

----- Begin document

The following is a direct copy from the original post of the author of the map scripts for more information about the scripts itself
----- End document

I have updated my collection of gamespace scripts. Here below are links to the files, and explanations of what they do. They are of no use to clients. Only server admins will be able to use these files.

Supply depot

http://www.wad-builder.com/scripts/supplydepot_v1.2007.scp

Flies open/beg, gold/beg, grundle/beg over roof into mirrored exploit, disables twofifteen music speakers and often were cancelled/crowd control exploit fix. Flies van_ambushed victims.

Supply depot2 - alternate script

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Battery

<http://www.wad-builder.com/scripts/battery.scp>

Overlows brought in ~~change~~ ~~script~~ ~~script~~ to my attention. It can be fixed by this script for a minimal amount of loss of shooting angle on the corner.

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Twilight 6.2

http://www.wad-builder.com/scripts/tw6_6.2.scp

Flies, drops, exploit that allowed players to hide in a wall and open their face while asleep.

Start of End 10

http://www.wad-builder.com/scripts/End_10.scp

While I'm at it, this script makes the last 3 seconds of H&T 10 useful! Run script!

Revanator_14

http://www.wad-builder.com/scripts/Revanator_14.scp

Typ 4 Gamespace developed this script to prevent 30 second allied defense plant for side when beg. Used the same day I made a script for Flashing that has the same kind of beg. This script also prevents you from dying if you fall into the tunnel from at a certain spot. I did not author this script, but I did survey the changes and it looks clean to me. Script is in use on Game Arena servers in Australia.

FL beach

http://www.wad-builder.com/scripts/FL_beach.scp

Flies over beach spawns, double/triple messages, adds supply bunker spawns for allies when CP is built, many other minor fixes. Flies van_ambushed victims.

FL beach - single only

http://www.wad-builder.com/scripts/FL_beach.scp

Flies over beach spawns, double/triple messages, many other minor fixes. Flies van_ambushed victims.

Ridgeway - Single Only

<http://www.wad-builder.com/scripts/ridgeway.scp>

Players were using an exploit to build inside of a watermark in the depot yard. The task on ridge above the depot yard now has a valid player tip inside it. The edge may seem a bit tricky if you misread on the flashlight. A trigger just has to damage explosives who exploit past the clip is equal.

Ridgeway Fix

http://www.wad-builder.com/scripts/ridgeway_fix.scp

Some fixes to ridgeway, but makes CP gspace for Axis and reduces map duration from 30 minutes to 20 minutes.

Ridgeway Single + 4 tower spawns

http://www.wad-builder.com/scripts/ridgeway_fix.scp

Ridgeway Single + 4 tower spawns + Axis CP spawns + 20 side time limit

http://www.wad-builder.com/scripts/ridgeway_fix.scp

new ridgeway

Ridgeway Fix II

http://www.wad-builder.com/scripts/ridgeway_fix.scp

Some fixes to ridgeway, but makes CP gspace for Axis or Allies when built. Run script!

Ridgeway Fix III (includes 4 tower spawns)

http://www.wad-builder.com/scripts/ridgeway_fix.scp

Some fixes to ridgeway plus Ridgeway's tower spawns, but makes CP gspace for Axis or Allies when built. Run script!

Flashbang "Two" Script

http://www.wad-builder.com/scripts/Flashbang_v1.scp

In addition to all open features and setting of the allied antiperson to the cp at gflw73, this script disables stage 2 of the ant depot defense. Thanks to 275fixed for the modified connectable code. Needs can no longer build the ant defense, stage 2 with this script. Only stage 1 can be built. On the west side, both stages of depot defense work normally. No more games spoiled by hyperactive noobs.

Flashbang "Two" Script II

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Flashbang "Two" Script III

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Flashbang - new script

http://www.wad-builder.com/scripts/Flashbang_v1.scp

In addition to the standard open features, the antiperson is set to the command post (if active) at gflw73. An announcement indicates when this is set. This fix can be used to antiperson forward when the tank only the tunnel and a heading towards the depot. Correct antiperson wait times to be set prior to players opening. Reduces use of crowd wait time, making a 30 second plant by Allies winnable (previously, Allies had to plant with 54 or more seconds remaining).

Antidote Gamespace

<http://www.wad-builder.com/scripts/antidote.scp>

Another submod/modified building version (somewhat akin to the various ex-Jacking Boxes) by 4015832. Task speed should be raised (suggestion 1.25) via another phase of flashbang for post!

Antidote: "Special Features" as an RT Fix V 3.2.4 script modification with the following features:

Global - Disabled: 20 - Axis spawning: 20 - Tank in invisibility: 1st stage - Allied fire spawns and tankset at 2nd window but targeted. Allied spawns still present and, obviously, but reduced to 6 spawns (spawns) - Bridge only one stage connectable with a charge of 1.25 - Flashlight charge/spawn 0.75

Tank destroy: Transmittance immediately after passing the Bridge.

