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tutorials anyone?

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Topic:

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Topic author: g\_r\_a\_e

Subject: tutorials anyone?

Posted on: 04/28/2002 01:52:30 AM

Message:

Hello everyone, I have been using IGOR for a little while now as well as posting to this forum . I have seen a lot of questions that are very similar in style. I would like to help if I could. I am two months away from graduating with a Bachelor of Science majoring in Computer Science at the University of Tasmania in case anyone needed some reassurance. I would like to create a document that answers the common themes to these common questions. IGOR is pretty easy to use when you begin to understand the processes involved. So, how am I going to do this?... Hmm, maybe people could post here a list of the types of things (random artillery, actor plans etc.) they would like explanations for? Suggestions would be welcome.

Replies:

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Reply author: Right-hand

Replied on: 04/28/2002 1:31:24 PM

Message:

1. How to get an enemy to use a fixed machinegun.
2. How to properly set up an extraction zone.
3. How to set actors to hostage behavior and not have the enemy shoot them.
4. How to set the player's platoon to the player controlled platoon.
5. How to not create lag when making a multiplayer game.
6. How to properly use a zone as a proximity trigger.
7. How to properly set up the fog on a map.
8. How to set up Vs. multiplayer missions.
9. How to 'tag' everything in the script for easy debugging.
10. How to properly set up an enemys 'plan' (In what order).
11. How to use the 'Mods' menu to select the default mission editor.
12. How to create server-side missions vs. a client side mod.
13. How to get a tank to fire its main cannon at you.
14. How to insert music into a mission.
15. Hmm...I'll add more later if I can think of them. These were just off the top of my head. Im sure I will have 15 more in a min. hehe. 🤪

AV\_\po||o

"What was that? Just me...sneakin' around behind ya."

Edited by - wadegiles on 04/30/2002 11:58:29 AM

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Reply author: BOBK

Replied on: 04/30/2002 10:34:29 AM

Message:

Hey!

I like what's happening here! Keep it going guys.

Well...I hope it's ok with everybody if I compile all this and add it to my WebPage.



Edited by - BOBK on 04/30/2002 10:36:47 AM

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Reply author: DOH

Replied on: 04/30/2002 10:42:04 AM

Message:

Might as well see if you can get permission to include the mine effects from Wolfsong. Lots of great info here for the ppl learning to script. I stuck on a random barrage script here somewhere as well, that some may find useful. That will help them understand how to get random timed effects. From there its not too far a leap to the random effects + a random timer.

If ya need help just let us know g\_r\_a\_e

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Reply author: Ignacio

Replied on: 04/30/2002 11:00:34 AM

Message:

Thank you very much g\_r\_a\_e!



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Reply author: wadegiles  
Replied on: 04/30/2002 11:30:28 AM  
Message:

12. How to create server-side missions vs. a client side mod.  
Another small contribution.

If you are attempting to create a server-side mission, you SHOULD NOT use customized anythings since this would require adding too much stuff to the Origmiss folder! Meaning no customized vehicles, weapons, actors, music, etc. When you open Igor, click File->Mods and uncheck all the mods listed there with the possible exception of mp1 (Desert Siege).

If you are going to use anything from Desert Siege, then checkmark mp1. Keep in mind that anytime you open the mission in Igor, you'll have to make sure that the mp1 is active. Otherwise, Igor will crash when it can't access the Desert Siege elements of the mission.

Now, if you've checked all the mods your players must have and unchecked those that they don't have to have, you are ready to create your mission(s). Open the Mission properties and be sure that the left side checkboxes for Single Player and Multiplayer Coop are checked. Also open the map properties and uncheck the Available to custom missions box which keeps the mission from showing up in firefight, SAR, and recon game type lists on the server. Save your mission file in the Ghost Recon\Origmiss\Missions folder. Name it something different than the original missions that come with the game (I named mine f??missionname.mis for my Free Russia Campaign mod where the ?s are numbers).

Client side missions, packaged as Mods, can use customized anythings. Meaning you can include custom actor files, kit files, icon files, music, sound, etc. The easiest way to create a Mod structure is by using Igor. There is a command in the menu for creating a New Mod. It sets up the folder structure for you and creates the mod content file. This will be found under File->Mods.

When you have created all your custom files and placed them in your custom folder (e.g. Ghost Recon\Mods\YourMod directory), then you are ready to make the mod available for your players. Navigate to the Mods folder, use some compression software to package up the YourMod folder. Be sure to save relative paths or keep directory structure or save folders (however they've worded it in your compression software). Be sure to put a readme.txt file at the same directory level as the YourMod folder which describes the contents of the compressed file and explains the Mod itself. Finally, distribute the file as you see fit.

Prior to releasing the mod, you should test, test, test, test. When you think you are done testing, then test some more. No one wants to download a Mod with a bad reputation.

Edited by - wadegiles on 04/30/2002 12:03:50 PM

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Reply author: wadegiles  
Replied on: 04/30/2002 11:34:08 AM  
Message:

How to make a campaign mod with specialists.

1. Create a new folder in your Ghost Recon\Mod\ folder. Name it something similar to the name of your campaign. (i.e. YourMod)
2. Create a subfolder within the new directory. Name it missions. Every mission you create for the campaign should be saved here.
3. Create a file named campaign.xml and save it in the missions directory. Let's look at the structure for this file using an example. Given these 3 mission files, day.mis, noon.mis, and night.mis, we can create a campaign with missions ordered however we'd like.

```
<Campaign>
<Mission>
  <FileName>day.mis</FileName>
  <Hero>my_hero1.atr</Hero>
</Mission>
<Mission>
  <FileName>night.mis</FileName>
  <Hero>my_hero2.atr</Hero>
</Mission>
<Mission>
  <FileName>noon.mis</FileName>
  <Hero>my_hero3.atr</Hero>
</Mission>
</Campaign>
```

To keep missions from showing up in the Quick Missions prior to successfully completing it in the campaign, open the mission file in Igor, click on Mission Properties and check the Requires Unlocking box.

4. Notice the Hero entries in the campaign.xml code above. If you create specialists for your campaign, or if you just want to use the default specialists, then you indicate which hero file corresponds to the specialist that is unlocked after each mission. (NOTE: unlocking specialists is done within the mission by scripting.) The .atr files for custom made specialists should be placed in the \YourMod\actor\hero directory.
5. If you plan on distributing the campaign for others to download, then package the contents of the YourMod directory, preserving paths or folder names, using WinZip, WinRAR, WinAce, etc. Be sure to get rid of the Save folder and any subfolder in it before you finish packaging.
6. Post the file on the web using a host that allows direct linking. Notify any GR download mirrors you like and tell them where they can download the mod.

Edited by - wadegiles on 04/30/2002 11:54:40 AM

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Reply author: wadegiles  
Replied on: 04/30/2002 11:39:07 AM  
Message:

Does the actor file for the heros (specialists) HAVE to be the same names as in the original (e.g. jacktunney.atr)?

No. You can name the .atr files whatever you like. The name is referenced in the campaign.xml file for any specialist that could be unlocked for a mission. That's a good thing to know. You don't have to reuse those old specialist names.

One note: in order for the new specialists to show up in Quick Missions, the answer is Yes. This is apparently hardcoded.

Do I create a new unlocked heros file (e.g. fr\_unlockedhero.xml) and plug that name into each mission file using Igor?

If, when starting the campaign, the hero file does not exist in the Ghost Recon root directory, then it is automatically created there. Be sure to use the same file name in all the missions and place that name in the Unlocked Hero box of the Mission properties in Igor.

Edited by - wadegiles on 04/30/2002 12:02:09 PM

Edited by - wadegiles on 06/17/2002 3:33:54 PM

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Reply author: BOBK

Replied on: 04/30/2002 1:16:36 PM

Message:

I guess I'm gonna have to change the title to "Grae and Friends"...or something like that.

Anyway, here is the sketch version of the start of the Tutorials Page.

I'm just a basic HTML programmer, but any ideas will be welcome, especially here at the beginning.

Updated 5-04

<http://www.sonic.net/~roosky/downloads/downloads.htm>



Edited by - BOBK on 04/30/2002 1:17:59 PM

Edited by - BOBK on 05/04/2002 6:04:33 PM

Edited by - BOBK on 05/08/2002 11:27:25 PM

Edited by - BOBK on 05/08/2002 11:29:17 PM

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Reply author: Right-hand

Replied on: 04/30/2002 1:53:17 PM

Message:

Two things I want to drop in here right quick.

1. Proximity triggers. You need to make sure they are large enough so that the player doesn't run through them before they are triggered. A player runs at 5m/second and the game checks a prox. trigger every second. So if your zone is only 1 or 2 m in size it's possible to run through it without triggering it. Simply extending the zone in the direction the

player would be moving usually doesnt hurt anything.

2. Setting up enemy plans. Nothing wrong with the way wadegiles has set things up, but I like to make things easier to understand by breaking things down into categories. Things in category one should come before category two, and category two before three.

1. Set up plans: these are plans that "set up" the enemies. Things like alertness, stance, wait, pace, speed (for vehicles), grenades ect.
2. ROE plans: set the combat ROE and movement ROE (people should know what these do!)
3. Movement plans: setting up a path (the difference between the 3 types), add zone/patrol plans, follow, and cover plans.

Of course they don't have to be exactly in this order. You could change the stance after a path, or a combat ROE after a cover plan..ect ect. Basically they should know that plans are executed in a top down order and the next item in the plan isnt executed until the one before it is finished. So anything below a loop or track path is never executed.

Member of =DRAG=

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Reply author: g\_r\_a\_e

Replied on: 05/01/2002 03:08:44 AM

Message:

13. How to get a tank to fire its main cannon at you.

This is a popular one so I'll take a bit of time on it and try to cover most points.

Essentially a tank (or mobile howitzer) will only fire its big gun when given the DestroyVehicle order as part of a plan. The DestroyVehicle order (in plans) requires a target vehicle. The only objects that occur in this target list are vehicle types.

The way around this is to create a vehicle on the map and select the initially hidden box in its properties. This will cause the vehicle to be present but invisible in-game. If you choose this vehicle in a DestroyVehicle order the tank will appear to fire at this area on the map.

Be aware that the vehicle is physically there in-game (getting my realities mixed up here) you will find that you can't walk through it or shoot through it (sigh..only sometimes). This is not very noticeable in big areas but you will have to be careful in smaller more confined areas. Also choose small target vehicles, the Hummer is good.

After you have added the appropriate objects to your map select Trigger Plans in the Database (list thingy on the right side of the screen). Create a new plan and name it Plan - Shoot Big Gun (thanx wg for the naming convention). Add the order DestroyVehicle to this plan and select the target (hidden) vehicle. Create another plan, Plan - Stop Shooting, add the Wait order for 0.00 secs (or anything really).

To the script.

When you want the tank to fire at this position in-game use the response ExecutePlanVehicle, and choose the tank and Plan - Shoot Big Gun. You will have to decide which block you want this in (i.e. when you want it to happen). In this same block add the response TimerSet, hit the edit button next to tags in TimerSet properties box. Add a new tag of Timer type called Timer - Stop Firing in the Tags properties box that appears, now close the Tags properties box. Select your newly created Timer and set the duration to fifteen seconds. This is enough time to get one shot away usually. Create one more block using the TimerExpired trigger and select Timer - Stop Firing, In this block place the response ExecutePlanVehicle and select the tank and Plan - Stop Firing.

To create the illusion that the tank is firing at the player is a bit more difficult. The simplest way is to position a hidden vehicle in a zone that you have created. You can then use a ProximityPlatoon to trigger a block with the ExecutePlanVehicle response in it. This will cause the tank to fire in the direction of the players.

