

04-25-2003 01:15 AM

Sp00ky  
Sergeant

Posts: 679 Cells, Cells, Cells, and Cell.  
Ok we talk Cells tomorrow.

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04-25-2003 07:59 PM

Sp00ky  
Sergeant

Posts: 679 Cells dont physically exist.  
They are a rather natty way of performing multi-functions by matching a set of conditions.

The Cell value and the number in your script generates a set of conditions which are read by the game as it is played (4 times a second, I believe)

Let Cell C\_<2> (Condition1) contain the <number> <1>  
(Condition2) This set conditions must be meet before performing an action in the same way as Active units of...or  
Timer Elapsed etc.

C\_ (Cell) - tells the game that this is a cell function. This cannot be changed by the scripter.

\_2 - the user variable and a common denominator (condition1) - The game will try to match this to the variable of  
all C\_'s. This is set by the scripter (0-99)

EqualTo, MoreThan, lessThan - The method used to match the next condition (condition2) This is set by the scripter.

number <1> - an integer and a common denominator (condition2)  
The game will try to match this with the number of C\_2's using the method above. This is set by the scripter (0-99)

When both conditions are matched by the method then the action is performed.

Examples later.

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04-26-2003 05:30 AM

panzershreck  
Private

Posts: 54 most of all, test play your mission over and over  
and over again until it runs the way you want it to be...

I personally have test played just one of my maps at least 20 to 30 times, possibly even more, fixing little problems  
I didn't notice

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04-27-2003 02:26 PM

von erik  
Sergeant

Posts: 717 quote:

Originally posted by panzershreck  
most of all, test play your mission over and over and over again until it runs the way you want it to be...

I personally have test played just one of my maps at least 20 to 30 times, possibly even more, fixing little problems I  
didn't notice

.....

Yep I second that.. Keep paper and pen handy and make notes about stuff.. Until you run into a major bug that is..

I sometimes have a countdown running to keep track of time, remove it when done.. tying messages to major events behind enemy  
lines will help..

Say if a group shifts place to the other side of the map, or the enemy artillery enters, offloads and targets an area.

It will help if you make a temp message.. Remove them after, don't forget to mark the scripts you put them in.. xxx will help.

And most problems occur over an hour into the game...

It is very hard to keep enemy units in track and don't let the numbers kill your mission..

And of course missions should be fun... not too difficult, (aka get flushed by a zillion enemy tanks at some point) and should not get boring.. balancing a mission is the hardest bit..

I usually make sure that you can finish it no matter how, by setting a reinforcement cell on the number of your units..

I hate it if you wind up with 10 infantry men and one tank to clear out the last remainder of an enemy..

keep them coming and keep the battle rolling is my motto..

Then the final outcome is tied to your losses as well, if you lose too much all you get is a draw or even lose the mission even if you've fulfilled all assignments..

Great thread spooky..

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05-02-2003 01:12 AM

Spooky  
Sergeant

Posts: 679 Great thread spooky> Thanks von Eric Read on my friend

Ok where were we...Defence.

STATIC DEFENCE

How to give Siege weapons to the player and take them away again...

Just before the player gets to grips with your static defence line you are going to give him the tool to beat you with. Why?, because if the player does NOT have a fair chance of winning then it's not a game.

Ok Loc30 is our defence line and the player is looking at the huge fortified (cant get by me) line. Then he looks at his 4 PAK's and before he can say "how the hell...!!" a message pops up (as an unsuspecting grunt treads on Loc29)

Message Reads: "Sir we just happen to be in the area refitting, I was wondering if you would have any use of a 152mm SP Cannon for a hour or two. to be honest the lads need the experience. They will arrive in 5 minutes"

I mean how lucky!!!

UnitTrig@Loc29=A0x1 >SPGMsg>PlrRec-D1-Loc28 >SET-C29=1

-----  
Value of cell blah is exactly blah (check players finished his last task)

AND

There are <more than> <0> units of group <A0> in Location <29> (the trigger)

AND

There are <more than> <2> units of group <A0> in Location <28>\*

-----  
Show Mod Dialogue <above msg>

Send Reinforcement to Player <ALLY> of Type <HugeSPG-D1> fromFlag <H> to Location <28> with delay 00.05.00

The value of C\_29 contain <exactly> <number> <1>

Turn off this trigger.

