we are advancing in another Direction=-

-=NaKanangPuTaenShyeit=-

Posted by Patriach Hellscream on 09-11-2003 10:07 AM:
CONFUSING MYSELF
OK... most of your scripts inhere have this turn-off this trigger... I was
informed that in the English version... its called exclude this
condition..right?

but how come Sp00kys script have all the "turn off this trigger" at the bottom
of the script when most games that I converted to look at the script... its
located at the top...does it make a difference where would you put it???
_____
-=We are not RETREATING...we are advancing in another Direction=-

-=NaKanangPuTaenShyeit=-

Posted by Patriach Hellscream on 09-11-2003 11:19 AM:
AAARGHHHH!!!!!

I cant make those transport ships to unload those men... darn it... how do you
get those Landing ships to unload men in a particular beach.... and have them
leave the map after unloading....
_____
-=We are not RETREATING...we are advancing in another Direction=-

-=NaKanangPuTaenShyeit=-

Posted by Sp00ky on 09-11-2003 05:38 PM:
Mr Hellscream, LCI proc for ya.

CO=LCI
DO=Marines
Loc24= Drop-off point
Loc28= LCI to go after Drop-off
Loc11= Marines to attack here
FlagC= Entry and Exit point of LCI

SCRIPT: LCI >Drop-Troops
DESCRIPTION: Drop Marines off at Loc24 then goto Loc28
CONDITION:
mission start
ACTION:
send to player Enemy reinforcement of type [LCI] via flag C to location #24 with
delay 00:00:00
set AI_BEHAVIOR for group C0 to Trucks - Transport from location to location
set AI_LOC1 for group C0 to #28
set AI_LOC2 for group C0 to #24
set AI_GRP1 for group C0 to D0
set AI_GRP1 for group C0 to D0
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 #11
set AI_LOC2 for group D0 to #11
turn off this trigger

SCRIPT: Kill-EmptyLandingCraft
DESCRIPTION: Destroy Empty LCI in Loc28
CONDITION:
there are exactly 0 units of group D0 in location #28
and
there are more than 0 units of group C0 in location #28
ACTION:
set AI_BEHAVIOR for group C0 to None
set AI_LOC1 for group C0 to #0
set AI_LOC2 for group C0 to #0
destroy units in location #28 through the flag C

Note there is NO "Turn of this trigger" on the last proc. This is so you can
reuse it.

_____

Cluck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

Posted by Loopy_Larry on 09-11-2003 09:13 PM:
Re: CONFUSING MYSELF
  quote:

  Originally posted by Patriach Hellscream
  OK... most of your scripts inhere have this turn-off this trigger... I was
  informed that in the English version... its called exclude this
  condition..right?

  but how come Sp00kys script have all the "turn off this trigger" at the
  bottom of the script when most games that I converted to look at the script...
  its located at the top...does it make a difference where would you put it???

It's exclude on my version...I don't think it really matters where you put it
though, I always put it at the top of scripts, mainly because that's how I was
taught to do it with SSF.
_____

Loopy Maps - Map site for English maps! If you need somewhere to permanently
host a Sudden Strike 2 map, I'll be happy to. Visit Loopy Maps for more details.

Posted by Sp00ky on 09-11-2003 09:31 PM:
The engine reads from top to bottom i.e.

ACTION
Let Cell C4=1
Say Phraze (pause/0.5sec(" Hello")
Let Cell C4=2
Turn off this trigger.

The above would mean C4 value would be <1> for half a second. This can be enough
to initialise something.
Even without the pause C4 it will still be worth <1> for a very short space of
time.

Even though this has no effect on "turn off this trigger" I put it last because
of
the order I want it read, and I want it to be read last.

This command makes no difference but as I frequently enable and re-enable a
single command in one script - it makes sense for me to write scripts in the
order I want them carried out.

Example
TRIGGER
Timer Elapsed <10>
ACTION
Stop Timer <10>
Let Cell C_1=<2>

```
Set Timer <10> to 00:02:00
Turn off this trigger
```

_____

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Posted by FROGGY76600 on 09-11-2003 11:50 PM:
@Spooky

As I told you, I never used Cell
So I get a bit confused.
Don t remember if you have already written something on what is cell and how to
use it (in our step by step you here ?)

Posted by Sp00ky on 09-12-2003 01:16 AM:
  quote:

  Originally posted by FROGGY76600
  @Spooky

  As I told you, I never used Cell
  So I get a bit confused.
  Don t remember if you have already written something on what is cell and how
  to use it (in our step by step you here ?)

You don't need cell value - Replace it with "units of player <player> in
location
<2>"

You also don't need the lighting script.

_____

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Posted by FROGGY76600 on 09-12-2003 01:24 AM:
sPOOKY
TKS FOR PROMPT REPLY
iT S TOO LATE NOW (1.30 AM) I'm going to try tomorrow
bye
you re just

Posted by Patriach Hellscream on 09-12-2003 01:42 AM:
-=Maraming Salamat Manong Sp00ky=-

[Thanks so much spooky]

Now I can finish both Leyte landing and the Battling bastards of bataan mission

By the way.. how do you script patrol boats/ gunships... what shall I use...in
regards with the units behaviour...
_____
-=We are not RETREATING...we are advancing in another Direction=-

-=NaKanangPuTaenShyeit=-

Posted by Sp00ky on 09-12-2003 11:47 AM:
-=Maraming Salamat Manong Sp00ky=-

Your welcome. BTW what language???

WORKING WITH CELLS

1. If you think working with Cells is   that's because you have the wrong
understanding - Working with Cell values is easy, if you can pi*s you can
understand Cells and their values!!

2. Forget any pre-ideas what you think Cells are, or how they work.

3. START HERE

4. All Cell values start with C_ (stands for Cell)
5. The next bit is called a variable and is decided by the scriptwriter It is
the
Cells identification It defines which Cell, or what Cell we are talking about.
i.e. C_ 1 or C_ 12 , or C_ 99. You can use any number between 0-99
Example: C_21 is identified by the game as <Cell number 21>

6. Next is reference to the value of your Cell. This is also decided by the
Scripter. For instance we create our Cell C_3 . and we then assign the number 14
to it using the command "Let Cell C_ 3 contain number 14".
We then create Cell C_7. and we assign the number 2 to it using the command "Let
Cell C_ 7 contain number 2".

*The games memory now knows that C_ 3=14 , and that C_ 7=2 .

With this in mind lets put it to use.

TRIGGER
The value of Cell C_4 is <equal to> <1>
ACTION
Say phraze <"Hello">
Turn off this Trigger
RESULT = Nothing: because we have NOT created a C_4

TRIGGER
The value of Cell C_3 is <equal to> <13>
ACTION
Say phraze <"Hello">
Turn off this Trigger
RESULT = Nothing: because C_ 3=14

TRIGGER
The value of Cell C_3 is <equal to> <14>

```
ACTION
Say phraze <"Hello">
Turn off this Trigger
RESULT = "HELLO" : because C_ 3=14


7. "equal-to, exactly, more-than, less-than" are the way we compare our Cells to
other Cells or values.

TRIGGER
The value of Cell C_3 is <more than> <14>
ACTION
Say phraze <"Hello">
Turn off this Trigger
RESULT = Nothing: because C_ 3=14, and 14 is NOT more than 14.


TRIGGER
The value of Cell C_3 is <more than> <5>
ACTION
Say phraze <"Hello">
Turn off this Trigger
RESULT = "HELLO." : because C_ 3=14, and 14 IS more than 5


TRIGGER
The value of Cell C_3 is <less than> <20>
ACTION
Say phraze <"Hello">
Turn off this Trigger
RESULT = "HELLO." : because C_ 3=14, and 14 IS less than 20


8. We can also compare our Cells to other Cells we have created.

TRIGGER
The value of Cell C_3 is <less than> C_7
ACTION
Say phraze <"Hello">
Turn off this Trigger
RESULT = Nothing: because C_ 3=14, and C_ 7=2. 14 is NOT less than 2.


TRIGGER
The value of Cell C_3 is <more than> C_7
ACTION
Say phraze <"Hello">
Turn off this Trigger
RESULT = "HELLO." : because C_ 3=14, and C_ 7=2. 14 IS more than 2

10. We can change our Cells number actually in the game by using the
"mathematical operation" command. i.e. "C_ 7 increase-by 3".
We have increased our Cell C_ 7=2 by 3, so the games memory now contains C_ 7=5

You can also increase/decrease Our Cell by the Value of another Cells using
command "C_ 7 increase-by C_ 3"
As C_ 7=5, and C_ 3=14: C_7 is now C_ 7=19


11. Following is an example on how one would make use of Cells in mission
scripts.

EXAMPLE.
AI will attack the player in his camp using a joint force of infantry,
```

Artillery, Tanks, and Air power. The artillery will use a rolling barrage.