Currently I am working on a better way but it isn't perfect. The trigger that I am using is a TimeElapsed set to 12 seconds. In this block I have a BlockPreserve to allow it all to work more than once. The next line is ShowThing listing the target (a truck this time). The next response is TeleportObject selecting the target truck as the object to teleport. The location selected is special. Select the edit button next to Tags. Add a new Tag of type ActorRef called ActorRef - Player, close the Tags box. Select this tag as the location. The last response in this block is TimerSet, add a new timer called Timer - Delay using the edit Tags method select this timer and leave the value at 0 seconds.

Create a new block with the trigger TimerExpired, select Timer - Delay. Add the response BlockPreserved. Now add the response ExecutePlanVehicle selecting your tank and Plan - Shoot Big Gun. Finally add the response HideThing selecting the target truck.

In the StartUp block add the response VariableSetActor, for the variable select ActorRef - Player and for the actor select the edit button next to Query then select GetPlayerActor.

If you put all of this in a group called 'Tank Death' or something then you can enable and disable the group to make the tank 'active'

This is basically what happens, everytime the TimeElapsed block triggers it teleports the target truck to the players position. The truck is briefly shown so the tank realizes that it has moved. The tank is assigned the destroy target plan and the truck is then hidden again. I tried to have the truck shown for as little time as possible (hence the 0 secs duration for Timer - Delay) unfortunately this is still around 0.5 seconds (minimum it would seem). The reason that I used a truck instead of a hummer is that a truck is not destroyed by the tank. The hummer gets destroyed (a state a truck obviously can't be in) and subsequently any attempt to then teleport it will

crash the game to DT.

This is far from satisfactory as you can see and hear the truck for long enough to know its a truck (even though you are inside it). I tried everything to get around this but it just doesn't seem possible. Unless the truck is shown the tank can't relocate it and the minimum time that I could show it for is 0.5 seconds. I tried to use queue call (instead of a timer) in case this introduced a delay that was long enough but not as long as the timer but it didn't work. Anyone worked this bit out and this will be a dynamite bit of script to use.

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Reply author: Right-hand  
Replied on: 05/01/2002 2:21:21 PM  
Message:

==How to tag everything in the script for easy debugging.==

This is the best tip I can offer anyone using IGOR. Tagging everything in the script has made IGOR 10x easier because I don't go insane trying to debug my scripts anymore. It is a little extra work up front, but it will save you time down the road, especially if your mission is complex.

When you place an object on the map IGOR gives it a name, like Vehicle 989 or Plan 311. This has no meaning and it would be hard to remember when scripting to remember what Vehicle 989 is...is it the tank by the embassy? or the truck by the bank? Duh right, everyone gives these things names to make scripting easier. If this is all you are doing then I have a tip to make scripting even easier, tagging.

Its really pretty easy to do. IGOR already does most of the work for you. For example, instead of renaming Vehicle 989, 'Embassy Tank', you would just keep the tag IGOR gave you 'Vehicle', then add your name. So it would be 'Vehicle - Embassy Tank'.

Now if all your vehicles have this tag they are super easy to locate in pull down menus. You will also never confuse a vehicle and say..a team with similar names.

Ok that is easy but there is more to tag. Every time you create something in the script that isn't placed on the map, like a timer or a counter, tag their names. Timer - Start Sound instead of just startsound, or Counter - Objectives instead of just objectives.

The only thing I don't tag are actors unless I know I am going to reference them specifically in the script, like say..if the actors death triggers a response.

I also tag my script blocks in the comment section. Almost every script block I create can be put into one of these categories, if not I create a new one: Preaction, Startup, Backup, Trigger, Victory, Effects.

I know this isn't very flashy but it has shaved hours off of making a mission, it has helped to keep me sane through the process, and besides that what you create is a reflection of yourself.

Member of [=DRAG=](#)

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Reply author: g\_r\_a\_e  
Replied on: 05/01/2002 9:47:31 PM  
Message:

I totally agree with Right-hand here. You can save your self so much trouble by doing this. Once you have taken the time to name everything you will appreciate how much time it saves you down the track. This is probably the most important post so far in my opinion.

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Reply author: BOBK  
Replied on: 05/01/2002 10:59:46 PM  
Message:

Yes. No matter how skilled a scripter you are or think you are, if it is a jumble of confusion...well...a beginner (of which I am one)with a basic mission done with foresight, and alwaysCommentingthe script,is better than the best scripter slapping something together without clear directives.

If we try to do things right the first time, there will be less crashing, hanging and confusion.

Edited by - BOBK on 05/02/2002 10:38:53 AM

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Reply author: Right-hand  
Replied on: 05/02/2002 12:58:13 AM  
Message:

I posted this in another thread but felt it was worthy of being placed here too.

There are different types of sounds in GR, ambient sounds and normal sounds. I'm not positive what the difference is between them but I think the ambient sounds are supposed to be background noises like crickets and birds and stuff, the other types of sounds are event sounds like the sound of shells hitting the floor or of a door opening. What makes them different is really beyond me.

What I do know is that sounds have a minimum and maximum distance. All sounds have a max distance of 2000m, the minimum distance more important is the smallest area it can be heard in (I think). They also have a rolloff attribute, which I think has to do with how fast the sound dims as you move away from its source, and a length.

There are multiple ways to place sounds on a map:

You can just select the sounds tab, drop it on the map. From here you get the sound properties box. Sounds placed this way only have a volume of 1.

There are 3 ways to play sounds placed this way.

Point, line and moving. I usually just play around with the sounds to get the effect I want. The sounds will update in IGOR so you don't need to keep running Ghost Recon to test sounds.

Points: Used for almost everything like bugs, crickets and birds. Just click and place a point and the sound emits from there. To create multiple points for the same sound, you just hold down shift after the sound is selected and place more points (just like you would place points on a path). The sound will emit from each of the points in order of their placement each time the sound is fired. (Sounds are set to fire in the playback box..every xx to xx number of seconds). Oddly enough, the sound of planes overhead is also made with points and not with line or moving.

Line: Sounds move in a line from point to point. I'm not positive on the effect this gives but I think it gives the effect of the sound moving along a line. I tried to use line for the sounds of mortars flying overhead once and it worked well...same with flybys for fighter jets.

Moving: Used for making sounds like rivers and creeks, the sounds flow along the line formed between the sounds points. You can give a moving sound a speed. Unlike a line, moving sounds can turn and bend where as a line is just point A to point B.

Height: Where, in height, the sound emits from. The grounded button..I can't say what it does for certian but it seems like anything that is or should be attached to the ground should have this button checked.

To change the playback time you press the 3d Edit button, it sets the sound to fire sometime between the first and second time randomly. (I think.)

Ok so that is ONE way to place sounds. There are also ways to place sounds using the script and using zones.

Zones: There is a pull down button in the zone properties box which lets you attribute sounds or sound properties to a zone. You can make a wind sound zone or a city sound zone..used to attribute sounds over a large area. You can also script sound properties like carpetedhallway or stonehallway. These properties will change the way sounds sound in that zone.

You can also attributes sounds to zones through the script, play sound x at location (pick a zone),...I'll talk about this next.

PlaySound3d: This is a script response. You can select to play any sound (look in your sound folder and open sounds with your music player to hear them) just type the name in. At the location of any tag, like an actor, an effect, a zone or whatever. You can also set the sounds volume, something you can't do by just placing it on the map, and you can set the loop time..or how long you want the sound to play.

PlaySound: This is a script response that lets you play a sound at a volume. I haven't used this before. I guess it will just play over the entire map?

PlaySoundPlayer: Let's you play a sound at your players location depending on the players in your platoon. This is what you hear at startup and is very self explanatory if you look at any script. You don't have to pick the sounds designated for this though...you can select any sounds to play.

PHEW!! And I'm sure I missed something here. 🤖

Member of =DRAG=

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Reply author: wadegiles

Replied on: 05/02/2002 10:27:05 AM

Message:

Just to add some things to Right hand's post above...

PlaySound does the same thing as PlaySoundPlayer without options for female vs. male members.

Making a sound Grounded in Igor means that the measurement is in relation to the terrain. Unchecking the box makes the height an absolute value. Why use an absolute value? Well, you might want two sounds to play at the exact same absolute height in areas of the map that have different terrain heights. Making the sounds absolute heights is an easier way to accomplish this. NOTE: when a sound emmitter is placed, the default is Grounded. Uncheck the box and you'll see the absolute height of the object (z = 8.1 or some other value). Move a Grounded sound emmitter over a rising and falling terrain, and you'll see the placement halo rise and fall in relation to the terrain.

Using PlaySound3D to assign a sound to a map location is much easier to use with an Effect object. Just leave the type of effect as uninitialized and the script response will initialize it with your specified sound. I'm not sure why, but in the Red Storm missions some sounds are played at volume 1111. The particular instance was in the POW camp, mission 11 I believe, for the alarms to sound. I kept the same volume for my own alarms and they sound great.

When messing with sound emitters in Igor, you may find it necessary to save, close, and reopen the mission especially when deleting them. Often, the sound continues to be played even after it has been removed, but will not be heard after saving and reopening.

AV\_\po||o

"What was that? Just me...sneakin' around behind ya."

Edited by - wadegiles on 05/02/2002 10:31:19 AM

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Reply author: EL\_OSO

Replied on: 05/05/2002 11:02:14 AM

Message:

There is something that I would like to see discussed at this topic. Most of us like to use special effects in a mission to add a little flavor and uniqueness to it.

Has anyone played with the parameters (x)(y)(z) that you can enter after the effect?

What have you found out from your experimentations?

"This is not the last battle of this war, but as long as they want to send them here, we will kill them here. If they want to go somewhere else, we will kill them there." - Gen Frank Hagenbeck

Member of =DRAG=

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Reply author: Right-hand

Replied on: 05/05/2002 2:14:38 PM

Message:

I have played around with effects a bit in my latest version of 12 Weeks. I was getting frustrated with trying to figure out all the effect types then found that I could get most of the effects I wanted by using just a few simple effect types.

FIRES:

fire\_small\_type1 - Your basic fire, kinda round in shape. I use it often.

fire\_small\_type2 - A low scattered fire, square shaped, like a grass fire.

fire\_small\_type3 - A tall skinny flame. Looks like the fire swirling upward.

SMOKE:

smoke\_small\_type1 - This black smoke drifting upward.

smoke\_small\_type2 - Uhh..I forgot. You can just test it. :P

smoke\_small\_type3 - Light grey puffs of smoke.

Any of the above effects can be increased in size by switching 'small' with either 'medium' or 'large'. None of them need any parameters.

For explosions I just stick with the same effect type because I know it and I like to keep things simple. This effect has parameters which need to be included. The (x) is a delay in time from when the effect is triggered to when it is actually activated. The (y) is the radius/size of the effect.

Member of =DRAG=

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Reply author: Ignacio  
Replied on: 04/28/2002 7:36:29 PM  
Message:

How to make a trigger telling an enemy soldier to move to a zone.  
How to hide enemy forces and have them appear (spawn).  
How to make random placement of enemies.  
How to make random choice of triggers.  
How to make all different types of missions: FIREFIGHT, ALL MP types (GR & DS), RECON.

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Reply author: g\_r\_a\_e  
Replied on: 04/28/2002 7:47:03 PM  
Message:

cool, getting started, Right-hand, you know the answers to most of your own questions...do you want to help me on this? 🙏

just re-reading this and it doesn't look too friendly. What I meant by it was 'do you want to help' as in I would value your help. You seem to be a good tester.

Edited by - g\_r\_a\_e on 04/29/2002 02:08:49 AM

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Reply author: g\_r\_a\_e  
Replied on: 04/29/2002 02:01:41 AM  
Message:

1. How to get the enemy to use the fixed machine gun?

Interesting test this one, here are the results;

setting,  
just MovementROE locked to 'at all costs' - no  
just Alertness locked to 'combat' - no  
just a Cover point over the stationary gun - no  
just an Exterior Station (highest priority, set to 'bad guy' platoon) - no

combination of Alertness - combat and Cover - yes

Explosions:

general\_type14(x)(y) Example: general\_type14(0)(25)

For explosion debris, I use the following effect type. It's not my favorite, looks like flat flying squares, but I haven't seen anything better for explosion debris. It also has parameters, there are four (x)(y)(z)(q). I know(q) is the delay but I cannot tell what the others are for, (x) may be radius and the others may have something to do with the spin of or number of debris parts that fly off? I'm really not sure, I usually just leave them all at (0).