-----  
-----  
\* Basic check - A Very big location behind Loc29 to make sure it's a major movement not just a patrol. There is other ways to double check but i wont discuss them just now

....5 minutes later../.../...

(C29=1) UnitTrig@Loc28=D1 >D1-Msg >CD=30min

-----  
The value of C\_29 is <exactly> <number> <1>  
There are <more than> <0> units of group <D1> in Location <28>

-----  
Show Mod Dialog <"Huge SPG Arrived. Must be back in 30 minutes">  
Transfer Group <D1> to Player <Player>  
Start countdown from 00.30.00  
Turn off this trigger.  
-----  
-----

30 minutes later..../.../....ZZZZZZZZZZZZZZZZZZ

(C29=1)TimeTrig@CD=-5 >Msg >AI=null >Ammo=0

-----  
The value of C\_29 is <exactly> <number> <1>  
AND  
Countdown is <less than> 00.00.05  
AND  
Countdown is <more than> 00.00.02  
And  
active units of <D1> amount to <more than> <0> (stops proc if gun is blown-up)  
-----

Show Mod Dialog <"Ok matey i'm off">  
Set Behaviour of Group <D1> to none (Stops fire orders)  
Set Ammo at most <0> for units in Group <D1> (Double check firing stopped, or it wont move)  
Turn off this trigger.  
-----  
-----

CellTrig@C29=1 >Msg >D1=Ally

-----  
The value of C\_29 is <exactly> <number> <1>  
AND  
Countdown is <exactly> 00.00.00  
-----  
Transfer Group <D1> to Player <ALLY> (stops officer stealing it)  
Turn off this trigger.  
-----  
-----

(C29=1)UnitTrig@D1=Ally >DestroyD1-GteH >Timer29=5min

-----  
Value of Cell C\_29 is exactly <1>  
AND  
Active units of Player <ALLY> in Group <D1> amount to <More than> <0>  
-----  
Destroy units of group <D1> through Flag <H>  
Set Timer <29> = 00.05.00  
Turn off this trigger.  
-----  
-----

Ok most, if not all players will sell there mothers to hang on to the cannon. Also the destroy command is weak and if the unit gets blocked in any way it will stop.  
That's where timer 29 comes in.....

TimeTrig@Timer29 >BlowD1 >Msg

-----  
Timer Elapsed <29>  
AND  
Active units of Group D1 amount to <more than> <0>  
-----

Set <HP> at most <2> for units in Group <D1> (set HP to <2> so it they can watch it fizzle)  
Show Modal Dialog <"Damn It i told you not to press that switch, Wolfgang">

Turn off this trigger.

Now if the player (being very clever) has kidnapped the crew and put them in a truck to temporary re-group them to A0, until this trigger is over - then he can effectively steal the vehicle ....you'd think!!!

UnitLoop@D1

Active units of Player <Player> in Group <D1> amount to <more than> <0>

Set <HP> at most <0> for units in Group <D1> (set HP at 0 No more mr nice guy)

Show Modal Dialog <"Yeeehaaaa">

NOTE this is a loop, it contains NO Turn off trigger.

As soon as a unit climbs into this vehicle it will blow.

NEXT Mobile Defence & Annoyance techniques (stops player doing the things you just don't want him to do)

Many examples in Stalingrad.. Jesus you should read the threads, plenty annoyances LOL

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05-02-2003 02:07 PM

Sp00ky

Sergeant

Posts: 679 I had to make several changes in the above (typos) so best read it again.

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5-03-2003 03:04 AM

Besh-Lo

Private

Registered: Feb 2003

Location: UK

Posts: 26 Damn u spooky. u finally figured out how to prevent me from "Stealing" temporarily assigned units.

Sometimes I wish u weren't so damned freaking' clever...

But as someone mentioned (Sorry forgot who u r, and too tired to flick bk a page or 2.)

Using the "CELL" to monitor unit #'s so more re-enforcements can replenish lost units is a way of simulating control on multiple divisions, either for the player, or the AI.

So u can have 300,000 units slogging it out, per side, just not all at once.

Another good way to restrict players from "Needless Rushes" and wasting lots of units is too use the CELL's to monitor unit losses, and when the scripter determines an "Unacceptable" loss rate. either reduce the amount of re-enforcements, or like what I am trying to do, is assign "Special" units to though who keep losses to a minimum.