PLAYER
Loc10 = Players Camp.
A0 = Player units

AI
Loc7 = AI rear area.
Loc8 = AI muster area.
Loc9 = Buffer zone between Loc8 and Loc10.
B1 = AI_Cannon
B2 = AI_Cannon-Tender(Truck)
B4 = AI_Infantry
B6 = AI_Tanks
B7 = AI_Troop-Truck
B9 = AI_Supply Trucks
FlagA = AI entry point.

Script #1 (Set Cells)
TRIGGER
Mission Start
ACTION
Let Cells C_7 contain number <0>
Let Cells C_8 contain number <0>
Let Cells C_9 contain number <0>
Let Cells C_10 contain number <0>
Turn off this trigger

Script #2 (Get AI_Advance Guard)
TRIGGER
Value of Cell C8 is <exactly> <0>
ACTION
*Send to player <Enemy> reinforcements of <type> <"B6-Tanks"> via flag<A> to
Location <8> with delay 00:00:00
*Send to player <Enemy> reinforcements of <type> <"B7 Troop-Transports"> via
flag<A> to Location <8> with delay 00:00:30 (give tanks a 30 second head start
so they arrive first)

*Set Behaviour for group <B6> to <tanks guard location> +Spread randomly
throughout Location.
*Set AI_Loc1 for <B6> to <8>
*Set AI_Loc2 for <B6> to <8>

*Set Behaviour for group <B7> to <trucks transport from location to location>
*Set AI_Loc1 for <B7> to <7> (park after troop drop)
*Set AI_Loc2 for <B7> to <8> (drop troops here)

*Set Behaviour for group <B4> to <infantry guard location> +Spread randomly
throughout Location +do NOT enter houses +do NOT use empty guns (stops them
getting back on truck)
*Set AI_Loc1 for <B4> to <8>
*Set AI_Loc2 for <B4> to <8>
*Turn off this trigger

Script #3 (Areas Clear)
TRIGGER
*There are <more than> <0> units of group <B6> in Location <8> (Tanks have
arrived)
AND
*There are <more than> <0> units of group <B4> in Location <8> (Troops have
arrived)

AND
*There are <exactly> <0> units of player <player> in Location <7> (Loc7 is
clear)
AND
*There are <exactly> <0> units of player <player> in Location <8> (Loc8 is
clear)
ACTION
*C_8 <increase> by number <1> (C8 now =1. This is the code we will use for "area
clear")
*Turn off this trigger

Script #4 (get cannon and support)
TRIGGER
*Value of Cell C_8 is <exactly> <1>
ACTION
*Send to player <Enemy> reinforcements of <type> <"B2 Artillery-Tender"> to
Location <8> with delay 00:00:00
*Set Behaviour for group <B2> to <truck transport from location to location>
*Set AI_Loc1 for <B2> to <7> (park after cannon drop)
*Set AI_Loc2 for <B2> to <8> (drop cannon here)

*Set Behaviour for group <B1> to <infantry crew howitzer> +do NOT leave +Hold

Fire.
*Set AI_Loc1 for <B1> to <8>
*Set AI_Loc2 for <B1> to <8>

*Send to player <Enemy> reinforcements of <type> <"B9 Supply-Trucks"> to
Location <7> with delay 00:02:00 (give 2 mins so supply truck is last to arrive)

*Set Behaviour for group <B9> to <Supply truck repair> +only go to location if
NO enemy there +only go to location if friendly units there
*Set AI_Loc1 for <B9> to <7> (park when not supplying)
*Set AI_Loc2 for <B9> to <8> (supply units here)
*Set AI_Grp1 for <B9> to <B1> (supply these cannon)
*Set AI_Grp2 for <B6> to <B1> (repair these tanks)
Turn off this trigger

Script #5 (All units are now in place)
TRIGGER
*There are <more than> <0> units of group <B9> in Location <7> (supply truck
have arrived)
ACTION
*C_7 <increase> by number <1> (C7 now =1. This is the code we will use for "all
units ready")
Turn off this trigger

Script #6 (Attack Orders)
TRIGGER
*Value of Cell C_8 is <exactly> C_7 (values match(both are 1))
ACTION
*C_10 <increase> by number <1> (C10 now =1. This is the code we will use for
"Attack")
*Turn off this trigger

Script #7 (Cannon Fire Orders #1)
TRIGGER
*Value of Cell C_10 is <exactly> <1>
ACTION
*Fire Howitzer of group <B1> to location <9>

```
Script #8 (Cannon Fire Orders #2)
TRIGGER
*Value of Cell C_10 is <exactly> <2>
ACTION
*Fire Howitzer of group <B1> to location <10> (roll barrage up to loc10)


Script #9 (Cannon Fire Orders #3)
TRIGGER
*Value of Cell C_10 is <exactly> <3>
ACTION
*Fire Howitzer of group <B1> to location <10> (fire 1 more shell at loc10)
*Turn off this trigger (then hold fire)



Script #10 (Troops Advance Orders)
TRIGGER
*Value of Cell C_10 is <exactly> <1>
ACTION
*Set AI_Loc1 for <B4> to <10> (Attack Loc10 boys)
*Set AI_Loc2 for <B4> to <10>
*Turn off this trigger

Script #11 (Tanks Advance Orders)
TRIGGER
*Value of Cell C_10 is <exactly> <1>
ACTION
*Set AI_Loc1 for <B6> to <10> (Attack Loc10 tanks)
*Set AI_Loc2 for <B6> to <10>
*Turn off this trigger

Script #12 (attack units have now entered loc9 buffer zone)
TRIGGER
*There are <more than> <0> units of player <enemy> in Location <9>
ACTION
*C_10 <increase> by number <1> (C10 now =2. this code gives fire orders #2 to
cannon - rolling barrage, and initiates air-strike)
*Turn off this trigger

Script #13 (call air-strike)
TRIGGER
*Value of Cell C_10 is <exactly> <2>
ACTION
*Send <4> <bombers> of Player <enemy> to location <10> to land at airfield <0>
*Turn off this trigger

Script #14 (attack units have now entered loc10 player camp)
TRIGGER
*There are <more than> <0> units of player <enemy> in Location <10>
ACTION
*C_10 <increase> by number <1> (C10 now =3. this code gives fire orders #3 to
cannon - cease fire)
*Turn off this trigger

Script #15 (attack units are now getting their arses kicked and call artillery
support)
TRIGGER
*Value of Cell C_10 is <exactly> <3>
AND
*(Active units of player <enemy> in group <B4> amount to <less than> <12>
OR
*Active units of player <enemy> in group <B6> amount to <less than> <4> )
```

ACTION
*C_10 <decrease> by number <1> (C10 now =2. this code gives fire orders #2 to cannon)
*Send enemy reinforcements of   to loc <10>
*Turn off this trigger

This procedure does NOT take into account player moves such as counter attacks, security, etc etc but it can be adapted to any scenario using cell value. For instance C10=5 could mean Loc10 is cleared and the cannon and support hooks up and occupied the player camp. This proc does give repair facilities for AI_Tanks in Loc8. Use "unit health" command to send tanks back to loc8 for repair and re-supply.

I hope this helps to provide a better understanding of Cells and gives an insight on how they work, and the advantages of using Cells in your scripts.

_____
Cluck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

Posted by mzach on 09-12-2003 01:39 PM:
 scriptOnboard 1.5
I have finally finished scriptOnbaord 1.5, so if you're interested, get it at www.suddenstrike.dk.

Enjoy, mzach

PS! I'm out of town until after this weekend, so be patient if you have some questions regarding scriptOnbaord.

Posted by tessbo on 09-12-2003 10:23 PM:
trains
can anyone help me
I want enemy units 2 come out from trains and then attack me
but I cant get it too work!!!

Posted by sdavidt on 09-12-2003 10:58 PM:
I know, right?