Debris:

general\_type41(x)(y)(z)(q) Example: general\_type41(0)(0)(0)(0)

Usually you want to add damage to a fire or an explosion, at least if a player may be near it while active. In the case of damage there is two parameters. The first is the size/radius of the damage area. I think it is measured differently and can only be an integer,(1)(2)(3) ect. I don't remember what each integer represents in size. I think the second parameter is either the delay or the amount of time it lasts, im not really sure. For fires that don't burn out I usually give the damage effect its own script block and loop it to run forever.

Damage:

damage(x)(y) Example: damage(2)(0)

If you want to learn more I think Wolfsong put of an 'Effects test zone' for download a while ago. I don't know what it is but I am guessing it would help. There are about 100 or so effects most are types of smoke, debris and fires. I, and I think most people, just have no time or desire to play around with all of them and their parameters. Besides that, they are tedious to script. Take a look at an effects script group from one of my missions below.

Group:

Comment:

Victory - Obj. Complete = Barn Demo Planced

Trigger Event:

A demo charge was placed within 1 meter(s) of Zone - Barn Demo Zone.

Responses:

Increment Counter - Objectives.

Mark Demolish Transport Truck complete in the objective list.

Enable the Group - Barn Effects script blocks.

Prevent this block from being reactivated.

Group: Group - Barn Effects

Comment:

Effects - A Barn Explosion

Trigger Event:

10 second(s) elapsed.

Responses:

Allow this block to be reactivated.

Continue executing responses if ((The number of members of Player's Platoon within 1 meter(s) of Zone - Barn Demo Zone) is equal to 0).

Activate Effect - Truck Explosion.

Activate Effect - Truck Damage.

Activate Effect - Truck Debris.

Play "a\_exmetalammo.wav" at Effect - Truck Explosion with volume 50, looping for 0 second(s).

Set Timer - Barn Damage to expire in 0.5 second(s).

Set Timer - Barn Fires to expire in 3 second(s).

Prevent this block from being reactivated.

Group: Group - Barn Effects

Comment:

Effects - B Barn Fires

Trigger Event:

Timer - Barn Fires has expired.

Responses:

Activate Effect - Barn Fire.

Activate Effect - Barn Fire B.

Activate Effect - Truck Smoke.

Set Timer - Barn Fires B to expire in 5 second(s).

Group: Group - Barn Effects

Comment:

Effects - C Barn Fires Upstairs

Trigger Event:

Timer - Barn Fires B has expired.

Responses:

Activate Effect - Barn Fire Upstairs.

Activate Effect - Barn Fire C.

Set Timer - Barn Fires C to expire in 10 second(s).

Group: Group - Barn Effects

Comment:

Effects - D Barn Fires Outside

Trigger Event:

Timer - Barn Fires C has expired.

Responses:

Activate Effect - Barn Fire C.

Activate Effect - Barn Fire E.

Group: Group - Barn Effects

Comment:

Effects - E Barn Damage

Trigger Event:

Timer - Barn Damage has expired.

Responses:

Allow this block to be reactivated.

Set Timer - Barn Damage to expire in 1 second(s).

Activate Effect - Truck Damage.

Activate Effect - Truck Damage B.

Activate Effect - Truck Damage C.

Activate Effect - Truck Damage D.

Activate Effect - Truck Damage E.

Activate Effect - Truck Damage F.

Member of =DRAG=

Edited by - Right-hand on 05/05/2002 2: 22: 33 PM

---

Reply author: BOBK  
Replied on: 05/05/2002 8:04:53 PM  
Message:

Yes sir.

This is the way. Some people know better what questions to prompt.

Hey RightHand, on my tutorials page I just say: "How to such and such" by RightHand.

Is that OK with you? 😊

---

Reply author: EL\_OSO  
Replied on: 05/05/2002 9:30:17 PM  
Message:

Right Hand,

I have read and viewed both of Wolfsong's effect zones. I agree with you that they are labor intensive to script. The mission that I have for DRAG involves a random mine field with a total of 48 effect types. The randomization of them all made it even more labor intensive. I think it took me about 8 hours to script the whole sequence.

I often refer to Wolfsong's tutorial, scripting reference, and now the level building reference while playing with effects. I was hoping that someone might have played with some of the other unknowns and would be willing to share their results on this post.

"This is not the last battle of this war, but as long as they want to send them here, we will kill them here. If they want to go somewhere else, we will kill them there." - Gen Frank Hagenbeck

Member of =DRAG=

---

Reply author: EL\_OSO  
Replied on: 05/05/2002 9:34:59 PM  
Message:

BTW you might want to try general\_type10 for your debris. I like its results. I usually give it a delay of .7 to .9

"This is not the last battle of this war, but as long as they want to send them here, we will kill them here. If they want to go somewhere else, we will kill them there." - Gen Frank

Hagenbeck

Member of =DRAG=

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Reply author: Right-hand  
Replied on: 05/05/2002 9:56:53 PM  
Message:

BOBK, that is cool with me.  
El\_Oso, I'll give that debris a try. Glad to know there is something better. 😊  
Think I'm in the running for longest post now? lol geez.

Member of =DRAG=

---

Reply author: g\_r\_a\_e  
Replied on: 05/06/2002 07:37:21 AM  
Message:

I had the idea that you might be able to refer to effects using a constant or query. Then you could use a EffectActivate("Blast Area" = GetCounter) and save yourself all that scripting. Well, you can't, unfortunately. EffectActivate will only accept a tag as a parameter. You can show objects using the concatenateStrings method mentioned above and I would assume other stuff as well but not effects. You can often use groups to reduce (by a tiny bit) the amount of scripting. One last tip, when you are selecting things fromt menus in IGOR you can use the first letter to speed the process. For example in the Add Response box, if you hit the 'e' key when the menu is selected then EffectActivate is selected on the list. This speeds things up a little bit. Just try not to let your eyes cross when your working on that minefield Dave. 🤖

---

Reply author: g\_r\_a\_e  
Replied on: 05/06/2002 07:46:37 AM  
Message:

Here's some news, you can teleport effects using the TeleportObject response. Therefore you can create on effect stack and teleport it to the location that you want it to be activated in before you activate it. Of course you will probably have to use two or three for the random effect. This will save a little bit more work.

---

Reply author: g\_r\_a\_e  
Replied on: 05/06/2002 09:27:11 AM  
Message:

oops, scratch that, can't get it to work. The effects don;t seem to teleport hmmm.

---

Reply author: g\_r\_a\_e

Replied on: 05/06/2002 09:31:00 AM

Message:

Scripting random artillery effects.

A really good way to scare the bejesus out of your players is to bring an artillery strike down on them. It isn't too hard to script this but the repetition might have you deciding that less is more.

In order to script this you will need several effects placed on a map. Select an area of the map, choose the effect option in the misc. part of the Palette and place three effects on top of each other on the map. In the Database (on the right) select each one of these effects and name them damage 1, blast 1 and trace 1 respectively. The types to select for these effects are,

damage - damage(1)(1),

blast - EXPLOSION\_LARGE\_TYPE2 and

trace - decal\_type3(3)(3)(0.5).

There are heaps of effects that you can use and experimenting should find you the ones you want. The ones that I have metioned here will provide an explosion with a reasonable area of damage and leave a scorch mark on the ground. Do this four more times calling them blast 2, damage 2 etc.

In the script create whichever triggers you want to start the barrage. Then create a group called Artillery Barrage in the Tags box. Create a timer called Timer Randomizing and a counter called Counter Randomizing. In the block where you wish to start the barrage add the response GroupEnable and select Artillery Barrage. Also add the response QueueCall and select the Artillery Barrage group.

Now create a new block with the trigger Call. Add the response BlockPreserve. Add the response CounterSet, select Counter Randomizing, for the value select Query and then RandomInteger, choose 1 as the low value and 5 as the high value (because we have five effects areas). Add the response TimerSet and select Timer Randomizing. To set the value select query and then GetQuotient. For value 1 select query and then RandomInteger, for the low value select 3 and for the high value select 20 (you may wish to experiment here, this is the random delay between effects being activated). For Value 2 enter the value 10 in the literal field.

This block is the engine room of the Artillery Barrage. It generates the random values for the location of the effect as well as the duration between

effects and so we will need to call it repeatedly.

Create a new block with the trigger TimerExpired and select Timer Randomizing. Add the responses BlockPreserve and QueueCall selecting Artillery Barrage as the group. This will cause this whole sequence to repeat until the Artillery Barrage group is disabled.

Create a new block in the Artillery Barrage group. Select TimerExpired as the trigger and choose TimerRandomizing. Add the response BlockPreserve. You will need to add the response RedirectIf and select query and choose CompareIntegers. For value 1 enter the literal value corresponding to the effect i.e 1, 2, etc. For Value 2 Query and select GetCounter and choose CounterRandomizing. For the group choose the edit button next to the literal field and add group Blastgroup 1. Close the Tags box and select this new group. Now create a new block choosing the group Blastgroup 1. Select the Call trigger. Add the BlockPreserve response followed by EffectActivate for blast 1, damage 1 etc. Repeat this entire process for the five effects areas.

Each effect area will therefore have its own group which will be called depending on the value of Counter Randomizing. This will happen whenever Timer Randomization expires.

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Reply author: EL\_OSO  
Replied on: 05/09/2002 3:19:01 PM  
Message:

Thanks for bombarding me with all that information. I got tired reading all of it. I pretty much do all of that already. I already hit the tab key twice to highlight the menu and type in the letter(s) that I need for the script line desired. I do have another shortcut that might interest some of you. While placing your effects, copy the field that you want and paste it into the parameter field over and over as needed. It saves a bunch of time and I just practiced this the other night. I threw together a script and placed the effects in about 2 hours. (I had 48 effects) Not too bad... It used to take a lot longer but it is less painful this way.

"This is not the last battle of this war, but as long as they want to send them here, we will kill them here. If they want to go somewhere else, we will kill them there." - Gen Frank Hagenbeck

Member of =DRAG=

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Reply author: g\_r\_a\_e  
Replied on: 05/14/2002 09:45:12 AM  
Message:

Random Plans:

A good way to increase the replayability of missions is to introduce random elements. Assigning plans to teams on a random basis is a good way of achieving this. How you employ

this will be up to you as far as the plans go. I will only provide the basic means (and only one of many ways) of how to randomly assign them.

You will need to set up all the plans you need as well as the teams that will be using them, maximum of four. For the purposes of this tute we will call these Plan 1, Plan 2, Actor 1, Actor 2 etc. You will also need to add two new groups, Random Plans and Stop Random Plans. This is so you can start and stop the process when you want. More on that later. You will also need to create four zones. The location of these zones should correspond as closely as possible with the location of the teams you wish to be assigned the plans. Unfortunately this can only be a maximum of four. For each of these zones check the Base box in its properties. You should notice the Base number incrementing as you add the Bases. If you look at this list you can see that the Bases go from 0 to 3 and then tr0c or whatever. We want the numbered ones, hence the limit of four.

Create a new block in the Random Plans group (just select new and choose Random Plans in the group list) with the trigger event TimeElapsed set for three (arbitrary value) seconds. Add the response BlockPreserve. Now add a StopIf response, query the condition and choose CompareIntegers. Query the first value and choose GetCounter. Add a new counter called Counter Base and select this. Enter 4 for the second value and make sure that the condition is equal too. For the group to call choose group Stop Random Plans. Next response to add is a VariableSetTeam, for the variable add TeamRef For Plans. For the Team select Query - GetActorTeam, Query - GetNearestActor, Query - GetBase, Query - GetCounter and select Counter Base. This will select the team with the actor closest to the base that corresponds to the value of Counter Base as the target for the reference TeamRef.

