
Subject: general scripts.dll thoughts

Posted by [jonwil](#) on Sat, 31 Jul 2004 11:42:04 GMT

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Here are changes already made since 1.8

- changes to SCUD_SuperWeapon and SCUD_TurretBuildup
- a new engine call to output stuff to the console
- a new engine call to send stuff to the console input parser (so its as though you typed it at the console)
- a bug fix for the address of the SoldierReInit engine call on the Win32 FDS (this prevented Change_Character from working on the WFDS)
- a bug fix for Find_Building_By_Name to make it actually work.
- a change to Damage_All_Buildings_By_Team, Damage_All_Buildings_By_Team_Nearest and Damage_All_Buildings_By_Team_Nearest_Scale so that you can pass 2 for the team to mean "any team". And also another change to those so you can pass in a GameObject that will be treated as the object doing the damaging (and will be passed to the Damaged event and also will get the points for doing the damage)
- some simple documentation of the functions available in engine.h
- a change to JFW_Building_Damage and JFW_Building_Damage_Scale to pass the parameter of the custom as the Damager (use with JFW_Death_Send_Custom_Driver_ID to give the driver of the bomb truck the points for doing the building damage)
- better information for the vector parameter of Trigger_Weapon
- better information for the 2 float parameters of Find_Closest_Soldier
- better information for the 3 float paramters of Shake_Camera
- better information for the second GameObject parameter to Lock_Soldier_Facing
- better information for the unknown parameters for the weather commands (I hope to have this information soon)

I dont know exactly what will happen next with the scripts.dll (if I release 1.8.1 or 1.9 or what) but here aer some general thoughts as to what may/will be in future scripts.dll versions.

- a script called JFW_Give_Points_On_Timer_Per_Building that will give points to <object> for every building of <team> left standing
- a new engine call to support JFW_Give_Points_On_Custom
- a script called JFW_Points_Send_Custom which will send <custom> when <points gathered since player was created> is >= <value>. This can then be used in conjunction with scripts like JFW_Set_Max_Health_On_Custom and stuff to grant upgrades to players who stay alive long enough to gain them (sort of like veteran mode on black-cell or in Generals but different)
- a new CTF script (someone requested one, now is the time to post details about what you wanted in a CTF script)
- JFW_Death_Send_Custom_ID (sends a custom on death and passes <id of the thing JFW_Death_Send_Custom_ID is attached to> as the parameter)
- JFW_Death_Send_Custom_Driver_ID (sends a custom on death and passes <id of the first thing that got into the vechicle JFW_Death_Send_Custom_Driver_ID is attached to> as the parameter)
- anything NeoSaber creates for future versions of RenAlert and submits
- anything anyone else creates and wants to submit
- fixes to make Set_Animation and Set_Animation_Frame transfer over the network right
- fixes to make enable_stealth transfer over the network right
- fixes to make Create_Explosion and Create_Explosion_At_Bone transfer over the network right

a new script JFW_Animated_Effect which will, when sent a custom, create a Generic_Cinematc, and set its model and animation to the passed in parameters. When the animation is finished, it will kill the object

a new script JFW_Random_Animated_Effect which is like JFW_Animated_Effect except it will spawn a random distance +-x,+-y,+-z from the location (great for e.g. spawning a randomly positioned puff of tiberium gas in a tiberium field)

an engine call for changing the team of a given player

an engine call for getting the owner of a vechicle (i.e. the object passed in as the owner when the vechicle was created)

engine calls for getting the various contents of a vechicle (e.g. driver, gunner, various others)

Is_xxx engine calls for the other GameObject types where there currently isnt one

JFW_Group_Purchase_Zone_Timer (this one would be used for rebuildable base defences like Black-Cell has but different), this one works like a cross between JFW_Group_Purchase_Zone and JFW_Zone_Timer.

possibly a re-do of the various engine calls that deal with the various GameObj lists into a new way where there is a generic "enumeration" function for each list that walks the list and calls a passed in callback function for each object in the list.

a fix for Set_Fog_Range so that it works client-side (also Set_Fog_Enable and Set_War_Blitz)

possibly other fixes for various <doesnt work client side> commands like making per-player Enable_Radar and per-player Display_Player_Terminal and other stuff

some logic to make stuff unbuildable when various buildings go (e.g. no more nuke when temple is gone or no more helicopters when helipad is gone)

a script for a vechicle thief (for the reborn hijacker and whatever other uses)

a script or scripts for a hinter-seeker type effect

a script for a vechicle carying caryall (like the TS orca caryall or the dune 2 caryall or mabie even the naval transport from RA/RA2, would only carry one vechicle at once though)

if needed, fixes to make Static_Anim_Phys_Goto_Frame/Static_Anim_Phys_Goto_Last_Frame work over the network

a command to convert a ID into a player name

a way to find a player by the name and get the GameObject for it and also the Player ID for it

a way to count the number of players

perhaps commands to access other usefull stuff in cPlayerManager and cGame and stuff

proper poke in multiplayer (like how the PCTs do it, via the poked event on a script)

possibly custom PCTs (e.g. make a new page on the PCT for "aircraft" or "boats") or other stuff like a special "aircraft" PCT or "boats" PCT or something. Also, other dialog related crap

If anyone has ideas for the future, post here.

And remember, none of this stuff is gauranteed to be implemented (except the stuff I have said under "changes already done")

The engine-type stuff mentioned here is not connected with the stuff done for RenAlert 0.993 (like how 0.993 uses poke for the naval, aircraft and missile silo PTs, my poke code will be unrelated to that)

Also, stuff that will be in Blackhand Studios Core Patch 1 (like the sound fixes) isnt mentioned here.