I cannot do it either, I have tried for at least two weeks now, nut if anyone can you'd be helping everyone I think.

Also, I think there is a train bug, it goes to truck or something and the script screw's up. I hope not though.

Posted by FROGGY76600 on 09-12-2003 11:45 PM:
TRANSPORT SHIPS
I followed Spooky's instructions regarding transport of ships LCI from location to location and it is working.

But, I am just mixing myself to create reinforcement
Bl... hell, I don't remember how to create now reinforcement and put units and crew inside landing craft !

I'm really

Posted by Sp00ky on 09-13-2003 12:58 AM:
@Froggy
Goto Mission Options
Then Reinforcements
Select a slot
Pick a country and select a Landing craft
Click the left hand (0\0) button and add troops
Click Add
Type in name at bottom
Click ok

@tessbo
Cant be done unless you put a flag at where the train stops and send them out as
reinforcements.

@mzach
Thanx matey. Seems excellent so far.
_____
Cluck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

Posted by Patriach Hellscream on 09-13-2003 03:12 AM:
@sp00ky

its Filipino

by the way...if I might again...how do you script the behaviour of patrol boats
and the big gunship...

should I use the train for the ships while tanks for patrol ships???
_____
-=We are not RETREATING...we are advancing in another Direction=-

-=NaKanangPuTaenShyeit=-

Posted by FROGGY76600 on 09-13-2003 04:04 PM:

@Spooky

Am I so stupid !

OK,
I I've been to missions option
then reinforcements
I selected an empty slot by clicking twice on it
I picked US and selected landing shift (without clicking ADD)
I clicked to troop button, chose and add them.
I print the name at bottom
Then clicked ok !

So what ?
... I I've got landing craft full of empty.
Where are my soldiers ??

Did I do something wrong or missed one thing ?

I know, I know, I'm a little bit boring

Posted by sdavidt on 09-13-2003 07:45 PM:
you click where it may say inf or something after selecting the landing ship,
and
it should say 0/20 meaning you can put 20 inf in one, and find your inf. Tanks
and stuff that does not go in these boats should be greyed out on tabs, that is
how you will know your in the right place, another way to tell, is group number
should be "-" as in same as boat. Its like putting them in trucks, or selecting
their crew, but don't click crew, that just says how many are driving it.

Posted by Sp00ky on 09-14-2003 06:22 PM:
Gun boats are same as tank behaviour I think.
_____
Cluck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

Posted by FROGGY76600 on 09-14-2003 08:06 PM:
@Spooky pls
[QUOTE]Originally posted by Sp00ky
[B]Mr Hellscream, LCI proc for ya.

CO=LCI
DO=Marines
Loc24= Drop-off point
Loc28= LCI to go after Drop-off
Loc11= Marines to attack here
FlagC= Entry and Exit point of LCI

SCRIPT: LCI >Drop-Troops
DESCRIPTION: Drop Marines off at Loc24 then goto Loc28
CONDITION:
mission start
ACTION:
send to playerEnemyreinforcement of LCI via flag C to location #24 with
delay00:00:00
set AI_BEHAVIOR for group C0 to Trucks - Transport from location to location
set AI_LOC1 for group C0 to #28
set AI_LOC2 for group C0 to #24
set AI_GRP1 for groupC0 to D0
set AI_GRP1 for groupCO to D0
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#11
set AI_LOC2 for group D0 to#11
turn off this trigger [/COLOR]

etc

... Unquote

Well Spooky, I just follow your infos one by one, but my infantry still remains
in board of landing craft

Posted by Sp00ky on 09-14-2003 09:06 PM:
Re: @Spooky pls
  quote:

  Originally posted by FROGGY76600

  Well Spooky, I just follow your infos one by one, but my infantry still
  remains in board of landing craft

   [/B]

Well of course they do!!! you have to group the LCI Group "C0", and the marines
inside them group "D0".

When you load your LCI in the editor select all troops on board and change them
to "D0". They will go to LCI group by default otherwise.
_____
Cluck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

Posted by Loopy_Larry on 09-14-2003 09:36 PM:

Question: am I correct in thinking that it is not possible to have an enemy
supply truck, just supply anything near it, without setting zones in the groups
bit?
_____

Loopy Maps - Map site for English maps! If you need somewhere to permanently
host a Sudden Strike 2 map, I'll be happy to. Visit Loopy Maps for more details.

Posted by Sp00ky on 09-15-2003 12:10 AM:
  quote:

  Originally posted by Loopy_Larry
  Question: am I correct in thinking that it is not possible to have an enemy
  supply truck, just supply anything near it, without setting zones in the
  groups bit?

Loopers. If you leave AI_Grp1 & AI_Grp2 set at default (A0) then they will
supply everything within their Location, Enemy, Ally, Neutral, & Player
(although the auto-fire kills them b4 they get to you) That's why you get enemy
supply trucks coming towards you when your playing.

To avoid this whilst still supplying all AI_units - set behaviour flag "Only go
to location when there is NO enemy there" This will mean AI wait till player is

out of Location then go and repair all AI_units.
_____
Cluck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

Posted by Patriach Hellscream on 09-15-2003 02:29 AM:
  quote:

  Originally posted by Sp00ky
  Gun boats are same as tank behaviour I think.

Yes they are...just tested it...... it one hell of a naval battle for my Leyte
Landing Map

But I sure wish we can script those planes that come from outside the map to fly
again.... ...the G3 theory is still unproven)

------- is there somewhere in here where they already indicate how to properly
place a flag inside a building so that you can have reinforcements coming out
from buildings?
_____
-=We are not RETREATING...we are advancing in another Direction=-

-=NaKanangPuTaenShyeit=-

Posted by Loopy_Larry on 09-15-2003 06:15 AM:
  quote:

  Originally posted by Sp00ky
  Loopers. If you leave AI_Grp1 & AI_Grp2 set at default (A0) then they will
  supply everything within their Location, Enemy, Ally, Neutral, & Player
  (although the auto-fire kills them b4 they get to you) That's why you get
  enemy supply trucks coming towards you when your playing.

  To avoid this whilst still supplying all AI_units - set behaviour flag "Only
  go to location when there is NO enemy there" This will mean AI wait till
  player is out of Location then go and repair all AI_units.

Sweet!
_____

Loopy Maps - Map site for English maps! If you need somewhere to permanently
host a Sudden Strike 2 map, I'll be happy to. Visit Loopy Maps for more details.

Posted by Patriach Hellscream on 09-16-2003 03:11 AM:
- Do anyone knows how to unload infantry that hitch along with tanks?

and also

- is it possible that truck can re-drag an AT guns after dropping it off...

say... I script group b1 (guns) to be drop by truck b0 to location(2) and have them fire at location (3)...

after eliminating opposition at location (3)... I wanted them to be moved back to
location (5) so they can strike another location...is this possible?
_____
-=We are not RETREATING...we are advancing in another Direction=-

-=NaKanangPuTaenShyeit=-

Posted by Sp00ky on 09-16-2003 08:56 AM:
B0 behaviour = Trucks support
Bo Grp1 = B1
Bo Grp2 = B1
Bo Loc1 = 0 (where you want it to park)
Bo Loc2 = 0

B1 Loc1 = 5
B1 Loc2 = 5

That'll take you back to location 5 . From here on just use guns Loc1 & Loc2 to move guns with trucks.

_____
Cluck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

Posted by Patriach Hellscream on 09-16-2003 12:01 PM:
 Thanks Sp00ky

By the way...I would like to confirm, does the "fire volley of howitzer" command goes of even if your not using cells...even with your guide... this things still intimidate me anyway.. I know I can figure these thing out: ---so how bout answering my query regarding the unloading of troops that are riding a thank?
_____
-=We are not RETREATING...we are advancing in another Direction=-

-=NaKanangPuTaenShyeit=-

Posted by Sp00ky on 09-17-2003 09:08 AM:
  quote:

  Originally posted by Patriach Hellscream
   Thanks Sp00ky

  By the way...I would like to confirm, does the "fire volley of howitzer"
  command goes of even if your not using cells...even with your guide... this

things still intimidate me anyway.. I know I can figure these thing out: ---so how bout answering my query regarding the unloading of troops that are riding a thank?