Next response is a SetCounter, add a new counter called Counter Random Plans. Query the value and select RandomInteger, for the low value enter 1 and for the high value enter 4. Finally add a StopIf response, for the condition select Query - CompareIntegers, enter 1 for the first value and Query - GetCounter Counter Random Plans for the second value. Add a new group called Plans 1 and select this as the group to be called. Do this three more times so that you have StopIf(1 compared with Counter Random Plans) calling group Plans 1, StopIf(2 compared with Counter Random Plans) calling group Plans 2 (you will have to add this group) through to 4. Close this block now, you are done.

Create a new block and put it in the Plans 1 group. For the trigger select Call. Add the response BlockPreserve. Add ExecuteTeamPlan, for the team select TeamRef For Plans and for the plan select Plan 1. Add the reponse CounterIncrement and select Counter Base. Do this for each of the remaining groups Plans 2, Plans 3 and Plans 4 assigning the appropriate plan each time.

Create one last block and put it in the Stop Random Plans group. Choose the trigger Call and add the response GroupDisable selecting RandomPlans.

Now to start this sequence running all you have to do is use the response GroupEnable and choose Random Plans as the group.

This is a very basic (and limited) way to assign random plans but it serves the purpose to introduce you to a few extra scripting techniques. You can modify this script to assign more than four plans to more than four teams in many ways and you don't neccessarily have to use Bases either. Knock yourself out.

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Reply author: wadegiles  
Replied on: 05/14/2002 11:12:00 AM  
Message:

How do I place the dot highlight on the briefing map to indicate a particular place in Russia (or wherever if you replaced the map image)?

I finally figured out the coordinate system to move that location dot that shows up on the briefing map. Set to x=0 and y=0 (0,0) in the Briefing settings of Igor, the dot shows up in the center of the map. Set to x=100 and y=100 (100,100) and it shows up in the upper left quadrant. Now get this ... set to x=200 and y=50 (200,50) it shows up in the upper RIGHT quadrant. You should be able to figure this out from here. I believe that (1,1) will be the upper left corner. the (0,0) setting must be just a shortcut to center the dot.

I hope this helps anyone who was mystified by the briefing map location dot.

AV\_\po||o  
Free Russia Campaign Page

Edited by - wadegiles on 07/28/2002 12:00:33 AM

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Reply author: EL\_OSO  
Replied on: 05/24/2002 10:01:34 AM  
Message:

I kinda lost track of this topic. It seems to have slipped through the cracks. I was looking for a bit of information on how to set up a campaign in GR.

Has anyone tested the new text box in the mission properties screen for the unlocked hero file?

Besides the campaign.xml and the checkmark in the requires unlocking box, what else is entailed in setting up a campaign?

How do you get the name of the campaign to appear in the campaign menu?

Is that drawn from the name of the mod?

Who else thinks this topic should be tacked to the top of the scripting forum?

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Reply author: Right-hand  
Replied on: 05/24/2002 1:44:04 PM  
Message:

Wadegiles is the man to ask about creating a campaign, I think he may have answered your question earlier in this post in fact. And BOBK has taken this thread and made it into a website.

I think it should be tacked to the top of the forum. Or what should happen is it should be edited, compiled and combined with other less technical tutorials.

Member of =DRAG=

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Reply author: wadegiles  
Replied on: 05/24/2002 2:24:56 PM  
Message:

Thanks for the vote of confidence Right-hand. 🤖

EL\_Oso:

You should fill in the unlocked hero text box in Igor for each of your missions indicating a .xml file. This file stores all the unlocked heros specific to your campaign. Fill the box with any name you want just make sure you use the same name in each mission of the campaign (anyname.xml). If the file doesn't exist when the player starts the campaign, then the game creates it in the GR installation directory. Please do not use the names 'unlocked\_heros.xml' (original GR campaign), 'd\_unlocked\_heros.xml' (DS campaign), or 'fr\_unlockedhero.xml' (Free Russia Campaign).

The campaign name comes from the modscont.txt file for the mod. Specifically from the NAME line.

Good luck. By the way, to both of you, nice missions in the DRAG 2.0 mod. Raven allowed me a sneak preview and it was a blast.

\*AV\*\po||o  
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Edited by - wadegiles on 07/28/2002 12:01:18 AM

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Reply author: EL\_OSO  
Replied on: 05/24/2002 4:12:18 PM  
Message:

Why thank you Lt

I won't be unlocking any heroes so I can leave that blank but thanks for the info on how to use it. That makes my job here a lot easier. You might want to double check the sneak preview mission that I designed again. It was a beta and had an invincible line in the start up block. Try it off again and tell me what you think. Btw, random stuff in that one so you can play it over and over with different outcomes.

One of these days, I'll get around to playing your mod. I'm just too damn busy to play that much anymore....

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Reply author: wadegiles  
Replied on: 06/11/2002 10:47:22 AM

Message:

How do I add sounds to my missions that didn't come with the game? (expanded explanation)

For mission briefings, see this tutorial => [Modding mission briefings](#)

For most other sounds, I'll try to give you a rundown. First, you need to create a few files: music.xml, effects.xml, and briefings.xml. All three should be placed within your mod's Sound folder. Create a new text file for each and rename them accordingly. Edit the files using Notepad or Wordpad.

I won't cover what to do in the briefings.xml since the tutorial does a good job of that. For every sound effect you want to add to your mod, you'll need to create a line in the effect.xml file. Same thing for music needs to be done in the music.xml file to play any mood music during the mission. Below is an example of what the music.xml file should contain.

```
<SoundVolFile>
  <VersionNumber>2.000000</VersionNumber>
  <Count>2</Count>
  <Entry Filename = "music1.wav" Length = "2.9021" Min = "1.000" Max = "2000" Rolloff = "2000"/>
  <Entry Filename = "music2.wav" Length = "4.6323" Min = "1.000" Max = "2000" Rolloff = "2000"/>
</SoundVolFile>
```

For each line, change only the filename and length of the .wav file to correspond with the appropriate sound. You can leave the other items the same. Also, increase the count to correspond to the number of items you added.

For the effects.xml, another example:

```
<SoundVolFile>
  <VersionNumber>2.000000</VersionNumber>
  <Count>2
  <Entry Filename = "effect1.wav" Length = "3.564" Min = "1.000" Max = "2000" Rolloff = "2000" Ambient = "1"/>
  <Entry Filename = "effect2.wav" Length = "1.742" Min = "1.000" Max = "2000" Rolloff = "2000" Ambient = "1"/>
</SoundVolFile>
```

Again, change only the filename and length and adjust the count for the added items. Note the additional Ambient property. This is important since it identifies the sound as one that can be placed using Igor to create a mission. Otherwise, the sound will not show up in the list of those available when your mod is activated in Igor.

The format for all sounds must be PCM 22,050 Hz and either 8 bit or 16 bit. Effects and briefings should be mono whereas music could be stereo if you want. Of course, stereo is almost twice as big as mono since there are two channels of data. I general record sounds in 16 bit but then convert them to 8 bit. Recording directly in 8 bit results in unacceptably scratchy sound quality in my experience, but converting gives terrific results at about a quarter the size. And of course, all sounds must be .wav files.

If I missed something, let me know and I'll try to elaborate.

\*AV\*/\po||o

combination of Alertness - combat and Station - no  
combination of Alertness - combat and movementROE - no

combination Cover and MovementROE - yes  
combination Cover and Station - yes

combination Station and MovementROE - no

There is a basic pattern here, You must include cover (assuming the same area as the stationary guns field of fire) plus one other attribute that will increase the aggressiveness of the unit (call it getting them in the mood).

An interesting observation, during these tests, is that the Actor patrolled to the cover point and then took up a position at the stationary gun, this suggests that if you terminate a plan near a stationary gun using cover as well as one other attribute then the actor will take up position at the gun.

I guess it is important to realise that these actors have a rudimentary AI that is not predictable. The term 'getting them in the mood' is probably the most applicable to scripting actor (not vehicle) plans.

---

Reply author: g\_r\_a\_e  
Replied on: 04/29/2002 03:24:41 AM  
Message:

2. How to properly set up an extraction zone.

Hmmm, scary word, properly... So much so that I consulted the Ubi scripts. There are a couple of ways to set up an extraction zone and I guess how you do it depends on extraneous circumstances (wot else is going on).

The most basic way to end the game when the players platoon gets to the extraction zone is to create a zone, establish a block with the trigger ProximityPlatoon, add the DeclareMissionComplete response. You don't need to check the extraction box in the Zones properties.

Ubi do it like this in the Recon type game, in a block with a TimeElapsed trigger of duration 1 second  they have a BlockPreserve.

The Victory/Failure algorithm consists of a StopIf (state of Game Over flag) followed by a Continuelf.

The StopIf is simply to prevent the Victory/Failure message from recurring. The Game Over flag is set to true after the Continuelf.

The Continuelf is chock-a-block full of function.

In English (Australian hehe) it would go like this, Continue if the value of the current count of the Player Platoon standing in the Recon Extraction Zone is equal to the the value of the starting count for the Player Platoon.

It is interesting how they achieved this though. To set the variable (counter) Player Count they used the response CounterSet, in the StartUp block, and for the value they queried GetCurrentCompanySize - query GetPlayerCompany. I was used to using GetPlayerPlatoon so this was a surprise. I guess it is for portability reasons ie. if and when they expand Ghost Recon to a company size game. Also it saves you from having to create a PlatoonRef and a SetVariablePlatoon response. To get the current count of the Players Company within proximity of the extraction zone they used a CompareIntegers response comparing the value of the previously initiated Player Count with a query of CompanyMembersAtLocation - querie GetPlayerCompany.

CompanyMembersAtLocation contains the Location variable and this was satisfied by the query GetReconExtraction. The Extraction Zone has the Recon box checked in its properties. Again you could really use any zone for this and it would cut out one step of referencing if you did. I have just discovered why Ubi did it like this. If you use any zone you can show it on the command map in-game. This zone will appear as a red (or green) marker with no label (if you want it green you are going to have to put up with smoke at

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Reply author: wadegiles  
Replied on: 06/11/2002 10:50:58 AM  
Message:

In the second example above, I neglected to include the closing tag for the Count tag. So it should read like the following:

```
<Count>2</Count>
```

Additionally, any music files or briefing files that are included as entries in their respective .xml files should be placed in subfolders named "music" and "briefing". These subfolder should be created in the "sound" folder. Effects files can go directly in the "sound" folder. All the .xml files should stay in the "sound" folder.

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Edited by - wadegiles on 06/14/2002 2:35:34 PM

Edited by - wadegiles on 06/16/2002 8:38:18 PM

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Reply author: SA-Lugia12  
Replied on: 06/14/2002 12:07:05 PM  
Message:

quote:

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11. How to use the Mods menu to select the default mods folder.

Go to the File option on the menu in the top left of the IGOR screen. Select the Mods option. this opens the Mods properties box. You will see a list of the mods that you have installed on the left hand side of this box. Select the mod that you want to be the default mod for IGOR. You only have to click on the mod you want here, it does not have to be active (although it probably will be for testing purposes). Check the Default Mod for Editor box. Making a mod the default mod means IGOR will open the folders in this mod first for saving and opening files.

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Reply author: SA-Lugia12  
Replied on: 06/14/2002 12:07:29 PM  
Message:

quote:

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11. How to use the Mods menu to select the default mods folder.

