

Scripting Tutorial

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So, this tutorial will give you a basic understanding of scripts. Lets first of all introduce you to a friend called `hs_doc.txt`.. this is a scripter's best friend, so you should learn about it.

Here is a random example:

```
(unit_get_current_flashlight_state <unit>)  
gets the unit's current flashlight state
```

it gives you the script within brackets, and there are usually `<>`'s.. those mark variables, the variable in this command is `<unit>` meaning it is looking for a unit, as in a living object.. I will give you a example of how this works in a minute. Now, if you want to target a player as a unit, you you type `(unit (list_get (players) <number>))`.. you understand the variable, the `(unit <object>)` is used to make a object seem like a unit, because apparently a player isn't a unit defaultly.. `(list_get <object_list> <object>)` is to pick something within a list, the list you are looking threw is the player list. Now, lets combine the player with the flashlight to test a players flashlight!

```
(unit_get_current_flashlight_state (unit (list_get (players) 0)))
```

Now, this alone wont be able to accomplish anything, because you don't state what you want to happen, and what results you want.. weather you want it to do something if it finds the flashlight on, or off.

```
(if <boolean> <then> [<else>])
```

this is refuring to if a variable is so and so, then do so and so.. but, just typing

```
(if (unit_get_current_flashlight_state (unit (list_get (players) 0))) (cheat_all_weapons))
```

wont do anything since you still arnt asking what state you want your flashlight in, so it doesn't know what its checking. `(= <variable> <boolean>)` will help to request what kind of resalt you are looking for in it. `(if (= (unit_get_current_flashlight_state (unit (list_get (players) 0))) 1) (cheat_all_weapons))` that is a fully set up command, that will make it so that if the flashlight of player 1 (referred to as player 0) is turned on, it will then activate `cheat_all_weapons`.

Lets go over a few other helpful friends.. `(sleep_until <boolean> [<short>])` this is simply doing `(if (<script>) (begin <rest of script>))` and then the rest of the script is played as the response. This way will also make it so the rest of the script wont start until this has happened.

```
(sleep_until (= (unit_get_current_flashlight_state (unit (list_get (players) 0))) 1))  
(cheat_all_vehicles)  
(cheat_all_weapons)
```

another command you should learn is `(sleep <short> [<script>])` all it really is, is a pause in running the scripts. Every second is 30 ticks, so `(sleep 60)` is a 2 second pause before continuing the script.

`(begin <script(s)>)` is probably a over used command.. the only use it should really be used for is if your doing a IF script and want more than one result similar to the `sleep_until`.. you just use `begin` as your command in the `if`, and then place all your scripts inside, and remember to add the `begins )` at the end of where you want it to stop aswell as the `if's )`

The only thing left to explain is the setting a actual script up.

For this part, you open notepad (yes, notepad lol). Then you start with (script <script-type> <name> there are a few script types, startup witch only runs when loading the map, continuous that repetitively re-runs, dormant witch must be awoken with (wake <script-name>). The name must be unique per script, because scripts can be target by things, like Time Of Day widget targets a script called TOD (Time Of Day if you cant use logic lol). Sapein will fail to compiled them into the scenario if any 2 share a name.

Every script must end in a) aswell, because at the beginning it starts with a (.

When you are done typing your script up, you must save it as .hsc.. to do this, click save as, go to the part that says (Text Documents (*.txt) and select ALL FILES, and then when you save, if you put .hsc at the end of the file name, it will make it .hsc.. now that you know how to save them, we should go to where you should save them. I will use bloodgulch as my example, if you wanna add a script to bloodgulch, it is in tags\levels\test\bloodgulch\, so you want to put the script in data\levels\test\bloodgulch\scripts\.. once you save your hsc there, open sapein, and go to FILE> COMPILE SCRIPTS. If it has a error, you must fix the error, or remove that script. debug.txt will save all the errors for future reference. Sapein will only compile 4 .hsc files, but you can have multiple scripts in 1 .hsc file if you need more than the 4.. just put another script in it after the ending) or before the (script <script-type> <name>

Now.. lets do a simple script together! We will make it so if someone puts on deathless player, everyone in the server dies!! lol

(script continuous antideathless

```
(sleep_until (= (cheat_deathless_player) 1))
(set (cheat_deathless_player) 0)
(if (= (unit_get_health (unit (list_get (players) 0))) 1) (unit_kill (unit (list_get (players) 0))))
(if (= (unit_get_health (unit (list_get (players) 1))) 1) (unit_kill (unit (list_get (players) 1))))
(if (= (unit_get_health (unit (list_get (players) 2))) 1) (unit_kill (unit (list_get (players) 2))))
(if (= (unit_get_health (unit (list_get (players) 3))) 1) (unit_kill (unit (list_get (players) 3))))
(if (= (unit_get_health (unit (list_get (players) 4))) 1) (unit_kill (unit (list_get (players) 4))))
(if (= (unit_get_health (unit (list_get (players) 5))) 1) (unit_kill (unit (list_get (players) 5))))
(if (= (unit_get_health (unit (list_get (players) 6))) 1) (unit_kill (unit (list_get (players) 6))))
(if (= (unit_get_health (unit (list_get (players) 7))) 1) (unit_kill (unit (list_get (players) 7))))
(if (= (unit_get_health (unit (list_get (players) 8))) 1) (unit_kill (unit (list_get (players) 8))))
(if (= (unit_get_health (unit (list_get (players) 9))) 1) (unit_kill (unit (list_get (players) 9))))
(if (= (unit_get_health (unit (list_get (players) 10))) 1) (unit_kill (unit (list_get (players) 10))))
(if (= (unit_get_health (unit (list_get (players) 11))) 1) (unit_kill (unit (list_get (players) 11))))
(if (= (unit_get_health (unit (list_get (players) 12))) 1) (unit_kill (unit (list_get (players) 12))))
(if (= (unit_get_health (unit (list_get (players) 13))) 1) (unit_kill (unit (list_get (players) 13))))
(if (= (unit_get_health (unit (list_get (players) 14))) 1) (unit_kill (unit (list_get (players) 14))))
(if (= (unit_get_health (unit (list_get (players) 15))) 1) (unit_kill (unit (list_get (players) 15))))
(sv_say "that should teach you to cheat..")
```

)

Now.. this script first of all waits until it finds that deathless player is on.. when it does, it removes it, and checks who all is alive.. if someone is alive, they die lol. It also sends a message as **SERVER** telling them not to cheat.

Well, this is the end of the tut, have a nice time, and if there is any large errors you find within this tutorial, please contact me.

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(^ lol, chalk tool in the program im using ^)