Yes you can use any trigger to fire artillery

I have no idea how to unload tanks. I tried everything yesterday but no luck
_____
Cluck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

Posted by Patriach Hellscream on 09-17-2003 09:37 AM:
I really cant confirm it...but I thought I saw it happen when I play the last mission of the British in the campaign. maybe I should convert it and look at the scripts?

anyway thanks once more sp00k
_____
-=We are not RETREATING...we are advancing in another Direction=-

-=NaKanangPuTaenShyeit=-

Posted by Sp00ky on 09-17-2003 03:21 PM:
RAPID PLACEMENT OF UNITS ON A MAP

    quote:

    Originally posted by Dr.Agon
    That's something I might need.
    Can you xplain how,please?

    Thanks advance

I placed the troops (c3) in the Editor where I wanted them to go then added this script at mission start. This script sets units (c3) as "Force1" in the game memory, then kills all C3 units.

SCRIPT: SetForce1-C3 Loc11-HouseTroops Kill-E3
DESCRIPTION:
CONDITION:
mission start
ACTION:
add group C3 to Force 1
set HP at most 0 percent for units in group C3
turn off this trigger

Later in the game I placed Force1 back on the map as follows;

```
SCRIPT: C10=5 + C11=1 IntelSpec Timer2=4sec
DESCRIPTION:
CONDITION:
value of cell C_10 is exactly Number 5 and
value of cell C_11 is exactly Number 1
ACTION:
show modal dialogue "[Interrogation of PoW's has revealed the following
information
on troop movements Sir. Transmission in 2 seconds, standby....]"
set timer #2 to 00:00:04
turn off this trigger

SCRIPT: Timer2 Force1=Loc11-C3=C1 Timer3=30sec
DESCRIPTION:
CONDITION:
value of cell C_10 is exactly Number 5 and
value of cell C_11 is exactly Number 1 and
timer elapsed #2
ACTION:
put units from Force 1 into location #11
set timer #3 to 00:00:30
transfer group C3 to player Enemy
turn off this trigger
```

You can use Force1 as many times as you wish. The only shortcoming is that they
are placed as "player" units so you have to change them to enemy; this is where
the 1 second FOW lift comes in.

Thanx Mzach for Script-on-board. Works great.
_____
Cluck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

Posted by mzach on 09-17-2003 03:58 PM:
  quote:

  Originally posted by Sp00ky
  Thanx Mzach for Script-on-board. Works great.

 Glad you like it! I recently found some small bugs so a minor update is due
Friday or Saturday If you found some bugs or just have suggestions to minor
improvement, I would appreciate if you'd let me know before then.

By the way, I'll recommend you learn the keyboard shortcuts introduced in
version 1.5, if you haven't done so already. It should make you able to work
much faster, once you get used to them.

Regards, mzach

PS! Keyboard shortcuts are listed in the readme file.

Posted by Dr.Agon on 09-17-2003 08:11 PM:
Thanks spooky. I'll try it

_____

by Zhao MengFu

Posted by Patriach Hellscream on 09-18-2003 02:08 AM:
clarification
- read in the edit3 readme that you can actually use the infinite reinforcement
mode so that you will be able to receive a continous flow of reinforcement
provided
that you are near a marker... how can I do this exactly both multi and single
mission
_____
-=We are not RETREATING...we are advancing in another Direction=-

-=NaKanangPuTaenShyeit=-

Posted by Dr.Agon on 09-18-2003 07:26 AM:
Don't know about multiplayer,but in SP you can use this:
Your officer A1
Location where you go with your officer loc1
Location where your reenf. arrives loc2

TRIGGER
there is <more than><0> units of group <A1> in <loc1>

ACTION
send to player<player>reenf of type<blah> to <loc2> with delay<blah>

Do NOT add "turn off this trigger"

Put house on loc1,so when you go in to the house with your officer A1,you get
reinforcements as long as you are in there. When you get out from the
house,reenf. flow stops.

Hope this helps

_____

by Zhao MengFu

Posted by Dr.Agon on 09-21-2003 07:33 PM:
Finally tried out that Force script. It worked just fine,but that's not surprise
really. It solved couple of problems I had in my mission.

Thank you,master spooky
_____

by Zhao MengFu

Posted by FROGGY76600 on 09-23-2003 12:25 AM:
Alright, the bl... frogman is back again with silly questions !blush2:

My first mission is actually just freezes as, even reading carefully all your
infos, I still do not succeed to put (as reinforcement through the editor),
enemy infantry inside truck.

Could somebody (very patient) explain to me (in details) how to do it.

Pls don t tell me to do just like for the landing craft (because I don t know as well)

Posted by Sp00ky on 09-23-2003 01:00 AM:
Right Frogster listen up.

In the editor.
1. click "Mission Options" then "Reinforcements"

2. d-click on a blank slot (""units 0, score 0.)

3. In "choose unit" window; Select a country

4. In "choose unit" window; select trucks

5. In "choose unit" window; Click on a truck
*Truck goes into "Unit info" window

6. Type B1 into group window.

7. Click In(0/10) button
*it maybe In(0/7) or other amount the (0 meaning how many units already loaded.
the /7 meaning how many units it takes.

8. In "choose unit" window select infantry and a soldier.
*the group will goto "- " this means same group as host truck.

9. Type C1 in the group window.

10. Click "add" several times.
*each click sends one selected soldier into the "passengers" window

11. When full click In(10/10) button.
*truck appears in "unit info" window.

12. Click "Add" button
*truck goes into "container window".

13. Type name "Truck+Troops" in bottom name window.

14. Click "OK" button
_____
Cluck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

Posted by sake on 09-23-2003 01:31 AM:
For unknown reason all scripts become in Russian instead of English
I know Russian, but I need half hour to understand where is the script I'm looking for.
Some1 can help me to get the scripts back in English WITHOUT re-installing SS2?
Thnx

Posted by FROGGY76600 on 09-23-2003 01:46 AM:
@SPOOKY
Tks a lot for being so patient with me

But Ouaouuuuu ! Following your info, I finally obtain a good result and I can go
on with my mission with reinf trucks and units

Posted by Sp00ky on 09-23-2003 11:12 AM:
  quote:

  Originally posted by sake
  For unknown reason all scripts become in Russian instead of English
  I know Russian, but I need half hour to understand where is the script I'm
  looking for.
  Some1 can help me to get the scripts back in English WITHOUT re-installing
SS2?
  Thnx

@Sake: Ooooer!!! scary..

@Frogster: Glad it helped.

You two get yer pics in the MUG-Shots thread

_____
Cluck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

Posted by Sp00ky on 09-23-2003 03:10 PM:
CAMPAIGN BERLIN - TRAINING PROCEDURE (Civvies to 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 dialogue << "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 dialogue <<"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 dialogue << 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 their 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 don't hand
control
of the Volksstrum to the player until all have mustered on the parade ground -
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 dialogue <<"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 process 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.

_____
Cluck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

Posted by FROGGY76600 on 09-23-2003 05:58 PM:

@ Spooky
Listen mate !
You r making me afraid !
Are you sure you are a human being and not those E.T. dressed with human skins
to invade our brains ?

How can imagine so amazing and surprising scripts ideas !!!!

You re not the Master but the EMPEROR of Map Makers !!!

Posted by Sp00ky on 09-23-2003 06:33 PM:
Frogster my friend - It's all a matter of the appliance of logic, you will see
in time.
_____
Cluck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

Posted by Dr.Agon on 09-23-2003 08:24 PM:
  quote:

  Frogster my friend - It's all a matter of the appliance of logic, you will see
  in time.

Agree

I'm not even close good as you are spooky .But more I do scripting, more I get
ideas how to use it. Seems that only limit is your imagination
But then again, sometimes it can be really
_____

by Zhao MengFu

Posted by Loopy_Larry on 09-24-2003 04:01 AM:
I'm aiming for this: trucks come out of flag, unload men, go to corner of the
field. Infantry just unloaded head down to location 1 and then onto location 2
if no one's there...

J2- Trucks
J3- Infantry in trucks
Loc 33- Unload point
Loc 34- Place trucks go after unload
Loc 35- First place to go
Loc 36- Second place to go

Reinforcements:
-Trucks 1 - Four trucks (J2) filled with infantry (J3)

Groups settings:

J2 - Trucks- Transport from Zone to Zone 33 and 34 is in the Location boxes
J3 - Infantry - Pursue no locations entered (so (in theory) I can use J3 over

and over again, with different zones each time)

Script:

TRIGGER:
blah blah

ACTION:
send reinforcement Trucks 1 to Enemy to zone 33
Set AI location 1 for J3 zone 35
Set AI location 2 for J3 zone 36

But, the infantry don't unload and the trucks go to Zone 35 and 36 instead of 33
and 34. How would I make this work?