Go to the File option on the menu in the top left of the IGOR screen. Select the Mods option. this opens the Mods properties box. You will see a list of the mods that you have installed on the left hand side of this box. Select the mod that you want to be the default mod for IGOR. You only have to click on the mod you want here, it does not have to be active (although it probably will be for testing purposes). Check the Default Mod for Editor box. Making a mod the default mod means IGOR will open the folders in this mod first for saving and opening files.

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Reply author: WAR PIG  
Replied on: 06/16/2002 7:25:07 PM  
Message:

Many thanks to all of you.  
I still dont really know what I'm doing...  
(I cant even get a tank to MOVE yet...)  
but at least I have a place to start.  
I hope that eventually, I can put these tutorials to some use,  
and make y'all happy you shared with us.

-=PIG=-

---

Reply author: wadegiles  
Replied on: 06/22/2002 10:11:58 AM  
Message:

How do I make the SAM launch missiles?

Open the sa13 vehicle file using Igor's Vehicle Editor (found under the Tools menu item). Set the missile.prj as its only weapon and set the vehicle type to AA. Save this file as something other than the original file name in your mod's Actor folder. Close Igor and reopen. Set a vehicle on the map of your new SAM type. Now, when given a Destroy Vehicle command, the missiles fire in 10 second intervals.

NOTE:

I even managed to get it to hit a stationary chopper. Had some trouble there. Seems the SAM has to be at least as high on the map as the heli. Didn't check to see if the SAM could still hit it if the heli was slightly higher. But I know the SAM misses everytime if it is on lower terrain than the target.

\*AV\*/\po||o

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Edited by - wadegiles on 06/22/2002 10:14:08 AM

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Reply author: EL\_OSO

Replied on: 06/22/2002 11:57:15 AM

Message:

I noticed that you don't have to close IGOR when you update an actor or vehicle file. Just go to the file menu and choose mods, select your mod then close and refresh. That should save some time with reloading the program.

"This is not the last battle of this war, but as long as they want to send them here, we will kill them here. If they want to go somewhere else, we will kill them there." - Gen Frank Hagenbeck

Member of =DRAG=

---

Reply author: EL\_OSO

Replied on: 06/22/2002 5:00:23 PM

Message:

Have you ever downloaded a mod that doesn't show up in the mod list? This is because a modscont.txt file is missing. The name is drawn from the Name field in IGOR and you can fix that easy enough yourself.

Click on File>Mods

Select the mod folder in the list view on the left. Fill in the blanks and then click update.

"This is not the last battle of this war, but as long as they want to send them here, we will kill them here. If they want to go somewhere else, we will kill them there." - Gen Frank Hagenbeck

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Reply author: wadegiles  
Replied on: 07/01/2002 4:37:18 PM  
Message:

How do I create an effects.xml file for my mod automatically without having to hand enter every .wav file's length?

Use the Sound Volume Editor in Igor. Look under the Tools menu. Open it up and then choose your mod's Sound folder. One the sounds are loaded, click reconcile. Then click apply. This should update or create entries in the effects.xml file correctly entering the .wav filenames and their length. What a time saver! Especially useful if you accidentally overwrite your effects.xml file when trying to consolidate mod files on a project.

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---

Reply author: Scarecrow411  
Replied on: 07/01/2002 9:47:39 PM  
Message:

I understand the idea of the loops, but when would you use them? I've been sticking to setting timers to execute continueif sections of script. Is this more or less resource intensive then loops?

==  
edit  
==

one more, how does the AI handle the "Patrol" attribute in the plan? You set a path and they'll walk it, does Patrol handle how they respond to noise or encounters??

Edited by - scarecrow411 on 07/01/2002 10:22:04 PM

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Reply author: Right-hand  
Replied on: 07/02/2002 01:21:33 AM  
Message:

I've never used a loop anything before in my scripts so someone else will have to answer that.

As far as the patrol. Well first of all you need to have the "Add Zone" command come before the "Patrol" command in the team's plan. You can give them multiple zones to patrol. What this does is allow the enemy to roam the area (the "Add Zone areas) in a random fashion. So instead of following a certian path they just kind of walk around in that area.

The parts of enemy plans that alter the way they react is their "Alertness" "Combat ROE" and "Movement ROE".

Alertness changes how the enemy moves, IE if set to "Combat" the enemy runs around but if set to "Bored" they just kinda mosey around. I believe, not positive, that the higher the enemys alertness the further their "response radius" is. That is to say, the higher their alertness the further away they will hear you and respond to the situation.

Combat ROE is just like the Combat ROE you set for you AI backup. If set to Suppress they will fire at your position even if they cant see you.

Set to assault and they will fire at you only if you fire at them first, but they will creep up on you and once within a certian range they fire. I think this is the default setting. This can actually make things more difficult as the enemy doesnt always give away their position.

Set them to recon and they only shoot if shot at, but they avoid a firefight.

Movement ROE is simple. Hold and the enemy doesnt move even if given a path, a zone to patrol or if they hear you. Advance and they will move along their path and move up on you if they hear you, this is the default setting. Advance at all costs and the enemy moves along their path even if under fire, they wont usually shoot back.

Member of =DRAG=

---

Reply author: EL\_OSO

Replied on: 07/02/2002 11:55:13 AM

Message:

I used a loop in the Black Sun Mission 12 to check and see if a member of player platoon destroyed the huey. I needed the block to cause a mission failure in the event that this happens.

I'm at work so you'll have to look at the mission in the updated patch to see what I did.

"This is not the last battle of this war, but as long as they want to send them here, we will kill them here. If they want to go somewhere else, we will kill them there." - Gen Frank Hagenbeck

Member of =DRAG=

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Reply author: Jack57

Replied on: 07/02/2002 6:45:08 PM

Message:

The QueueLoop function is a very useful function - I keep finding more and more uses all the time. If you look thru Wades scripts in FreeRussia you will see he makes extensive (and clever) use of it.

Another function that you don't see used alot but which is very useful is RedirectIf. It is more or less the equivalent of VB's If...Then...Elseif...Then...etc.(or GoTo), and is great when you can't get what you want from a simple ContinueIf or StopIf.

---

Reply author: wadegiles  
Replied on: 07/03/2002 1:52:25 PM  
Message:

Jack thinks I'm clever? 🤪

He has fallen victim to my nefarious plot...convincing the world that I am clever! 😈

\*AV\*\po||o  
Free Russia Campaign  
[www.AmericanVengeance.tg-web.com](http://www.AmericanVengeance.tg-web.com)  
Member of =DRAG=

---

Reply author: Jack57  
Replied on: 07/03/2002 6:51:03 PM  
Message:

Well Wade I'm just softening you up to pinch one of your ideas for my campaign. In the gameplay it's even referred to as the Giles torture technique. Oh well you know what they say, 'imitation being the sincerest form of flattery' and all that. 🤪

---

Reply author: Right-hand  
Replied on: 07/26/2002 5:29:40 PM  
Message:

-bump-

---

Reply author: wadegiles  
Replied on: 07/28/2002 12:04:36 AM  
Message:

Edited my post on the briefing location dot that highlights the region map. Figured out that setting both X and Y to zero (0,0) and having the dot in the center of the map is probably just a shortcut. the upper left corner should be (1,1) and X goes positive to the right whereas Y goes positive down.

[\\*AV\\*/\po||o](#)

[Free Russia!](#)

[Free Libya! and AV Armory Web Log](#)

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Reply author: DWilliams11

Replied on: 07/29/2002 12:29:05 PM

Message:

2 questions... You guys are so knowlageable, I still have lots to learn!

~How is the "call" trigger used and why?

~When scripting a mission on a default GR map, example: nightbattle, for the briefing map (the big map, of Russia for example), you know how it is just blue by default? How can I put a custom map in the place of it, without crashing the game?

"As it comes, Take it easy."

~Rees Williams

---

Reply author: wadegiles

Replied on: 07/29/2002 4:59:38 PM

Message:

Check GR.net forums for the answer to the first one.

To replace the briefing map, just make a new .rsb image that is the same dimensions as the the original Russia maps (look in OrigMiss\Briefing for the images). Put that image in the YourMod\Briefing folder (make the folder if you have to). Then you specify that image in Igor in the Edit->Briefing dialog for a .mis. Click on the Briefing Map button and browse to your custom .rsb.

[\\*AV\\*/\po||o](#)

[Free Russia!](#)

[Free Libya! and AV Armory Web Log](#)

Edited by - wadegiles on 07/29/2002 5:02:05 PM

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Reply author: DWilliams11

Replied on: 07/30/2002 1:03:45 PM

Message:

Thanks for the answers! I'll give the map a try and if I have any problems with it... Can I send a PM or something? 🙏

"As it comes, Take it easy."  
~Rees Williams

---

Reply author: EL\_OSO  
Replied on: 07/30/2002 2:21:34 PM  
Message:

I use the call function quite often.

I use it in conjunction with QueueCall and RedirectIf. Call is very useful for random event blocks.

Example: I want to have an artillery barrage go off in a certain area but I want it to be random so the player never knows where it is going to go off.

A fine example of this is in an upcoming mission in Bajabravo's SabreTeam mod.

Place and tag the effects then the scripting goes like this:

Set a timer (Randomnumber)

Trigger Event: Timer Expired

Responses:

Set Barrage Activator Counter to (Randomnumber)

If Barrage Activator Counter is equal to 1, stop and queue a call to Barrage 1

If Barrage Activator Counter is equal to 2, stop and queue a call to Barrage 2  
and so on....(up to the high value for the Randomnumber)

Group: Barrage 1

Trigger Event: Call

Responses:

Activate Explosion

Activate Damage

and so on...

Group: Barrage 2

Trigger Event: Call

Message:

Shouldn't we just sticky this one, because I think it's valuable for people like me, that have some knowledge of igor, but aren't pros with it (unlike the scripting gods el\_oso, mono, etc 🤖). I know that el\_oso has created igor for dummies, but this is still useful, since 'Igor for Dummies' isn't quite finished.

'No matter what it is, there is nothing that cannot be done.'

---

Reply author: Wolfsong

Replied on: 10/23/2002 3:15:51 PM

Message:

Oh well.... \*STICKY\* 🤖🤖🤖🤖



STAFF

Member of =DRAG=

Creator of Swedish Force & Effect Test Zone

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Reply author: EL\_OS0

Replied on: 10/23/2002 3:36:07 PM

Message:

This old post is very useful. IGOR for Dummies will never be a cure all for scripting. Another thing is I am not going to start on the mission until the next patch when some of the scripting issues are addressed and fixed.

I'm just trying not to post bad information on the site.



Reply author: tmichc

---

Replied on: 10/24/2002 11:06:44 AM  
Message:

Cheers Wolfson. You da man. 🙏

'No matter what it is, there is nothing that cannot be done.'

---

Reply author: Wolfson  
Replied on: 10/25/2002 10:14:05 AM  
Message:

I looked around the old topics and found my old scripting stuff. Some people might recognise this. 🙏 And none of it has been updated for a while, but read it if you want to. This is from the days when I had the last word in about 75-80% of all scripting topics. Lol. No wonder I have almost 2000 posts.

🙏 So here are some HISTORIC reading about mission building:

- IGOR 1: What are Command Waypoints?

[http://www.theplatoon.com/snitz/topic.asp?TOPIC\\_ID=575](http://www.theplatoon.com/snitz/topic.asp?TOPIC_ID=575)

- IGOR 2: How does Effects work?

[http://www.theplatoon.com/snitz/topic.asp?TOPIC\\_ID=576](http://www.theplatoon.com/snitz/topic.asp?TOPIC_ID=576)

- IGOR 3: What are all the default Zones for?

[http://www.theplatoon.com/snitz/topic.asp?TOPIC\\_ID=577](http://www.theplatoon.com/snitz/topic.asp?TOPIC_ID=577)

- IGOR 4: How to turn off Briefing Sound.

[http://www.theplatoon.com/snitz/topic.asp?TOPIC\\_ID=1043](http://www.theplatoon.com/snitz/topic.asp?TOPIC_ID=1043)

- IGOR Help v1.0 out now!

