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Subject: scripts.dll 1.8 progress report

Posted by [jonwil](#) on Wed, 21 Jul 2004 09:12:23 GMT

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more stuff

Find\_Smart\_Object\_By\_Team (finds the first SmartGameObj of the specified team in the list)

Find\_Object\_By\_Team (finds the first GameObject of the specified team in the list)

Damage\_All\_Buildings\_By\_Team\_Nearest\_Scale (like Damage\_All\_Buildings\_By\_Team\_Nearest except it scales damage based on how far away from the center the building is)

Find\_Object\_By\_Preset (this will find the first object of a given preset in the list)

Find\_Non\_Player\_Object\_By\_Team (finds the first non-player SmartGameObject by team).

This last one is usefull because (I think) you can use it as a way to give or take credits from a particular team without doing it for a player, dont know for sure though.

Next up, commands of the form Is\_xxx that will determine if the passed in object is <xxx>.

For example, Is\_Vehicle

Is\_Soldier

Is\_Building

and even further, things like Is\_Motorcycle, Is\_VTOLVehicle (this is one that I have wanted pretty much ever since I first started scripting, now its possible), Is\_TrackedVehicle and so on.

As per usual, all the code for all this stuff I am talking about will be 100% open for anyone to use for whatever they like as long as they comply with the GPL.

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