Thanks a lot
_____

Loopy Maps - Map site for English maps! If you need somewhere to permanently
host a Sudden Strike 2 map, I'll be happy to. Visit Loopy Maps for more details.

Posted by Loopy_Larry on 09-24-2003 04:14 AM:
  quote:

  Originally posted by Sp00ky

  CAMPAIGN BERLIN - TRAINING PROCEDURE (Civvies to Volksstrum)

  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 dialogue <<"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 dialogue << Training program commencing" >>

Spooky, what if you send 4 officers? Half the training time?

_____

Loopy Maps - Map site for English maps! If you need somewhere to permanently
host a Sudden Strike 2 map, I'll be happy to. Visit Loopy Maps for more details.

Posted by Sp00ky on 09-24-2003 04:37 PM:
Loopers

Change to "infantry guard" - If you use "infantry pursue" when they're on the
trucks and don't specify a group they will pursue the back of your truck!!.

It's best leave "pursue" behaviour until they have actually joined battle - then
kick it in to increase intensity. However you MUST specify a group with this
command or they will behave like men possessed and pursue everybody including
themselves.
_____
Cluck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

Posted by Loopy_Larry on 09-24-2003 10:55 PM:
  quote:

  Originally posted by Sp00ky
  Loopers

  Change to "infantry guard" - If you use "infantry pursue" when they're on the
  trucks and don't specify a group they will pursue the back of your truck!!.

  It's best leave "pursue" behaviour until they have actually joined battle -
  then kick it in to increase intensity. However you MUST specify a group with
  this command or they will behave like men possessed and pursue everybody
  including themselves.

Ah, thanks

_____

Loopy Maps - Map site for English maps! If you need somewhere to permanently
host a Sudden Strike 2 map, I'll be happy to. Visit Loopy Maps for more details.

Posted by Loopy_Larry on 09-28-2003 12:28 AM:
Still doesn't work, but never mind, I'm gonna do that forces business. The
player will receive "Intelligence Flashes"

_____

Posted by Born Acorn on 09-28-2003 12:29 AM:
all this equations and soundings any making me mad
_____
Every RTS fan who knows his stuff will have heard of, if not played the hell out of Total Annihilation Many (including myself) believe it to be the game that defined the RTS genre and it really did set the standards for other games to aspire to.

France tried to turtle, but Hitler did a tank rush before they were ready. Just goes to show how horribly unbalanced real life is. They should release a patch

sig by Arnie

Posted by Loopy_Larry on 09-28-2003 12:32 AM:
  quote:

  Originally posted by Sp00ky
  RAPID PLACEMENT OF UNITS ON A MAP
  ACTION:
  put units from Force 1 into location #11
  set timer #3 to 00:00:30
  transfer group C3 to player Enemy
  turn off this trigger

When you you place them back on, are they in the exact positions they were when you took them off the map?
_____

Posted by Drin on 09-28-2003 01:12 AM:
I'm an extreme newbie at this, but I love how easy scripting is. I've just tried a
few things in a test arena and have been getting along nicely (guesswork)

Right now im trying to get enemy bombers to bomb a location. Pretty simple.

Here's the script I made:

----

mission start and player Enemy kept exactly 25 Bombers

------

add strike point over marker #2
start plane route

I think I've screwed something up, help would be appreciated
_____
Grandpa Netch...lovely fish! Floating, floating. He has no eyes, but he sees
you. He comes to visit, brings me cake! Cake to share, enough for all! Tip your
hat, he knows you're there.

Posted by Sp00ky on 09-28-2003 01:13 AM:
  quote:

  Originally posted by Loopy_Larry
  Still doesn't work, but never mind, I'm gonna do that forces business. The
  player will receive "Intelligence Flashes"

Oh yeah, what's happened to the "I'm a reinforcement man"??
_____
Cluck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

Posted by Sp00ky on 09-28-2003 01:20 AM:
  quote:

  Originally posted by Loopy_Larry
  When you you place them back on, are they in the exact positions they were
  when you took them off the map?

Not exactly but near enough and spread out the same.

@Drin
Send<25><bombers> to player <enemy> to location<wherever> and land to airfield
0.
_____
Cluck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

Posted by Drin on 09-28-2003 01:29 AM:
That's to send 25 planes from off map, bomb a location and leave?
_____
Grandpa Netch...lovely fish! Floating, floating. He has no eyes, but he sees
you. He comes to visit, brings me cake! Cake to share, enough for all! Tip your

hat, he knows you're there.

Posted by Loopy_Larry on 09-28-2003 01:40 AM:
  quote:

  Originally posted by Sp00ky
  Oh yeah, what's happened to the "I'm a reinforcement man"??

It gave me a headache
_____

Loopy Maps - Map site for English maps! If you need somewhere to permanently
host a Sudden Strike 2 map, I'll be happy to. Visit Loopy Maps for more details.

Posted by Drin on 09-28-2003 05:07 AM:
Here's a challenge to you scripters:

How to make a group move to location (or marker) x.

AND how to make trucks/tanks move to location x and drop off some infantry which
then move to location x.

_____
Grandpa Netch...lovely fish! Floating, floating. He has no eyes, but he sees
you. He comes to visit, brings me cake! Cake to share, enough for all! Tip your
hat, he knows you're there.

Posted by Sp00ky on 09-28-2003 09:04 AM:
  quote:

  Originally posted by Drin
  Here's a challenge to you scripters:

  How to make a group move to location (or marker) x.

  AND how to make trucks/tanks move to location x and drop off some infantry
  which then move to location x.

Drin. Scroll up through this thread - both of these are covered here, several
times
_____
Cluck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

Posted by Drin on 09-28-2003 02:59 PM:
Okay then....

here I go....
_____
Grandpa Netch...lovely fish! Floating, floating. He has no eyes, but he sees
you. He comes to visit, brings me cake! Cake to share, enough for all! Tip your
hat, he knows you're there.

Posted by FROGGY76600 on 09-28-2003 05:17 PM:
Spooky ?
I send landing Ship with infantry (all allied)
infantry to be transferred to player when joining the attack area

Now question is : script is ok but I can t see the allied ship coming from
entrance flag till landing zone.
What can I do to see from flag to landing area ? Can find in the editor the
right script

Tks

Posted by Drin on 09-28-2003 06:26 PM:
  quote:

  Originally posted by Sp00ky

  @Drin
  Send<25><bombers> to player <enemy> to location<wherever> and land to airfield
  0. [/B]

You have to put a stop thing at the end, right? Woops

Can you guess what happened?
_____
Grandpa Netch...lovely fish! Floating, floating. He has no eyes, but he sees
you. He comes to visit, brings me cake! Cake to share, enough for all! Tip your
hat, he knows you're there.

Posted by Sp00ky on 09-28-2003 10:56 PM:
@Drin

Woops LOL. How many did you get?
I forgot to add - "Turn off this trigger"

@Froggster

*Put a marker down.
*Use cell value to trigger script;
*"Show zone around marker<whatever> in radius <60> for player <player>

*60 is biggest radius. Can be 10 for small area.

*DONT add "turn off trigger" change cell value to turn off script.

Posted by Drin on 09-29-2003 03:13 AM:
  quote:

  Originally posted by Sp00ky
  [B]@Drin

  Woops LOL. How many did you get?
  I forgot to add - "Turn off this trigger"

Lots. And lots. And lots
_____
Grandpa Netch...lovely fish! Floating, floating. He has no eyes, but he sees
you. He comes to visit, brings me cake! Cake to share, enough for all! Tip your
hat, he knows you're there.

Posted by sake on 09-30-2003 01:02 AM:
Re: Spooky ?
  quote:

  Originally posted by FROGGY76600
  What can I do to see from flag to landing area ? Can find in the editor the
  right script

  Tks

Put them in the same team as player.
_____

Posted by Sp00ky on 09-30-2003 07:00 AM:
He wants them to unload from a landing craft - you cant script the player to do
this

Posted by ntua on 10-01-2003 10:31 AM:
@Spooky: Infantry behaviour

Spooky, have you understood what is the difference between the options "ambush" and "hide to the last moment" of the Infantry guard location behaviour? I have made some tests to find out what is going on, however both options seem to work alike. More specifically, in both options soldiers do not fire at you unless you rush into the building with your soldiers. I have the impression that in the SSF when the "ambush" option was activated, soldiers covered in the house did not deliver fire unless you fire first at the house whereas in the "hide to the last ditch" soldiers did not reveal their position unless you completely destroy the building. Seems that those damned programmers destroyed a previously working AI...