[http://www.theplatoon.com/snitz/topic.asp?TOPIC\\_ID=1355](http://www.theplatoon.com/snitz/topic.asp?TOPIC_ID=1355)

(In there you find the early days of Monolith....)

Couldn't find my old topics called SCRIPTING 1 - 5....

😊 Also some good stuff for new scripters:

- Searching for Mentor - started by Aephox

[http://www.theplatoon.com/snitz/topic.asp?TOPIC\\_ID=1821](http://www.theplatoon.com/snitz/topic.asp?TOPIC_ID=1821)

- Want game to run until all at extraction zone? - started by Jericho

[http://www.theplatoon.com/snitz/topic.asp?TOPIC\\_ID=2246](http://www.theplatoon.com/snitz/topic.asp?TOPIC_ID=2246)

- How do Triggers work ??? - started by Terrany

[http://www.theplatoon.com/snitz/topic.asp?TOPIC\\_ID=468](http://www.theplatoon.com/snitz/topic.asp?TOPIC_ID=468)

the site in-game). If you set up a zone as a ReconExtraction zone it inherits labelling properties. Therefore it is labelled 'Extraction Zone' when you move your mouse pointer over it in-game on the command map. Here's the tradeoff, you cannot hide this zone on the command map. If you wish to disclose the location of the extraction zone only at a certain time in-game then you will have to use an ordinary zone and put up with no label. The highlight property determines red marker and no smoke in-game for false and green marker and smoke in-game for true.

After this they just use the response DeclareMissionComplete and set the flag Game Over to true. The block is completed with a block remove response which is just tidy and a good habit to get into.

For the script (coop) recon it is exactly the same.

If you don't want the condition where you fail if you loose a squad member you can exchange the value of PlayerCount for a query GetCurrentCompanySize - query GetPlayerCompany. This will end the game when all members of the squad left alive are at the extraction Zone.

---

Reply author: g\_r\_a\_e

Replied on: 04/29/2002 04:23:50 AM

Message:

3. How to set actors to hostage behaviour and not have the enemy shoot them.

A very strange thing happened when I tested this, everything happened exactly the way I anticipated.

This leads me to conclude that the hostages were being shot because they were not hostages. I set my actors to hostage/captive in a PreAction block. Even in this block they are momentarily (0.5 sec?) not hostages/captives. You can watch them put their guns away if you start the game next to them. If you are using the StartUp block this has a longer delay which will give them the opportunity to shoot. I had this problem when I was debugging. I set invisibility onto the player platoon in the StartUp block and was still being detected at the start of the game. This was because I was momentarily visible.

here are the test results;

with one bad guy (me invisible) and one allied captive - I was able to secure the prisoner and the bad guy still didn't shoot him.

with one bad guy and one allied hostage - When I secured the hostage he drew a weapon and gunned down the bad guy (i'm invisible remember).

with one bad guy and one bad guy hostage - When I secured the hostage he started firing at me (in-grate)

with one bad guy and one bad guy captive - I secured the prisoner and the bad guy didn't do anything.

With an extra company (allied plus two opposing makes three antagonists) I repeated the tests and the results were consistant with the earlier findings.

👤 Even Monolith did this in the beginning:

- Why are us soldiers shooting at me? - started by Monolith  
[http://www.theplatoon.com/snitz/topic.asp?TOPIC\\_ID=1438](http://www.theplatoon.com/snitz/topic.asp?TOPIC_ID=1438)

👤 And last some pure history stuff... not much to learn here:

👤 From the beginning we had some other problems....

- Uploads? - started by Wolfsong  
[http://www.theplatoon.com/snitz/topic.asp?TOPIC\\_ID=389](http://www.theplatoon.com/snitz/topic.asp?TOPIC_ID=389)

👤 Announced my first mod... Got no response. Lol!  
- My custom missions available !! - started by Wolfsong  
[http://www.theplatoon.com/snitz/topic.asp?TOPIC\\_ID=457](http://www.theplatoon.com/snitz/topic.asp?TOPIC_ID=457)

👤 The update went a little better.  
- The Wolf's Den - 3 & 4 - started by Wolfsong  
[http://www.theplatoon.com/snitz/topic.asp?TOPIC\\_ID=525](http://www.theplatoon.com/snitz/topic.asp?TOPIC_ID=525)

👤 Raven's first post at the Platoon, before =DRAG= was started...  
[http://www.theplatoon.com/snitz/topic.asp?TOPIC\\_ID=472](http://www.theplatoon.com/snitz/topic.asp?TOPIC_ID=472)

👤 The early counting of posts.... The rank system...  
[http://www.theplatoon.com/snitz/topic.asp?TOPIC\\_ID=1042](http://www.theplatoon.com/snitz/topic.asp?TOPIC_ID=1042)

👤 Some people didn't get IGOR the first time. <hugh>Dr.Jeckyl<hugh>  
[http://www.theplatoon.com/snitz/topic.asp?TOPIC\\_ID=1356](http://www.theplatoon.com/snitz/topic.asp?TOPIC_ID=1356)



STAFF

Member of =DRAG=

Creator of Swedish Force & Effect Test Zone

---

Reply author: Dr.Jeckyl

Replied on: 10/29/2002 4:50:10 PM

Message:

ahh those were the days. ~smiles and a little tear rolls down~

"AWW poor baby want a band-aid?"



[DrJeckyl@theplatoon.com](mailto:DrJeckyl@theplatoon.com)

---

Reply author: Dr.Jeckyl  
Replied on: 11/08/2002 12:49:53 PM  
Message:

originally posted by "TB\_Xeno"

=====

Changing Weather Tutorial For Ghost Recon's IGOR

Tutorial by: TB\_Xeno  
E-mail: [admin@xenocodex.com](mailto:admin@xenocodex.com)

This tutorial will show you how to enable changing weather in your maps. For the purposes of the tutorial, the weather will change every 15 seconds. You will want to adjust this for whatever is appropriate for your mission. You would do this by changing the value for the "TimerSet" tag to something other than 15.

The timer is always in "seconds" so here's a breakdown:

60 seconds = 1 minute  
3600 seconds = 1 hour  
43,200 seconds = 12 hours  
86,400 seconds = 24 hours

I'm not sure what the maximum value can be in IGOR but if it is an integer, the traditional max. integer value is:

2,147,483,647 in Visual Basic  
2,147,483,647 in C or C++

so you should be safe with the 24 hour value (unless IGOR has it's own max. value)

Tutorial Notes:

- MSEW means "Main Script Editor Window"

- Entries are indented for each "new" screen that you are on (or "new" value you enter). In other words, when you click "Add..." to add a new response, all the indented lines are for that particular response...

OK, let's get started... Click "Script" then "Edit" to open the MSEW

#### Part I: Creating the Tags

In order for the simulation to work, it is important to create a few tags. Follow the steps below BEFORE continuing.

I-a) From the MSEW, click "Tags..."

Choose "Timer" as the "Type", enter "WeatherChngTmr" in the "Name" field and click "Add"  
Choose "Group" as the "Type", enter "Weather: Clear" in the "Name" field and click "Add"  
Choose "Group" as the "Type", enter "Weather: Rain" in the "Name" field and click "Add"  
Choose "Group" as the "Type", enter "Weather: Snow" in the "Name" field and click "Add"

Click "Close" to return to the MSEW

#### Part II: Starting Up

This is where we initialize our first "Weather" pattern. Even though you may have your map set to "Clear", just to be safe, we will activate "Clear" weather here

II-a) From the MSEW, click "New..."

Click "Edit..." under "Trigger Event"

Choose "Startup" from the top dropdown box  
Click "OK"

Click "Add..." Under Responses

Choose "WeatherChange" from the top dropdown box  
Choose "Clear" under "Specify"  
Click OK

Click "Add..." Under Responses

Choose "TimerSet" from the top dropdown box  
On the "Timer" tab, select "WeatherChngTmr" for the "Tag"  
On the "Duration" tab, enter 15 in the "Literal" box  
Click "OK"

Click "Add..." Under Responses

Choose "GroupEnable" from the top dropdown box  
On the "Group" tab, select "Weather: Clear" for the "Tag" option  
Click "OK"

Click "OK" to return to the Main Script Editor Window

### Part III: Creating the "Groups"

This is the "meat and potatoes" of the script. We will create the three Groups of script ("Blocks") that will cycle through the different weather patterns.

#### III-a) The "Weather: Clear" Group

From the MSEW, click "New..."

Choose "Weather: Clear" for the group

Click "Edit..." under "Trigger Event"

Choose "TimerExpired" from the top dropdown box  
On the "Timer" tab, choose "WeatherChngTmr" for the "Tag" option  
Click "OK"

Click "Add..." Under Responses

Choose "Block Preserve" from the top dropdown box  
Click "OK"

Click "Add..." Under Responses

Choose "WeatherChange" from the top dropdown box and select "Rain" for the "Weather" tab  
Click "OK"

Click "Add..." Under Responses

Choose "TimerSet" from the top dropdown box

On the "Timer" tab, select "WeatherChngTmr" for the "Tag"  
On the "Duration" tab, enter 15 in the "Literal" box  
Click "OK"

Click "Add..." under "Responses"

Choose "GroupEnable" from the top dropdown box

On the "Group" tab, select "Weather: Rain"  
Click "OK"

Click "Add..." under "Responses"

Choose "GroupDisable" from the top dropdown box

On the "Group" tab, select "Weather: Clear"  
Click "OK"

Click "OK" to return to the MSEW

III-b) The "Weather: Rain" Group

From the MSEW, click "New..."

Choose "Weather: Rain" for the group

Click "Edit..." under "Trigger Event"

Choose "TimerExpired" from the top dropdown box  
On the "Timer" tab, choose "WeatherChngTmr" for the "Tag" option  
Click "OK"

Click "Add..." Under Responses

Choose "Block Preserve" from the top dropdown box  
Click "OK"

Click "Add..." Under Responses

Choose "WeatherChange" from the top dropdown box and select "Snow" for the "Weather" tab  
Click "OK"

Click "Add..." Under Responses

Choose "TimerSet" from the top dropdown box

On the "Timer" tab, select "WeatherChngTmr" for the "Tag"  
On the "Duration" tab, enter 15 in the "Literal" box  
Click "OK"

Click "Add..." under "Responses"

Choose "GroupEnable" from the top dropdown box

On the "Group" tab, select "Weather: Snow"  
Click "OK"

Click "Add..." under "Responses"

Choose "GroupDisable" from the top dropdown box

On the "Group" tab, select "Weather: Rain"  
Click "OK"

Click "OK" to return to the MSEW

III-c) The "Weather: Snow" Group

From the MSEW, click "New..."

Choose "Weather: Snow" for the group

Click "Edit..." under "Trigger Event"

Choose "TimerExpired" from the top dropdown box  
On the "Timer" tab, choose "WeatherChngTmr" for the "Tag" option  
Click "OK"

Click "Add..." Under Responses

Choose "Block Preserve" from the top dropdown box  
Click "OK"

Click "Add..." Under Responses

Choose "WeatherChange" from the top dropdown box and select "Clear" for the "Weather" tab  
Click "OK"

Click "Add..." Under Responses

Choose "TimerSet" from the top dropdown box

On the "Timer" tab, select "WeatherChngTmr" for the "Tag"  
On the "Duration" tab, enter 15 in the "Literal" box  
Click "OK"

Click "Add..." under "Responses"

Choose "GroupEnable" from the top dropdown box

On the "Group" tab, select "Weather: Clear"

Click "OK"

Click "Add..." under "Responses"

Choose "GroupDisable" from the top dropdown box

On the "Group" tab, select "Weather: Snow"

Click "OK"

Click "OK" to return to the MSEW

That's it! Just click "Close" to close the MSEW, save and launch your mission in GR. Every 15 seconds you will see the weather change.