2nd stage - Operative spawning of Gamespace into the allied.

Operative: Allied begins to destroy the operative spawns is independent of Commandpost state - Gamespace: Health cabinet at table from starting independent of Commandpost state - Tank destroy: Manager after turning the Target Gamespace opening to default and is removed - End: Tank destroy in front of Manager

Another submod/modified building version (somewhat akin to the various ex-Jacking Boxes) by 4015832. Task speed should be raised (suggestion 1.25) via another phase of flashbang for post!

Flashbang with "Lobby" (Antidote's) submod

Download V 3.2.4 script (RT Fix)

<http://www.wad-builder.com/scripts/antidote.scp>

Download V 3.2.4 script (RT Fix)

<http://www.wad-builder.com/scripts/antidote.scp>

SW Jacking

<http://www.wad-builder.com/scripts/jacking.scp>

Updates many aspects of gamespace: time is reduced to 15 mins, depot defense can be blocked down with grenades, bridge is easy to build, tank is fast and invulnerable, except at the end of the map, after blowing the side wall, the tank becomes 'normal', and new feature is a gamespace 73 antiperson at command post (if active). Only stage 1 of the ant defense can be built.

13 End Final

http://www.wad-builder.com/scripts/13_End_Final.scp

Flies make a version of the new 13_End_Final that makes a minor correction in the initial antiperson wait, so that antiperson are set before players spawns. This is addition to Mader's gamespace fix.

Snack2

<http://www.wad-builder.com/scripts/snack2.scp>

This is beta script that needs testing in the real world. This one was an exercise in highly script mangling. Report bugs to me. This script is working for me, but I need more feedback.

Corrected antiperson
Corrected gamespace wait times
Reduced 13 End and gamespace
Corrected correctly working 730 and gamespace at CP
Made some corrections to the
Added van_ambushed victims for CP spawns activity

Search 2 - Compilation Yarnies - beta

<http://www.wad-builder.com/scripts/search2.scp>

Summary of changes:

All MG's were removed
All tank health was reduced (100 to 50) (not sure if it was 100 or 50) (not sure if it was 100 or 50)

Removed bridge
New antiperson message (not sure if it was 100 or 50)

Allied - Axis antiperson set to 2000 instead of 1500
Map time reduced from 20 to 15 (not sure if it was 20 or 15)

Report progress to server health status calls (not sure how many to keep or remove)

Flies change:

Antiperson: some of health status?

Antiperson: some health status to get Axis antiperson?

Antiperson: some health status to get Axis antiperson?

I need feedback on this one...

Builders

<http://www.wad-builder.com/scripts/builders.scp>

Flies at tank spawns

Cow

<http://www.wad-builder.com/scripts/cow.scp>

Flies MG42 team + one exploit (Bugs) pillar exploit fix

Cow2

<http://www.wad-builder.com/scripts/cow2.scp>

Flies MG42 team + one exploit (Bugs) pillar exploit fix

Subscript: 13 End Final

http://www.wad-builder.com/scripts/subscript_13_End_Final.scp

Flies testing fix that caused Allies to lose when 40 seconds remains and dynamics is planned. Attempts to fix the ship damaged while blowing building bag where the ship gets moved up. Not sure if bag 42 is totally fixed, it needs some testing on busy servers.

Subscript: 13 End Final

http://www.wad-builder.com/scripts/subscript_13_End_Final.scp

Flies testing fix that caused Allies to lose when 40 seconds remains and dynamics is planned. Attempts to fix the ship damaged while blowing building bag where the ship gets moved up. Not sure if bag 42 is totally fixed, it needs some testing on busy servers. Adds progressive forward spawns at the front advances, from the docks, then the same ship move... making that building bag with shorter, and making it easier for Allies to win over the boat captures the CP tank.

StarGate_2945

Not really a fix, but a minor gamespace change.

<http://www.wad-builder.com/scripts/stargate.scp>

I had grammar of the v3.2.4 script and the script the change but happened to build the gate to 1.5. This causes more issues for Axis to come forth and defend dynamics, rather than simply sit back and wait for the gate to be built.

4.2.1

Flies van_ambushed victims. Country: Denmark.

Builder

<http://www.wad-builder.com/scripts/builders.scp>

Adjusts wait times and disables spawns when strong wall is destroyed...

Builder Fix

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Index

Flies van_ambushed victims. Country: Denmark.

v_3.2.4

v_3.2.4

Fluor-vin, undiluted solution. Courtesy: Dierckx.

[en_guttmich.de](#)

Fluor-vin, undiluted solution. Courtesy: Dierckx.

[wertheberg.de](#)

[gutenberg.de](#)

Fluor-vin, undiluted solution. Courtesy: Dierckx.

[Adloner](#)

[Adloner](#)

Updated manuscript by the original author. Dierckx.

-Martin