Posted by Sp00ky on 10-01-2003 10:53 AM:
Re: @Spooky: Infantry behaviour
  quote:

  Originally posted by ntua
  Spooky, have you understood what is the difference between the options
  "ambush" and "hide to the last moment" of the Infantry guard location
  behaviour? I have made some tests to find out what is going on, however both
  options seem to work alike. More specifically, in both options soldiers do not
  fire at you unless you rush into the building with your soldiers. I have the
  impression that in the SSF when the "ambush" option was activated, soldiers
  covered in the house did not deliver fire unless you fire first at the house
  whereas in the "hide to the last ditch" soldiers did not reveal their position
  unless you completely destroy the building. Seems that those damned
  programmers destroyed a previously working AI...

I tend to agree with you here. Although my understanding is "Ambush" means hide until the player gets on your doorstep, and "Hide until...." means never show yourself, I have found that they both tend to hide until the player enters the building. However in Stalingrad I accidentally used the option "Ambush" instead of
"Hide" for some units as Artillery spotters. Some of theses units attacked the player randomly after he had passed their area of ops. However generally their seems to be no standard. Well done for testing, it's this kind of stuff that uncovers the mysteries of the editor. Keep testing and posting results.
_____
Cluck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

Posted by FROGGY76600 on 10-01-2003 07:39 PM:
ambush / hide until
Yes discover same thing when I'm actually making my D Day mission.
May be it is possible to script something like :
enemy entered into house, no reaction/no fire and when units players walk a
bit, enemy infantry jumps outside buildings and shoot on back of player units?

Sure Mister Spootnik , sorry Spooky can find this sort of script

Posted by Futchmacht on 10-02-2003 09:43 AM:
I NEED HELP
OK im sure this is a total noob question but I AM so far I have been able to do
everything I have wanted my mod to do but I have one problem...I'm trying to get
my enemy troops that are right besides bunkers and houses to go in the houses
but I cant get it to work can someone help me please

thanks

Posted by Dr.Agon on 10-02-2003 10:08 AM:
Re: I NEED HELP
  quote:

  OK im sure this is a total noob question but I AM so far I have been able to
  do everything I have wanted my mod to do but I have one problem...I'm trying
  to get my enemy troops that are right besides bunkers and houses to go in the
  houses but I cant get it to work can someone help me please thanks

Your house/bunker loc 1
Your troops grp A1

Trigger
Mission start

Action
set AI behaviour for grp A1 <inf- guard location>
set AI loc 1 for grp A1 <loc 1>
set AI loc 2 for grp A1 <loc 1>
Turn off this trigger

This should do it
_____

by Zhao MengFu

Posted by Sp00ky on 10-02-2003 10:18 AM:
-- Just replying and noticed you already had
_____
Cluck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

Posted by Dr.Agon on 10-02-2003 11:25 AM:
Not ment to step on to your toes...
_____

by Zhao MengFu

Posted by Sp00ky on 10-02-2003 12:52 PM:
  quote:

  Originally posted by Dr.Agon
  Not ment to step on to your toes...

Oh god no, this thread for anyone to answer. To be honest it helps me out when

others answer basic questions. I'm grateful to you mate, keep it up.
_____
Cluck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

Posted by Futchmacht on 10-02-2003 08:26 PM:
help2
ok im back I sorry to bother you guys again but im really not use the the system
of code in this game........

Ok a got the troops from group A0 to go into the bunker I want at location1

but now when I set up group A1 to go to location 2 and guard

or group A3 to go to location 3......group 2 and 3 don't move and group A0 does
what there supposed to do...I don't know what im doing wrong...(do I have to
make
a new script for each group? so far a have the instructions for all 3 group in
the same script...

NEVER MINED THE QUESTION I JUST FIGURED IT OUT IM AN IDIOT

Posted by Loopy_Larry on 10-03-2003 03:13 AM:
So you don't need help?
_____

Loopy Maps - Map site for English maps! If you need somewhere to permanently
host a Sudden Strike 2 map, I'll be happy to. Visit Loopy Maps for more details.

Posted by Futchmacht on 10-04-2003 08:55 AM:
:)

Well yes I do but for another problem...

I have a group of long range guns called group C1(they are enemy) on a single
player map im making..after 10 seconds the map shifts to the locations of the
guns..and the player can now see the guns..and they are supposed to fire at a
target at location marker 1.....well after 10 seconds the map shifts and the
player can see the guns but they will not fire at anything..and there in range
of there targets??

Can some one give me some sample code that works so that I can understand why
there not firing????

I have tried fire howitzers(SP is wrong I know and fire missiles.....

I have the groups set and the target marker set but it wont fire...please help
im sorry to ask such noob questions but im having fun learning and so far I have
done well just a few things I cant fix...

Thanks to anyone who can help

Posted by Sp00ky on 10-04-2003 09:58 AM:

Re: :)
  quote:

  Originally posted by Futchmacht
  Well yes I do but for another problem...

  I have a group of long range guns called group C1(they are enemy) on a single
  player map im making..after 10 seconds the map shifts to the locations of the
  guns..and the player can now see the guns..and they are supposed to fire at a
  target at location marker 1 who is supposed to fire at who? ...well after 10
  seconds the map shifts and the player can see the guns but they will not fire
  at anything..and there in range of there targets?? if enemy is supposed to
  fire at player; How many salvos or for how long???

  Can some one give me some sample code that works so that I can understand why
  there not firing????

  I have tried fire howitzers(SP is wrong I know and fire missiles this will
  NOT work for player - player must fire manually

  I have the groups set and the target marker set but it wont fire...please help
  im sorry to ask such noob questions but im having fun learning and so far I
  have done well just a few things I cant fix...

  Thanks to anyone who can help ..

_____
Cluck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

Posted by Futchmacht on 10-05-2003 01:45 AM:
The enemy is supposed to fire at the player..and as for how many times it does
not matter say 5 times or so....but the gig problem is that I cant get the guns
to fire at all(enemy guns to fire at player boats) using long range fire...the
guns are in range and are not to far or to close to fire...

If its possible to get the guns to fire till the target is dead...or if that
cant be done fire until its guns are dry or if that is not possible just a
timer to fire for say 4 minutes.....

(another thing I cant fix even though its a small problem is that I have 3
boats(player) come in as reinforcements(the boats I want the enemy to hit after
a
few minutes...to simulate that the boats location has been found) but I make the
boats have only 40 rounds off ammo when I make them...as reinforcements.but when
the player gets the boats the default 1000 rounds are loaded in the boat...and
no matter what I set the ammo to whether 3 rounds 40 or 100.....the ships always
come with 1000A rounds

Thanks again for helping me...its nice to be able to get help from experienced
people..I have helped other in the making of houses and code for the game
morrowind and its good to see that there are others like me around willing to
help others with code and operations.... most of the stuff in SS2 looks easy and
some of it is but some of it still throws me off..

Oh and im assuming is not possible to get the player units to move using code

like defend or to more from location to location buy them selves without using
reinforcements??

Posted by sake on 10-05-2003 03:25 AM:
  quote:

  Originally posted by Sp00ky
  He wants them to unload from a landing craft - you cant script the player to
  do this

No need of scripts. He must put reinforcements in "Ally" team, not in "player"
team, and they will show the area where are they into.
_____

Posted by FROGGY76600 on 10-05-2003 01:55 PM:
Yes Sake, but still allied crafts do not appear on map unless using marker as
Spooky said

Posted by Sp00ky on 10-05-2003 02:38 PM:
I will be back this afternoon to answer all.
_____
Cluck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

Posted by Sp00ky on 10-05-2003 09:04 PM:
  quote:

  Originally posted by Futchmacht
  The enemy is supposed to fire at the player..and as for how many times it does
  not matter say 5 times or so....but the gig problem is that I cant get the
  guns to fire at all(enemy guns to fire at player boats) using long range
  fire...the guns are in range and are not to far or to close to fire...