IE: if u r constructing an infantry engagement , and the player only has basis infantry units, and "Strategically" commits his/her units to combat, and sustains minimal losses, then a message can pop up saying some blurb about, "...Not wasting valuable lives and high command is sending in some "Special" units."

So now for your hard work in maintaining your units, u now have an MG squad, or a sniper/spotter unit.. spawn in as an extra "Bonus"...

Reward the careful player, but also, keep the units coming, but only basic units, for "Rush Guys". Just 1 way to make the same mission repayable, and appeal to different playing styles.

Regards,

Besh-Lo.

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05-03-2003 04:44 AM

Besh-Lo

Private

Registered: Feb 2003

Posts: 26 Ref: Temporary units.

While scripting a "Loaner" is a novel and underused feature.

Actually attaching a countdown is generally not realistic, and frustrating to the player, forcing a more cautious player to take unnecessary risks, trying to locate a hidden unit to destroy, before the only unit capable of destroying said objective, is returned to its former owner.

Usually just as the player has located the unit of desire.

The other problem is while using one of the "Mods" , the ammo cost for high calibre weapons is costly, meaning with only a few or less supply vehicles at your disposal, eats through the countdown, as the supply vehicle struggles to replenish its supply, and reload the temporary unit.

If u still wish to have the unit temporarily assigned to the player, make a trigger to reassign the unit when the objective - whatever it is, is destroyed, only then releasing the unit to its former owner.

Giving the player some Leigh-way and make more accurate fire control on probable tgt locations.

Regards,  
Besh-Lo.

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05-03-2003 10:52 AM

Sp00ky  
Sergeant

Registered: Oct 2002

Location: Brighton, UK

Posts: 679 <<<Another good way to restrict players from "Needless Rushes" and wasting lots of units is too use the CELL's to monitor unit losses, and when the scripter determines an "Unacceptable" loss rate. either reduce the amount of re-enforcements>>>

UnitChk#1

-----  
Time from start of mission is 00.30.00 (or any other trigger)  
Active units of player <player> amount to <more than> <100>  
AND  
Active units of player <player> amount to <less than> <150>

-----  
Let C\_2 contain number 1  
turn off this trigger.

-----  
UnitChk#2

-----  
Time from start of mission is 00.30.00 (or any other trigger)  
Active units of player <player> amount to <more than> <50>  
AND  
Active units of player <player> amount to <less than> <100>

-----  
Let C\_2 contain number 2  
turn off this trigger.

-----  
Celltrig@C2=1 (Supply player 50 units)

-----  
Value of Cell C2 is <exactly> <number> <1>

-----  
Send to Player <Player> Reinforcements of Type <50-units>  
turn off this trigger.

-----  
Celltrig@C2=2 (Supply player 50 units twice)

-----  
Value of Cell C2 is <exactly> <number> <2>

-----  
Send to Player <Player> Reinforcements of Type <50-units>  
Send to Player <Player> Reinforcements of Type <50-units>

-----  
turn off this trigger.  
-----  
-----

Or if your player is Private Besh-Lo  
UnitChk#3  
-----

Time from start of mission is <4 days> (or any other trigger)  
Active units of player <Besh-Lo> amount to <Exactly> <the same as you started with>  
AND  
Active units of player <player> amount to <see above> <see above>  
-----

Let C\_2 contain number 3  
turn off this trigger.  
-----  
-----

Celltrig@C2=3 (Supply player sod all units twice)  
-----

Value of Cell C2 is <exactly> <number> <3>  
-----

Send to Player <Besh-Lo> Reinforcements of Type <EMPTY>  
Send to Player <Besh-Lo> Reinforcements of Type <EMPTY>  
-----

turn off this trigger.  
-----  
-----

He he he Besh, you slippery fish.....I am glad you ran over Paulus with the plane..

Always good to hear from you.  
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05-03-2003 01:12 PM

DUKW  
Private

Registered: Jan 2003

Location: England

Posts: 43 ".....

He he he Besh, you slippery fish.....im glad you ran over Paulus with the plane.. "

I'm glad I'm not the only one who ran over Paulus - but I did in the first few minutes - lost a mission with only 1 casualty  
- a personal worst.

Doing better now using SSNM, and looking where I park the plane.