
Subject: I need scripts.dll 1.9 ideas

Posted by [jonwil](#) on Sat, 07 Aug 2004 02:19:30 GMT

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I think that the icons thing is something that cant be done without the renegade source code and/or some major coding.

JFW_Gate_Zone_2 is done

JFW_Animated_Effect is done

JFW_Animated_Effect_2 is done

JFW_Random_Animated_Effect is done

and JFW_Random_Animated_Effect_2 is done

All thats left is to do a few tests on the new stuff and add in anything RenAlert needs for 0.992 and I can release

I was orionally planning to add generic code to "walk" the various GameObjLists (i.e. you pass in a user-defined callback and it calls that once for each item in the list) but I decided against it. If you do need to be able to do stuff with the lists, just copy my code for doing it and change it