"AWW poor baby want a band-aid?"



[DrJeckyl@theplatoon.com](mailto:DrJeckyl@theplatoon.com)

---

Reply author: Groundleg  
Replied on: 11/08/2002 7:21:40 PM  
Message:

Greetings Modding Genius'

I have a couple of modding issues to address, I have found that IGOR can throw some surprises once in awhile 🤪

1. When setting up your mission/map there are six slots with drop-down boxes. You can change the make-up of the default team by selecting different choices from the boxes. When does this show up? I started a MP game hosting my-self. I selected back-up AI to fill out the team. When the game launched, I had a variety of classes instead of 4 snipers and 2 support guys like I set up for the map. So when does this setting supposed to work? what mode/condition?

2. I am trying to script a "clear the runway for a helo team to arrive" mission. I spawned the helo by a trigger zone(it was invis) then set its speed, lastly giving it a path.

the Helo appeared, lifted to altitude and headed down the path. However, halfway there- It just decides to break from the path and leave the map! I watched it from 3d and from the command map.Helo probs anybody? How do you make it land?(if it will stay on the path that is!)Is this thing just for the cinematic or can you work it like the tanks?

Sorry so long 🤪

ps. how about tutorial on sound file creation-can you use sound recorder shipped with windows 98SE? Igor sound editor hangs up when I try to access my custom files

ps. make your own campaign? all I can get is MP2 when i try to make or edit a campaign from campaign editor. Ground's Super Campaign would be a great name for a new campaign.

Whew!

---

Reply author: Groundleg  
Replied on: 11/08/2002 7:33:31 PM  
Message:

Oh I failed to mention that I am using Igor from the Island thunder CD.(version 1.3 i think, 1.4 really caused problems-stayed with 1.3)

---

Reply author: EL\_OSO  
Replied on: 11/09/2002 10:30:23 AM  
Message:

1. The soldier classes that you set up in IGOR will only apply to Auto Assign in Single Player. Note that since you have 4 snipers and there are only 2 available, 2 of them will be repeats.
2. You need to give a speed plan of 0 after it's last point as well as an altitude of 0.
3. I would look into getting a better sound recorder than what ships with windows. I would recommend Sound Forge. All of your sounds need to be formatted at 22.5 MHz
4. The name of your campaign is determined by the name field in the modscont.txt file.



---

Reply author: Groundleg  
Replied on: 11/09/2002 7:37:16 PM  
Message:

El Oso thanks for your reply,

In response to your answer for #2, I can go along with that. I am still puzzled why the helicopter goes on a joy ride before it completes it's scripted path(only 1 path right now). I could see why it would after getting to the last point, but for it to just "bug out" is troubling. In fact , after it left the screen, it came back several minutes later - zooming all over

the place. I hope that pilot doesn't extract me from a hostile enviroment!

---

Reply author: BOBK  
Replied on: 11/13/2002 01:06:06 AM  
Message:

I've noticed two things with the helos.

1. If a way point is set up as one long command line with several pathing nodes, a "bump" in the terrain seems to trigger a 90 degree turn in the helo. Maybe I'm wrong, but it seems to me.

Also momentum comes into play. The speed called for can over-ride the new way point marker.

2. Setting up several, if need be, seperate pathing points helps maintain control of the helos.

-BOBK.

---

Reply author: Groundleg  
Replied on: 11/15/2002 4:41:20 PM  
Message:

Thanks EL\_OSO,COBRA6,BOBK and friends:

Problems 1,3,and 4 have been resolved. Sound was cured by using the GoldWave program that Cobra6 mentioned in another sound posting at GR.net. Sound editor works great after using this sound creator.The helo idea was dumped to pursue the ammo site idea. 🏠

---

Reply author: AO3\_Chucky  
Replied on: 05/04/2003 11:54:29 AM  
Message:

Can this be alittle more understandable? I tried to follwo but lost in trigger Event ?  
10 second(s) elapsed. found no way there?

Group: Group - Barn Effects  
Comment:  
Effects - A Barn Explosion  
Trigger Event:  
10 second(s) elapsed.  
Responses:

Allow this block to be reactivated.

Continue executing responses if ((The number of members of Player's Platoon within 1 meter(s) of Zone - Barn Demo Zone) is equal to 0).

Activate Effect - Truck Explosion.

Activate Effect - Truck Damage.

Activate Effect - Truck Debris.

Play "a\_exmetalammo.wav" at Effect - Truck Explosion with volume 50, looping for 0 second(s).

Set Timer - Barn Damage to expire in 0.5 second(s).

Set Timer - Barn Fires to expire in 3 second(s).

Prevent this block from being reactivated.

Group: Group - Barn Effects

Comment:

Effects - B Barn Fires

Trigger Event:

Timer - Barn Fires has expired.

---

Reply author: Wolfsong

Replied on: 05/05/2003 2:19:46 PM

Message:

That explosion will be triggered 10 seconds after the mission starts as long as there isn't a player in the barn at that time. If so it will test again in 10 seconds and so on until the block is run from beginning to end in a turn.

---

Reply author: AO3\_Chucky

Replied on: 05/07/2003 08:56:47 AM

Message:

13. How to get a tank to fire its main cannon at you.

looking for this info?

would be nice to go in right direction on this.

any help would be appreciated

---

Reply author: AO3\_Chucky

Replied on: 05/07/2003 10:24:39 AM

Message:

quote:

---

That is opposing companies oppose each other (as hostages) only after more than one team has been secured.

At all times there was no interaction between opposing companies whilst all members were hostages or captives. If the members of opposing companies were hostages then they would commence fighting only when two or more had been secured.

So no hostages will be shot by anyone whilst they are hostages.  
No captives will be shot by anyone while they are captives.  
Hostages revert to there combatorial state when secured. They wil shoot and be shot at.  
Captives remain docile.

There are a lot of posts in this forum on captives and hostages. I can only assume at this stage that the majority of problems are caused by the actor not being in the state the scripiter thought they were.

Testing, people, kicks arse

---

Reply author: g\_r\_a\_e  
Replied on: 04/29/2002 07:00:40 AM  
Message:

4. How to set the player's platoon to the player controlled platoon.

Simple process, basically IGOR provides the facility to create tags. Tags contain a reference (name) and type. Add a tag in the Tags section of the scripting screen. Choose the PlatoonRef type and name it Player Platoon. Don't forget to add it (pressing enter does not do this). In the StartUp block create a new response VariableSetPlatoon. In this response select for the variable your newly created Player Platoon tag. Select the value for platoon using - query GetPlayerPlatoon.  
Now all you need to do to reference the player's platoon is select this tag.  
Job done.

---

Reply author: g\_r\_a\_e  
Replied on: 04/29/2002 07:01:47 AM  
Message:

5. How to not create lag when making a multiplayer game.

It would help to understand lag I guess. Forgive me Right-hand if you know this but others will be reading.  
Taking it from the top, the internet uses the TCP/IP protocol (so does GR). This protocol handles the way in which data is transfered between stations. Essentially it is a series of rules concerning the way in which packets of data are sent back and forth. The main aim of TCP/IP is to hanle the addressing and delivery of internet packets, to handle errors that are a result of transmission. To prevent larger bandwidth communicators from flooding smaller bandwidth communicators. To maximise the usage of available bandwidth within

Originally posted by Koichiro

14: How to get music into your mission

First: Your music has to be in wav format. PCM compression.  
Remember when you RIP the music off the CD it has to be in ANALOG.  
DIGITAL wont work. VERY IMPORTANT.  
(Creative labs soundblaster card comes with a program that does this.)  
GR uses 22.000 Khz 16 bit-mono for music. But you can also use 16.000 khz  
8 bit-mono if you want.

Second: Put your music number in GR/mods/yourmod/sound/music folder.  
Now you have to tell GR that you have a new number. In the origimiss/sound folder theres a file called music.xml  
Make a copy of the file and add into your own mods sound folder.  
Not in the music folder but in the sound folder.  
(Just as in the origimiss folder.)  
Open the .xml file in notepad and add your number at the end.  
IN THE EXACT WAY AS THE OTHER. You need only to change the name.  
Don't need to change the other info. Just the name.  
Theres also a counter near the top. Increment this counter by one.

Third: In Igor and scripting, use "play sound" as a response to activate your music. Remember to write the name in the exact way you named the music number. ex: music.wav

Now it should work

"Dereks don't run"

---

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Reply author: AO3\_Chucky  
Replied on: 05/07/2003 10:31:02 AM  
Message:

extraction zones (right-hand )  
when editing this it needs tags reading you help as a begainer I'm kind of lost LOL, not that its not proper but I dont under stand  
exsampl? Responses:  
Allow this block to be reactivated.  
Continue executing responses if ((The value of Counter - Objectives) is equal to 3).  
Continue executing responses if ((The number of members of Player's Platoon within 1 meter(s) of Zone - Extraction) is equal to (The number of active actors on Player's Platoon)).  
  
need trigger event? willing to play with it till I get it right but have to keep going back to find erro?

---

Reply author: AO3\_Chucky  
Replied on: 05/07/2003 6:01:18 PM  
Message:

g\_r\_a\_e and RIGHT\_HAND are on the ball with that, writing down and naming I did it all the time and also help memorizing also. true in life. and boy I'm the worst here. I copy  
and past every thing they suggest and helps me alot TY guys

---

Reply author: AO3\_Chucky  
Replied on: 05/08/2003 10:54:18 AM  
Message:

can some one lay out basic plan for Effects?  
like  
trigger: ?  
block: (?)add?  
response: ?  
ect so I can figure out why it dosen't work  
do I need player's platoon.  
I tried and can't get effect to work?

---

Reply author: n/a  
Replied on: 05/10/2003 4:47:33 PM  
Message:

Proximity triggers? every one say to large to small?  
how big ?  
is to large on mission map there's no measurement? that I see except the squares are the 10, 20 20mm? how you guys know? I'm a real Igor dummie I think i'm the reason they came out with it lol, just anewbee

---

Reply author: AO3\_Chucky  
Replied on: 05/12/2003 10:40:17 AM  
Message:

quote:

---

Originally posted by DOH

Might as well see if you can get permission to include the mine effects from Wolfsong. Lots of great info here for the ppl learning to script. I stuck on a random barrage script here somewhere as well, that some may find usefull. That will help them understand how to get random timed effects. From there its not too far a leap to the random effects + a random timer.

If ya need help just let us know g\_r\_a\_e

---

mine effect I missed that where

---

Reply author: AO3\_Chucky  
Replied on: 05/12/2003 10:43:54 AM  
Message:

I'm working on a mission, now want to make a mine field lol. I got effect to work the way I want them, but for some reason damage doesn't do anything

---

Reply author: Maj. Ken  
Replied on: 05/12/2003 5:56:14 PM  
Message:

Do you've set up your effects right?? - Which damage-range have you set up, e.g. damage(2)(0)? - Be sure, to have activated the effect, together with the other effects.

@all readers  
does anyone know, how to -

:< - now, i forgot, what to ask. . . .

---

Reply author: AO3\_Chucky  
Replied on: 05/27/2003 8:22:07 PM  
Message:

quote:

---

Originally posted by g\_r\_a\_e

Hello everyone, I have been using IGOR for a little while now as well as posting to this forum . I have seen a lot of questions that are very similar in style. I would like to help if I could. I am two months away from graduating with a Bachelor of Science majoring in Computer Science at the University of Tasmania in case anyone needed some reassurance.  
I would like to create a document that answers the common themes to these common questions. IGOR is pretty easy to use when you begin to understand the processes involved. So, how am I going to do this?....  
Hmmm, maybe people could post here a list of the types of things (random artillery, actor plans etc.) they would like explanations for? Suggestions would be welcome.

