Subject: scripts.dll 1.8 progress report
Posted by jonwil on Wed, 21 Jul 2004 04:35:03 GMT
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ok, more stuff that I have added:
1.As_BuildingGameObj (will return the passed in object if it is a BuildingGameObj, otherwise 0)
All of these next ones can take 2 for "team" to mean <any team> except for
Find_Building_By_Team.
All of them will return the GameObject corresponding to the specified building, if no match is
found, they will return 0.
2.Find_Building_By_Class_ID (finds the first building matching a class ID and a team, this is
mainly for the functions below)
3.Find_Building_By_Team (finds the first building matching the specified team)
4.Find_Building_By_Name (finds the first building matching the specified team and preset name)
5.Find_Power_Plant (finds the first powerplant for the specified team)
6.Find_Refinery (finds the first refinery for the specified team)
7.Find_Repair_Bay (finds the first repair bay for the specified team)
8.Find_Soldier_Factory (finds the first soldier factory for the specified team)
9.Find_Airstrip (finds the first airstrip for the specified team)
10.Find_War_Factory (finds the first war factory for the specified team)
11.Find_Com_Center (finds the first com center for the specified team)
12.Find_Repair_Bay (finds the first repair bay for the specified team)
13.Find_Vehicle_Factory (finds the first airstrip for the specified team, if none is found, finds the
first war factory for the team. Use this one to be sure you find the vehcile factory for the team in
question, even if the map has e.g. a nod war factory)