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Subject: I need scripts.dll 1.9 ideas

Posted by [jonwil](#) on Thu, 05 Aug 2004 12:18:25 GMT

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ok, JFW\_Repair\_On\_Custom and JFW\_Conyard\_Vehicle\_Buildings are finished (new scripts to make the construction yard repair things like gun turrets)

engine command Repair\_All\_Static\_Vehicles\_By\_Team (sends a custom to all vehicles that have DecorationPhys physics type, used for the script above)

some new engine calls to identify if an object has a particular physics type

Is\_Door

Is\_Elevator

Is\_DamageableStaticPhys

Is\_AccessablePhys

Is\_DecorationPhys

Is\_HumanPhys

Is\_MotorVehicle

Is\_Phys3

Is\_RigidBody

Is\_ShakeableStaticPhys

Is\_StaticAnimPhys

Is\_StaticPhys

Is\_TimedDecorationPhys

Is\_VehiclePhys

Is\_DynamicAnimPhys

Is\_BuildingAggregate

Is\_Projectile

an engine call Get\_Player\_Name\_By\_ID which converts a player name to a player ID

an engine call Get\_Player\_Count which gets the count of how many players there are

an engine call Change\_Team which changes the team of a player given a GameObject

and an engine call Change\_Team\_By\_ID which changes the team of a player given an ID

I should have 1.9 out in time for RA 0.9932

What else will be in 1.9, I havent yet decided.

But the following is definatly not going to make 1.9 (it may make 2.0 or later or it may not happen at all)

find a player by name and do stuff with the result

JFW\_Group\_Purchase\_Zone\_Timer (like a cross between JFW\_Group\_Purchase\_Zone and JFW\_Zone\_Timer)

JFW\_Vehicle\_Damage\_Zone\_Heavy (only damages big vehicles)

reborn helipad logic

reborn missile silo logic

fancy new CTF script

hijacker logic

hunter-seeker logic

caryall logic

poke versions of the JFW\_xxx\_Buy scripts

JFW\_Group\_Purchase\_Poke

As for jfw.clll, jfw.dll of 1.9 will contain the Set\_Animation and Set\_Animation\_Frame fix.

It may contain:

Static\_Anim\_Phys\_Goto\_Frame/Static\_Anim\_Phys\_Goto\_Last\_Frame fixes (if needed, I must run a test on those)

Enable\_Stealth fix

Create\_Explosion and Create\_Explosion\_At\_Bone fixes

it wont contain

logic to detect when a vehicle/soldier fires its weapon

any new dialogs stuff I may do

poke

unable to build xxx unit/soldier/whatever when xxx building is gone

logic to detect what weapon/warhead/etc was used to shoot at something

per-player versions of various commands (e.g. Enable\_Radar, Set\_Background\_Music, Display\_Player\_Terminal, Set\_Screen\_Fade and so on)

any other client side command fixes (mainly because I dont knowe of any other commands that need network transfer to make them work)

Although all this depends on what SK does. Ff SK puts poke into bhs.dll (like that will ever happen and it can be made available in time for 1.9, I may end up writing the script ideas I have that need poke.

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