  If its possible to get the guns to fire till the target is dead...or if that
  cant be done fire until its guns are dry or if that is not possible just a
  timer to fire for say 4 minutes.....

  Script1 fires when player units arrive in Location 10, and continues until
  location 10 is empty of player units >>
  SCRIPT#1
  TRIGGER
  there are more than 0 units of player Player in location #10
  ACTION
  fire a howitzer of group B1 to location #10
  set ammunition at least 99 percent for units in group B1

  Script2 & 2a fires to location 10 when mission starts, and continues for 4
  minutes >>
  SCRIPT#2
  TRIGGER

```
mission start
ACTION
set timer #1 to 00:04:00
turn off this trigger

SCRIPT#2a
TRIGGER
(not timer elapsed #1)
ACTION
fire a howitzer of group B1 to location #10
set ammunition at least 99 percent for units in group B1
As soon as timer #1 elapses B1 will cease fire.

For artillery to actually see and shoot at player boats in location10 add
marker 1 to location10 then use Script#1 but replace "fire howitzer" with>>
show zone around marker #1 in radius 60 for player Enemy


(another thing I cant fix even though its a small problem is that I have 3
boats(player) come in as reinforcements(the boats I want the enemy to hit
after
a few minutes...to simulate that the boats location has been found) but I make
the boats have only 40 rounds off ammo when I make them...as
reinforcements.but
when the player gets the boats the default 1000 rounds are loaded in the
boat...and no matter what I set the ammo to whether 3 rounds 40 or 100.....the
ships always come with 1000A rounds
Assuming you units are C1. Use this after releasing the reinforcements >>
set ammunition at most 4 percent for units in group C1


Thanks again for helping me...its nice to be able to get help from experienced
people..I have helped other in the making of houses and code for the game
morrowind and its good to see that there are others like me around willing to
help others with code and operations.... most of the stuff in SS2 looks easy
and some of it is but some of it still throws me off.. Your welcome

Oh and im assuming is not possible to get the player units to move using code
like defend or to more from location to location buy them selves without using
reinforcements??
```

There is one or two scripts that work for player like...destroy units through
flag....I use this to make player units run away.
_____
Cluck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

Posted by ntua on 10-08-2003 02:15 PM:
Just an idea...
Spooky, I have tried to perform the following scenario: A team of units is
hiding in a building, the team's behaviour is Infantry-guard location-ambush.
the zone surrounding the house is let's say 1. An enemy team of units approaches
the house and when they reach more than a specific distance, the hiding units
open fire against them. One way to do this is to specify another location far
from the house let's say 2, so that whenever your units are within this area,
the hiding units change immediately behaviour (it should be infantry guard
location, every option is unchecked).

My script was like the following:
group of hiding units : A1
group of my units : A0

Script 1:
mission start
remove this trigger
set AI_BEHAVIOUR of group A1 Infantry_guard_Location
set AI_LOC1 of group A1 2
set AI_LOC2 of group A1 2

Ambush option is checked.

Script 2:
There are more than three units of player Player in Location 2
remove this trigger
say Phrase "Ambush!"
set AI_BEHAVIOUR of group A1 Infantry_guard_Location
set AI_LOC1 of group A1 2
set AI_LOC2 of group A1 2

Every option is unchecked.

However although the trigger fires, (I add the phrase for debugging, the hiding
units do not seem to change behaviour.
As a crash test, I set the behaviour of the units to None, or reconnaissance The
result is that they exit the house but they behave in a strange way, e.g. they
do
not fire against you.
Have you ever tried sth like this before?

Posted by Sp00ky on 10-08-2003 05:49 PM:
Excellent, You have found the correct way to use this feature - it all makes
sense now

I think the problem you are getting is because you state AI_Loc's during the
change of behaviour, and I don't think Locs are registered inside houses (that's
why the medical procedure in spookygrad operates from outside the buildings -
tests showed troops inside didn't react to the location)

Use the exact same script but don't state AI_Loc during the behaviour change -
the troops will retain first AI_Loc stated, and im sure this will work.

Yes I have had enemy infantry stand around and not fire at player, even with
full ammo; but I don't know what combination of behaviour causes it???

ntua well done mate; keep testing until it's right and keep us posted.
_____
Cluck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

Posted by Dr.Agon on 10-08-2003 08:11 PM:
  quote:

  I don't think Locs are registered inside houses... tests showed troops inside
  didn't react to the location

Really
Because I've used this with my mission. I put house on to the map and add loc
tiles. Script can be what ever you want,but I use for example this:
TRIGGER
there is more than 0 blah blah

ACTION
send reenf. blah blah

It takes a while to find right place for loc tiles,but when it's done,it works
just fine. Not with every house tho
_____

by Zhao MengFu

Posted by ntua on 10-09-2003 11:22 AM:
 Dr Agon seems that you are right. Infantry behaviour cannot be affected inside
the houses. Even when I followed Spooky's advice not to specify a location, the
behaviour does not change either.

Posted by sake on 10-10-2003 01:19 AM:
Make 2 different groups and 2 different locations - one group only for spying,
other group for fight. Simple things usually works best.
_____

Posted by ntua on 10-13-2003 10:32 AM:
Solution of scripting an ambush.
At last I found it! The solution is a following:

A0: Your group.
A1: Enemy group
1: zone that surrounds the house
2: zone where the ambush is activated when a number of your units is placed
within.

Initially, set the group A1 to NEUTRAL, not enemy.
This is the key to the solution.

The scripts are the following.

1) mission start

remove this trigger
set AI_BEHANIOUR OF GROUP A1 to INFANTRY_GUARD_LOCATION
SET AI_LOC1 OF GROUP A1 TO 1
SET AI_LOC1 OF GROUP A2 TO 1

Do not check any option, so the neutral group goes inside the house.

2) There are more than 4 units of player PLAYER in location 2
remove this trigger
transfer group A1 to player enemy.

This worked fine for me

Examples of timer scripting
Example 1
(Basic principles of timers)

(1) Timer #0 /1. script

Trigger:
mission start (or whatever)

Action:
set timer #0 to 00:10:00
turn off this trigger

Result:
Nothing yet

(2) Timer #0 /2. script and Timer #1 /1. script

Trigger:
timer elapsed #0

Action:
stop timer #0
say phrase "Reinforcements have arrived."
send to player Player reinforcement of type "Tank" via flag A to location #1
with delay 00:00:00
set timer #0 to 01:00:00
let cell C_0 contain Number 1
set timer #1 to 01:20:00
turn off this trigger

Result:
Re- and preset timer #0
Phrase said and Player's "Tank" reinforcement arrive location #1 appr. 10 min.
after mission start

(3) Timer #0 /3. Script

Trigger:
timer elapsed #0 and value of cell C_0 is exactly Number 1

Action:
say phrase "Reinforcements have arrived."
send to player Player reinforcement of type "Tank" via flag A to location #1
with delay 00:00:00
turn off this trigger

Result:
Phrase said and Player's "Tank" reinforcement arrive location #1 appr. 1 h. 10
min. after mission start

```
(4) Timer #1 /2. Script

Trigger:
timer elapsed #1

Action:
say phrase "Reinforcements have arrived."
send to player Player reinforcement of type "Tank" via flag B to location 2 with
delay 00:00:00
send to player Enemy reinforcement of type "Anti-tank" via flag C to location 3
with delay 00:10:00
turn off this trigger

Result:
Phrase said and Player's "Tank" reinforcement arrive location #2 appr. 1 h. 30
min. after mission start
Enemy's "Anti-tank" reinforcement arrive location #3 appr. 1 h. 40 min. after
mission start


(5)

Note here that timer #0 (=01:00:00) is not reset and must be so before it can be
preset with another value (i.e. will impact with another value).

Trigger:
Whatever that fits and won't influence on previous scripts.

Action:
Stop timer #0
Set timer #0 to 00:30:00

Next:
Timer elapsed #0 and . . .




Example 2
(Actions repeated at intervals)

In this example: Reinforcements to come at 15 min. intervals


(1) Timer #2 /1. script

Trigger:
mission start (or whatever)

Action:
set timer #2 to 00:30:00
set period of timer #2 to 00:15:00
turn off this trigger

Result:
Nothing yet
```

```
(2) Timer #2 /2. script

Trigger:
timer elapsed #2

Action:
send to player Enemy reinforcement of type "Single Tank" via flag D to location
#4 with delay 00:00:00
(Don't turn trigger off.)

Result:
Appr. 30 min. after mission start Enemy "Single Tank" reinforcement will start
to come at 15 min. intervals


(3.1) Timer #2 /3. script (stop timer sequence)

Trigger:
( Anything, but let's say: )
there are more than 0 units of player Player in location #5

Action:
stop timer #2
turn off this trigger

Result:
The reinforcements stop coming and timer is reset

(Note that by some reason this trigger may not work if that "more than 0" unit
is a motorcycle!)


(3.2)

Let's say you've predetermined that this reinforcement shall arrive with 15 min.
intervals only/exactly three times:


1. script

Trigger:
mission start (or whatever)

Action:
set timer #2 to 00:30:00
set period of timer #2 to 00:15:00
set timer #3 to 01.05.00
turn off this trigger


2. script

As in previous example


3. script

Trigger:
timer elapsed #3

Action:
```

stop timer #2
turn off this trigger

Result:
Timer #2 reset and reinforcement sequences stopped after having delivered
"Single Tank" three times

