

scripting - Page 1

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

I have updated my collection of mapscripts. 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 them. This.

Supply depot

<http://www.hobbyist.com/forums/showthread.php?p=12607>

Flies opens bag, gold bag, grandmaster over roof into entrance\exit, disables trackhouse music speakers and often uses warcraft/cross control exploit file. Flies vs, _ambush\waiter.

Supply depot - alternate script

<http://www.hobbyist.com/forums/showthread.php?p=12608>

Flies opens bag, gold bag, grandmaster over roof into entrance\exit, disables trackhouse music speakers and **removes** warcraft/cross control exploit file. Flies vs, _ambush\waiter. Players will no longer bounce into invisible walls, but the snatched exploit is possible with this script! This version was requested by GA for competition and the desire to play with no playerfly in the package.

Supply depot 2

<http://www.hobbyist.com/forums/showthread.php?p=12607>

Flies opens bag, gold bag, grandmaster over roof into entrance\exit, disables trackhouse music speakers and often uses warcraft/cross control exploit file. Flies vs, _ambush\waiter.

Supply depot 2 - alternate script

<http://www.hobbyist.com/forums/showthread.php?p=12608>

Flies opens bag, gold bag, grandmaster over roof into entrance\exit, disables trackhouse music speakers and **removes** warcraft/cross control exploit file. Flies vs, _ambush\waiter. Players will no longer bounce into invisible walls, but the snatched exploit is possible with this script! This version was requested by GA for competition and the desire to play with no playerfly in the package.

Bugs

<http://www.hobbyist.com/forums/showthread.php?p=12609>

Overbars brought + <http://www.hobbyist.com/forums/showthread.php?p=12610> to my attention. It can be fixed by this script for a minimal amount of loss of shooting angle on the corner.

Supply

<http://www.hobbyist.com/forums/showthread.php?p=12611>

Flies opens bag, gold bag, grandmaster over roof into entrance\exit, disables trackhouse music speakers and often uses warcraft/cross control exploit file. Flies vs, _ambush\waiter.

Supply - alternate script

<http://www.hobbyist.com/forums/showthread.php?p=12612>

Flies opens bag, gold bag, grandmaster over roof into entrance\exit, disables trackhouse music speakers and **removes** warcraft/cross control exploit file. Flies vs, _ambush\waiter. Players will no longer bounce into invisible walls, but the snatched exploit is possible with this script! This version was requested by GA for competition and the desire to play with no playerfly in the package.

Trailblitz 1.2

<http://www.hobbyist.com/forums/showthread.php?p=12613>

Flies allows regular that allowed players to look in a wall and open their base while asleep.

Blow of Cash 10

<http://www.hobbyist.com/forums/showthread.php?p=12614>

While Fly # 4, this script makes the last 3 seconds of H&C 10 useful! Beta script!

Breakout 14

<http://www.hobbyist.com/forums/showthread.php?p=12615>

Got a Gamecube developed this script to prevent 17 second double plant bar coin bag. Had the same day I made a script for Flashing that had the same kind of bag. This script also prevents you from dying if you fall into the tunnel from a certain spot. I did not author this script, but I did verify the changes and I look close to me. Script is in use on Gamecube servers in Australia.

FL beach

<http://www.hobbyist.com/forums/showthread.php?p=12616>

Flies over beach opens, double high messages, adds supply bunker opens for allies when CP is built, many other minor fixes. Flies vs, _ambush\waiter.

FL beach - single only

<http://www.hobbyist.com/forums/showthread.php?p=12617>

Flies over beach opens, double high messages, many other minor fixes. Flies vs, _ambush\waiter.

Ridgeway - Single Only

<http://www.hobbyist.com/forums/showthread.php?p=12618>

Players were unable to exploit to look inside of a warcraft in the depot yard. This task on help above the depot yard was a valid playerfly inside it. The edges were not a 'tick' if you entered on the 14th/15th. A trigger_bar was used to damage explosion when exploit past the clip in exploit.

Ridgeway 1st

<http://www.hobbyist.com/forums/showthread.php?p=12619>

Some fixes as ridgeway, but makes CP governable for Axis or Allies when built. Beta script.

Ridgeway 1st - 4 tower opens

<http://www.hobbyist.com/forums/showthread.php?p=12620>

Ridgeway 1st - 4 tower opens + Axis CP opens + 20 min time limit

<http://www.hobbyist.com/forums/showthread.php?p=12621>

new script version

Ridgeway 1st II

<http://www.hobbyist.com/forums/showthread.php?p=12622>

Some fixes as ridgeway, but makes CP governable for Axis or Allies when built. Beta script!

Ridgeway 1st III (includes 4 tower opens)

<http://www.hobbyist.com/forums/showthread.php?p=12623>

Some fixes as ridgeway plus Ridgeway's tower opens, but makes CP governable for Axis or Allies when built. Beta script!

