
Subject: scripts.dll 1.8 is being worked on (I need ideas people)

Posted by [jonwil](#) on Fri, 16 Jul 2004 06:07:42 GMT

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flyingfox, that idea cant be done.

But some other ideas I am consdiering that may get done:

JFW_Send_Ordered_Customs_On_Custom.

When this script is sent a certain message, it fires off a series of messages in a certain order to a specified object. Passing 0 for the object will mean "send to the thing that JFW_Send_Ordered_Customs_On_Custom is attached to".

JFW_Set_Health_On_Custom. Will set the health of <the thing its attached to> when it gets a custom.

JFW_Add_Health_On_Custom. Will add to the health of <the thing its attached to> when it gets a custom. Negative numbers will subtract

JFW_Set_Max_Health_On_Custom. Will set the maximum health of <the thing its attached to> when it gets a custom.

JFW_Add_Max_Health_On_Custom. Will add to the maximum health of <the thing its attached to> when it gets a custom. Negative numbers will subtract

same as the 4 about except for shield strength.

I am also working on (no promises) new functionality for a Get_Animation_Frame function which would allow you to pass -1 for the FirstFrame of the animation scripts to mean "the current frame"

Also, logic for Get_Shield_Type that would mean JFW_Invulnerable_On_Custom_3 same as JFW_Invulnerable_On_Custom_2 but without needing to pass the NormalArmour as a parameter.

I am also looking into logic for a Get_Model command, a Get_Shield_Type command, a Set_Skin command, a Get_Skin command and (if I can pull it off) ways to do weapon related stuff (most notably giving a vehicle a different weapon)

However, Flying Infantry is still not going to be in 1.8 (because I dont want to rip SKs idea off)