Posted by Las on 10-16-2003 11:51 PM:
Re: Fighting aircraft
"ntua:
Spooky, I would like to create a script that sends a fighter at a marker and
EXITS from the map when the targets are eliminated. There are no airfields in
the map available
The idea behind this script looks like this:
Send To player enemy 1 Fighter around Marker XYZ and land to airfield 0.
I have the impression that airfield 0 commands the fighter to exit the map.
However, the fighter runs out of fuels and eventually crashes. Have you dealt
with this situation before?
have I done anything wrong? It should be noticed that airfield 0 works with
bombers and transports. Any help will be appreciated."

_____
__

Haven't seen a proper answer for ntua's question concerning fighters leaving
map.

If one script a fighter to arrive from outside map by "send plane of player...to
marker/location", it will surely circle and circle around over it till it gets
out of fuel and crashes.

To have the plane to leave map and in one piece (if not shot down), one has to
add route and/or strike points.

The Action scripts are as follows:

Script 1:

Start plane route (deletes eventual previous routes, not necessary if this is
the first)
Add route/strike point over marker X (one or several)
Send X spies/interceptors of player X via plane route and land to airfield 0
Turn off this trigger

Script 2 (for a later mission following same route):

Send X spies/interceptors of player X via plane route and land to airfield 0
Turn off this trigger

Script 3 (for more later mission following new route):

As script 1.

The plane/-s will return to airfield 0 (leave map) after mission.

Note that route points are only ROUTE points. To have a plane to perform actions over the markers, they must be scripted as STRIKE points.

A plane route can consist of both route and strike points.

_____

Edit note:

No, it seems I'm partly wrong.

I meant to have drawn conclusion above at an earlier stage, but now I've tested it thoroughly in different situations to be absolutely sure; and obviously my memory faked me.

Also when a fighter is send by a plane route he may circle around and around at a
target till he crashes.

Only if all markers define route points, a fighter will surely return to airfield
0 (leave map) if not shot down.

In a route with several strike points he will focus on the first, and it even seems he will pursue enemies nearby that zone when they come into his view, and he doesn't give up and turns kamikaze.

Seems that for a fighter route points shall be used for steering course to a strike point, and then you can prepare for his funeral.

So I don't have a solution for scripting a fighter to return if scripted to be aggressive, and I don't think there's a way to destroy him through a gate as someone suggested, but haven't tried.

But for a spyplane it doesn't matter whether markers are defined as route points or strike points concerning return. He will return, no matter, if not shot down.

Though, with markers defined as route points, he will not scout, only areas around markers defined as strike points will be highlighted.

Posted by Las on 10-18-2003 04:51 PM:
HOW TO MAKE A TRAIN COME

(What a title!)

Indigo:
"Can anyone pls help me how I can make a train? ...
. . . . can any of you guys teach me how to script with regards to adding trains to send reinforcements, pls?"

BASICS OF CREATING

Armoured trains can't be placed directly on map and must come as reinforcements.

The other trains you see in the toolbar on bottom screen when clicking Houses 1 and Vertical Objects 2-7 in the tool list to the left, are static objects only

to smart up the map and they don't move. Though cars (wagons) from Houses can be entered by units through play.

Click Missions Options, then reinforcements.
In the slot list that appears, mark an empty one ("Units:0, score:0).
Click Edit.
In the Edit Units window popping up (Vehicles and Passengers), click on the nationality button with three dots (...).
Click Trains.
Underneath images of locomotives and cars show up and you can make a composition.
(Of course a train needs at least one locomotive to run.)
Click on one of the pictures that now turns blue.
Decide Group Name, Ammo etc.
Click Add and your first locomotive or car is chosen. Do the same with the rest of the composition.
(It's not necessary to have the locomotive in the front or rear, it can as well be in the middle, but a train needs at least two locomotives to run both forward and backwards.)
When you're satisfied with the composition, click on the white line window bottom and type the reinforcement's name, let's say "Train".
Click OK.

In the previous list you now see your composition registered with it's name, amount of units and score points.
Click OK.

In principal this is the way to create all reinforcements with any kinds of units like destroyers, tanks or infantry.

ADDING PASSENGERS

Adding passengers to trains goes same way as adding passengers to units to be placed directly on map.
When the selected unit is chosen and marked blue, click "In (0/8)".
The numbers 0/8 and the spaces to the very right refers to amount of units that can be placed within and how many already within.
0/0 means no passengers/equipment can be added to this particular unit.
Then select the unit/equipment you want loaded (only those possible to load into the unit are marked and can be chosen).
Click Add for each unit.
When the wagon is filled up with the amount you want or is full, click "In 0/8" again.
0/8 is changed to 8/8, i.e. is full.
Then finally click Add and the car (wagon) with it's passengers is moved to the composition.

SCRIPTING TRAIN TO ENTER MAP

Click Mission Options once more and Scripts.
In the Scripts window popping up, click New, and the train can be assigned to the scenario by deciding a condition, let's say:

"There are more than 6 units of player Player in location 4".

Action:
"Send to player Enemy reinforcements of type "Train" via flag C to location 4 (or another location corresponding in a straight line with the entry flag) with delay 00:00:00."

Don't forget to "turn off this trigger" unless you want the whole track to be filled up with train after train.

And it's of course a qualification that you've placed the entry flag (C) somewhere (and corresponding in a straight line with location 4).

It's not necessary with tracks to have the train to run. They are only visual effects. But wouldn't it look kinda odd with a train running on bare grass?!

BEHAVIOUR MODEL FOR TRAINS

Naturally trains react on Trains behaviour where AI_LOC1 is the guarded location.
LOC2 is location for repair of tracks.
Don't bother about A_GRP1 and 2, let 'em stay AO.

Train will repair tracks at LOC2 (if "Repair track" is checked) and return to LOC1 when job's done.

By some reason (a bug or something that passed me) behaviour model for trains is the only one that doesn't work on my computer (something peculiar happens), so I haven't been able to test track repair and other train behaviour; I'll write a post about it later. But maybe it works on yours.

HOW TO GET A TRAIN TO AUTOMATICALLY UNLOAD PASSENGERS AND EQUIPMENT AT ARRIVAL

First decide (and test) exactly where the train will stop along the track.

Then place flag A at the one side of the track and flag B at the other a bit up or down the track.

At flag A you script infantry to enter map as reinforcements and at flag B equipment.

Make the scripts with timer and test that "unloading" doesn't happen too early. Make it happen a few seconds after trains arrival.

Now it will look like infantry is running out of the train on the one side and equipment is unloaded on the other from another car (wagon).

Be sure to create a situation where nothing will happen that may destroy the train before arrival.

Script the infantry to go to a location a bit away from the train so you're sure everyone gets out and don't pop up later when the train is destroyed or has moved to another place.

Of same reason don't script too much equipment to be "unloaded".

You'll have to test this a few times to get it all right looking.

Posted by Bravo Two Zero on 10-24-2003 01:09 PM:
Initial Reinforcements
Hi All It Would Be Greatly Appreciated If U Could Help Me Send In Some Initial Reinforcements For All The Countries For My multiplayer Map Sincerely, Bravo Two Zero

_____
Suddn Strike 2 Rocks!

All times are BST +1 hour. The time now is 05:45 PM.
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