Flashlight "Fly" Script

<http://www.hobbyist.com/forums/showthread.php?p=12624>

In addition to all open features and setting of the allied antennas in the cp at exploit 7.3, this script disables stage 2 of the start depot defenses. Thanks to 2150ed for the modified connectable code. Needs can no longer build the start defenses, stage 2 with this script. Only stage 1 can be built. On the west side, both stages of depot defenses work normally. No more games spoiled by hypersonic noobs.

Flashlight "Fly" Script II

<http://www.hobbyist.com/forums/showthread.php?p=12625>

In addition to all open features and setting of the allied antennas in the cp at exploit 7.3, this script disables stage 2 of the start depot defenses. Thanks to 2150ed for the modified connectable code. Needs can no longer build the start defenses, stage 2 with this script. Only stage 1 can be built. On the west side, both stages of depot defenses work normally. No more games spoiled by hypersonic noobs. Player clips back all backdrops into building 2 axis games are enabled in the Axis track games.

Flashlight "Fly" Script III

<http://www.hobbyist.com/forums/showthread.php?p=12626>

In addition to all open features and setting of the allied antennas in the cp at exploit 7.3, this script disables stage 2 of the start depot defenses. Thanks to 2150ed for the modified connectable code. Needs can no longer build the start defenses, stage 2 with this script. Only stage 1 can be built. On the west side, both stages of depot defenses work normally. No more games spoiled by hypersonic noobs. Player clips back all backdrops into building 2 axis games are enabled in the Axis track games. Axis can open at Axis CP when CP is built. Axis can open at health and Allies but after allowing the tank to the MG base. What opens is a knockout that is disabled after team leaves the team based base. Axis opens is disabled by turning up the Axis CP. Bridge stages reduced to one step for each for team build. Allied transport is reduced to 75 for fast build time. This script is experimental!

Flashlight - new script

<http://www.hobbyist.com/forums/showthread.php?p=12627>

In addition to the standard open features, the antennas is set to the command post (if active) at exploit 7.1. An announcement indicates when this is set. This fix can be used to antennas forward when the tank enters the tunnel and is heading towards the depot. Correct antennas were found to be set prior to players opening. Reduced end of round wait time, making a 10 second plant by Allies winnable (previously, Allies had to plant with 54 more seconds remaining).

Analogue feedback

<http://www.hobbyist.com/forums/showthread.php?p=12628>

Another successful modified feedback version (somewhat able to the version on Jacking forum) by 411582Z. Task speed should be raised (suggestion 1.250) for another factor of feedback for post!

Reactions: "Quick Feedback" as an RT Pro V 3.2.4 supporter modification with the following features:

Global - "enabled": 20 - Axis opening: 20 - Tank in connectable: 1st stage - Allied fire opens and tankset at 2nd wheel (original) Allied opens will prevent and checkable (but reduced to 6 openings) - Bridge only one map connectable with a checkpoint of 1.20 - Fourthbridge checkpoint 0.75

Task design - Transmissions immediately after passing the Bridge

2nd stage - "enabled" opening of change with the exploit

3rd stage - "enabled" opening of change with the exploit

4th stage - "enabled" opening of change with the exploit

5th stage - "enabled" opening of change with the exploit

6th stage - "enabled" opening of change with the exploit

7th stage - "enabled" opening of change with the exploit

8th stage - "enabled" opening of change with the exploit

9th stage - "enabled" opening of change with the exploit

10th stage - "enabled" opening of change with the exploit

11th stage - "enabled" opening of change with the exploit

12th stage - "enabled" opening of change with the exploit

13th stage - "enabled" opening of change with the exploit

14th stage - "enabled" opening of change with the exploit

15th stage - "enabled" opening of change with the exploit

16th stage - "enabled" opening of change with the exploit

17th stage - "enabled" opening of change with the exploit

18th stage - "enabled" opening of change with the exploit

19th stage - "enabled" opening of change with the exploit

20th stage - "enabled" opening of change with the exploit

21st stage - "enabled" opening of change with the exploit

22nd stage - "enabled" opening of change with the exploit

23rd stage - "enabled" opening of change with the exploit

24th stage - "enabled" opening of change with the exploit

25th stage - "enabled" opening of change with the exploit

26th stage - "enabled" opening of change with the exploit

27th stage - "enabled" opening of change with the exploit

28th stage - "enabled" opening of change with the exploit

29th stage - "enabled" opening of change with the exploit

30th stage - "enabled" opening of change with the exploit

31st stage - "enabled" opening of change with the exploit

32nd stage - "enabled" opening of change with the exploit

33rd stage - "enabled" opening of change with the exploit

34th stage - "enabled" opening of change with the exploit

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36th stage - "enabled" opening of change with the exploit

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40th stage - "enabled" opening of change with the exploit

41st stage - "enabled" opening of change with the exploit

42nd stage - "enabled" opening of change with the exploit

43rd stage - "enabled" opening of change with the exploit

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79th stage - "enabled" opening of change with the exploit

80th stage - "enabled" opening of change with the exploit

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