Subject: scripts.dll 1.8 progress report
Posted by jonwil on Fri, 23 Jul 2004 15:11:11 GMT

JFW_Custom_Send_Custom can be stuck on a powerup.

And I will do JFW_Warp_On_Pickup_Team

Also, added more functions to call:

Find_First_Player

Get_Animation_Frame (wont work for any objects that are a CinematicGameObj I dont think)

Grant_Refill (basicly, this is the refill button in the PT)

Grant_Powerup (grants a powerup)

Get_Vehicle (gets the vehicle a soldier is driving)

Get_Shield_Type (gets the shield type of an object)

Get_Skin (gets the skin of an object)

Set_Skin (sets the skin of an object)

Create_Vehicle (this one creates a vehicle from the weapons factory/airstrip). You pass it the preset name of the vehicle to create, a delay value (covers how long the vechicle takes to create I think). the object that should own the new vechicle (0 if you want no owner, this should work)

And you pass in the team ID of the team to create the vechicle for (i.e. if you pass 0, it uses the airstrip, if you pass 1 it uses the Weapons Factory).

If you create a nod vechicle at the WF or a GDI vechicle at the Airstrip, it will still be owned by the team set in the preset for the vechicle (watching the nod buggies I was using to test get shot at by the GDI AGT on glacier flying was funny