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Reply author: AO3\_Chucky  
Replied on: 05/27/2003 8:22:59 PM  
Message:

quote:

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Originally posted by g\_r\_a\_e

Hello everyone, I have been using IGOR for a little while now as well as posting to this forum . I have seen a lot of questions that are very similar in style. I would like to help if I could. I am two months away from graduating with a Bachelor of Science majoring in Computer Science at the University of Tasmania in case anyone needed some reassurance. I would like to create a document that answers the common themes to these common questions. IGOR is pretty easy to use when you begin to understand the processes involved. So, how am I going to do this?.... Hmmm, maybe people could post here a list of the types of things (random artillery, actor plans etc.) they would like explanations for? Suggestions would be welcome.

---

random artillery, trying but with no luck. any help would be appreciated

---

Reply author: AO3\_Chucky

Replied on: 06/17/2003 1:09:07 PM

Message:

quote:

---

Originally posted by Right-hand

Wow that is a lot of text for a thread. Where to respond first...  
Well, I script extraction zones differently. Is my way better? I don't really know.

Group: <Default>

Comment:

Victory - Extraction Obj, Complete

Trigger Event:

A member of Player's Platoon is within 1 meter(s) of Zone - Extraction.

Responses:

Allow this block to be reactivated.

Continue executing responses if ((The value of Counter - Objectives) is equal to 3).

Continue executing responses if ((The number of members of Player's Platoon within 1 meter(s) of Zone - Extraction) is equal to (The number of active actors on Player's Platoon)).

Mark Get To Extraction complete in the objective list.

Increment Counter - Objectives.

Prevent this block from being reactivated.

More like that, ok exactly like that since it was taken from one of my scripts. Then I finish it with:

Group: <Default>

Comment:

Victory - Objectives Victory

Trigger Event:

A member of Player's Platoon is within 1 meter(s) of Zone - Extraction.

Responses:

Allow this block to be reactivated.

Continue executing responses if ((The value of Counter - Objectives) is equal to 4).

Display "?Grab A Cold One! It's Over." and register mission completion.

As for hostages being shot, I have come across cases where I set a team to hostage behavior only to have them shot. So I set them to invisibility, which makes them only invisible to the enemies. Then halfway through the mission the enemies shot them?! WTF!

Q. Why did they suddenly shoot the hostages? A. I spawned new enemies using hidething/showthing. Apparently the hidden enemies didn't read the beginning of the script.

The lag thing, I bring it up only because I come across games where people think that by dropping 50 enemies and 4 more tanks into one of the original missions is going to make it cool. Wrong. Lag city. 80 enemies and 7 tanks all moving on the map at once is a nightmare. Smoke and fire effects, although cool, will slow down most computers even when not on the net. People need to know how to use the

hidething/showthing responses when they script to reduce lag.  
I agree though that most lag is caused by connections and not the game.

Also, to add to my original list.. 15. Inserting effects.

Member of =DRAG=

---

---

Reply author: AO3\_Chucky  
Replied on: 06/17/2003 1:11:05 PM  
Message:

script extraction zones differently  
I folowed up to counter? lol then got lost.  
what about tags to this? counter, timer, platoonref(player's Platoon I know) ETC.

---

Reply author: AO3\_Chucky  
Replied on: 06/17/2003 1:16:40 PM  
Message:

want to apologize for all those quotes I didn't know I was doing that sorry

---

Reply author: mast982  
Replied on: 11/17/2003 8:01:56 PM  
Message:

hey all here's what I need u have two teams and player one of team one kills a player of team two is there a way to get player two to spawn as a new team player in team one if so please help me with this I've been working with Igor for some time now and cant find the a way to do it thnks

---

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these constraints. The maximising usage bit is sort of arguable (hehe, get back you filthy engineer).

There are two types of lag that you may experience in Ghost Recon multiplayer. There is lag due to your own resources. You know the drill, processor, ram, graphics card, "whatdaya mean I need a new motherboard?". There is also lag due to the connection between computers. This happens whenever you are trying to send and receive more packets than available bandwidth will allow.

During a multiplayer game the server machine will experience a greater processor load than normal as it has to keep track of all the players (connections). Client machines only get the proportion of data relating to other players that is relevant so this can be less of a burden for these machines. With sound effects and long range weapons this usually includes most of the data though. The data that is sent allows each client computer to plot the appropriate effects using its existing library of files (.wavs, .pobs etc).

The lag associated with individual resources can be minimised in a variety of ways. Try and reduce the opportunity for a player to have more than two or three vehicles in sight.

Keep the numbers of active (not hidden) opposing forces as low as you can. More often than not the same resistance can be scripted using less actors if they are positioned well.

Vehicles really are the main offender here though, I am tentatively estimating one vehicle lags as much as 10-15 actors.

Effects are a major bummer. I have a pIII 933 with GeForce 2 and 384 Mb ram, the airstrike effect in the battleground map in single player pulls this up though. If you really gotta have that major napalm effect then try and script it to occur when nothing else is happening. I got away with a monster artillery barrage because nothing else was going on (the celeron boys complained, you get what you pay for).

As far as scripting itself there are a few things to stay clear of. TimeElapsed is a trigger whereby the script will check the conditions specified every time the specified time elapses.

This means that the entire time that the game is running a timer is running and the contents of the block associated are being parsed (read) and acted on where appropriate. As you could imagine this adds up. TimerExpired has a lower overhead. If you think you just have to use TimeElapsed then put it in a group that you can enable when you need it and disable when you don't (this really goes for everything). Proximity triggers are essentially TimeElapsed blocks set for a duration of one second (bummer). You can usually get away with quite a few of these but don't be wasteful. Calls to blocks and Loops through platoons etc are expensive. Try and arrange for nothing else to be going on while you use these.

I can't think of any thing else at this time, if you try to keep your overheads down then this should transfer well to multiplayer.

Lag associated with multiplayer usually comes down to the speed of the link, the amount of extraneous traffic (other people) and the number of players connected to the game.

The server should be the person with the most powerful machine and if possible with the largest bandwidth (Oh, a perfect world). TCP/IP uses acknowledgements (Acks) to help increase utilisation of bandwidth. Very basically these are packets sent by the receiving station to the sending station to acknowledge the receipt of packets sent so far. Sort of like "Yup, got em send the next lot". As each station has to acknowledge receipt at various times there is a certain dependency on the slowest connection. To make this a bit clearer, during the game an event may occur that requires transmission of a considerable amount of data. The server will blast this data out addressed to the various machines (IP address). The data is routed the usual way by TCP/IP (hit and miss with a few trimming algorithms, hey! I told you to stay back, you damned filthy engineer). There may come a time when the server has to wait for Acks from all clients before it can move on to the next stage of transmission, if this happens then the delay associated with the slowest connection will be transferred to all machines. This type of delay is much more likely to happen as a result of the game synchronisation as opposed to the TCP/IP protocol but it was worth mentioning in this context. This translates to; more slower connections means more slower games, or in a more grammatically correct statement...get cable.

---

Reply author: Right-hand

Replied on: 04/29/2002 2:38:07 PM

Message:

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Group:

Comment:

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Also, to add to my original list.. 15. Inserting effects.

Member of =DRAG=

---

Reply author: g\_r\_a\_e  
Replied on: 04/29/2002 11:10:23 PM  
Message:

6. How to properly use a zone as a proximity trigger.

If you select ProximityAnything then you will have to choose an object that the Anything's location is compared to. The Anything can be anything hehe. That means that you can use actors as zones, or vehicles, or effects.... This introduces some interesting possibilities. You will also select a range that the proximity is determined. Range applies differently to different objects. The range from an actor is exactly that. The range from a vehicle is from the centre of the vehicle. If this is set to less than 1.5 metres then you might not be able to reach it. Zones do not use the range parameter. Ubi set the range for all there Zone proximity to 0 metres. The IGOR scripting notes list the default range for a zone as 1 metre.

This is pretty much an area where everyone will need to experiment themselves. The possibilities are endless, Ignacio, this has given me an idea for your request. See what I can do hehe

---

Reply author: g\_r\_a\_e  
Replied on: 04/30/2002 03:48:37 AM  
Message:

In IGOR there are many ways to skin a cat (do people still use this expression?). Like all languages there are always a thousand different ways to do the same thing. Some are more robust (nice word) than others and some are quicker. Some use less resources. The way you have done it Right-hand is good. You have included the ability to test for the number of completed objectives which is pretty handy. All the imfo that I am posting is as a result of my own testing or in some cases imagination. This industry is like the shipping industry in the sixteenth century. No one really no whats going on (M\$ are still arguing that the world is flat) people get money together, buy a ship, round up some people who were too drunk to move at the pub. Put 'em on the ship and send it out. If it gets back they are rich beyond their wildest dreams. If it sinks they buy another ship. At the moment there is no 'right' way to do things except for the way that works best or just works. Attention to detail gets me going, and testing 🤖

---

Reply author: Koichiro  
Replied on: 04/30/2002 04:24:42 AM  
Message:

14: How to get muisc into your mission

First: Your music has to be in wav format. PCM compression.  
Remember when you RIP the music off the CD it has to be in ANALOG.  
DIGITAL wont work. VERY IMPORTANT.  
(Creative labs soundblaster card comes with a program that does this.)  
GR uses 22.000 Khz 16 bit-mono for music. But you can also use 16.000 khz  
8 bit-mono if you want.

Second: Put your music number in GR/mods/yourmod/sound/music folder.  
Now you have to tell GR that you have a new number. In the origimiss/sound folder theres a file called music.xml  
Make a copy of the file and add into your own mods sound folder.  
Not in the music folder but in the sound folder.  
(Just as in the origimiss folder.)  
Open the .xml file in notepad and add your number at the end.  
IN THE EXACT WAY AS THE OTHER. You need only to change the name.  
Don't need to change the other info. Just the name.  
Theres also a counter near the top. Increment this counter by one.

Third: In Igor and scripting, use "play sound" as a response to activate your music. Remember to write the name in the exact way you named the music number. ex: music.wav

Now it should work

"Dereks don't run"

---

Reply author: g\_r\_a\_e  
Replied on: 04/30/2002 07:21:38 AM  
Message:

11. How to use the Mods menu to select the default mods folder.

Go to the File option on the menu in the top left of the IGOR screen. Select the Mods option. this opens the Mods properties box. You will see a list of the mods that you have installed on the left hand side of this box. Select the mod that you want to be the default mod for IGOR. You only have to click on the mod you want here, it does not have to be active (although it probably will be for testing purposes). Check the Default Mod for Editor box. Making a mod the default mod means IGOR will open the folders in this mod first for saving and opening files.

---

Reply author: wadegiles  
Replied on: 04/30/2002 10:07:59 AM  
Message:

10. How to properly set up an enemy plans (In what order).  
Hope you don't mind if I make a contribution, g\_r\_a\_e.

The only things that have a required order are Pace followed by Path (for actors), Speed followed by Path (for vehicles), Add Zone followed by Patrol (for actors), and always putting any Restarts or Covers of 0.00 seconds at the end of the plan. Cover without a specified time is infinite. Thus, no actions placed after a Cover of 0.00 seconds will be done.

One suggestion when ordering actor to Enter Vehicle is giving them a Movement ROE of All Costs. This will prevent them from ducking for cover if they hear gunfire and abandoning your plan. Eventually they will attempt to enter vehicle again, but not soon enough for me.

Here is a typical plan I use to make an actor ambush ready.  
Alertness = Combat (locked)  
Combat ROE = Suppress  
Movement ROE = Advance  
Stance = Crouched (set)  
Grenades = Available checked  
Cover = 0.00 (you have to specify the cover area and angle on the map)

Here is a typical patrol plan.  
Alertness = Alert (set)  
Combat ROE = Assault  
Movement ROE = Advance  
Grenades = Available checked  
Pace = Walk (set)  
Add Zone (you have to specify the zone on the map)  
Patrol

Experiment, experiment, experiment. Different combinations of these plan actions produce different AI behavior.