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Subject: scripts.dll 2.0, what will be in it

Posted by [jonwil](#) on Sun, 26 Sep 2004 00:16:43 GMT

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Stuff that is definatly going to be in it: (unless something goes wrong with my method)

scripts:

script to change the model used for a vehicle depending on if the player is GDI/NOD

script to change the model used for a vehicle depending on the preset of a player

script to change the weapon used for a vehicle depending on the preset of a player

All 3 of these will do it for the first person to enter the vehicle. The last 2 would be usefull to create a RA2-style IFV.

A script to disable beacon purchase for a specified team on custom.

A script to disable a certain preset from being purchased for a specified team on custom.

remove a script from all objects of a particular preset on custom

attach a script to all object of a particular preset on custom

remove a script from all objects of a particular type on custom

attach a script to all objects of a particular type on custom

These last 4 will take a team parameter

remove a script from a single object on custom

attach a script to a single object on custom

look at a particular location on zone entry

look at a particular angle on zone entry (pass it an angle, a distance and a z value)

All print string code will be able to do colors and newline

print a string for all players on custom

print a string for a single player on zone entry

print a string for a single player on poke

print a string for a team player on zone entry

print a string for a team player on poke

print a string for a team on custom

a new version of my Deathmatch scripts that are easier to use

a script to change the team of a vehicle on startup

a script for a stealth generator/gap generator (including optional graphical effect centered at the location of the building) and appropriate zone

play 3d sound for team on custom

play 3d sound for team on zone entry

play 3d sound for team on poke

play 3d sound for player on zone entry

play 3d sound for player on poke

play 2d sound for team on custom

play 2d sound for team on zone entry

play 2d sound for team on poke

play 2d sound for player on zone entry

play 2d sound for player on poke

play 2d sound on zone entry

one or more scripts (as needed) for a Missile Silo building and associated logic. (this will use regular purchase terminals for the beacon, not those "special" terminals like RenAlert and in fact probably wont require too many new scripts at all to pull it off)

a script for underwater logic (e.g. for submarines and stuff)

engine calls:

a means to disable beacon buy via an engine call

a means to disable certain preset buy via an engine call

a way to remove a certain script from an object (with calls to iterate the GameObjObservers attached to an object)

re-written logic for my various "search the GameObjLists" functions such that they use a callback system (making it easier to write your own code that does e.g. "search all the objects, if object = medium tank, do this to it")

stuff to iterate and work with the contents of vehicles

attach script to all instances of a particular preset

remove script from all instances of a particular preset

attach script to all instances of a particular class ID (e.g. soldiers)

remove script from all instances of a particular class ID (e.g. soldiers)

these last 4 will have a team parameter

code to send the Enable\_Vehicle\_Transitions script command over the network

code to send the Set\_Player\_Type script command over the network

code for per-player and per-team Create\_Sound

code for per-player and per-team Create\_2D\_Sound

code for per-player and per-team Create\_2D\_WAV\_Sound

code for per-player and per-team Create\_3D\_WAV\_Sound\_At\_Bone

code for per-player and per-team Create\_3D\_Sound\_At\_Bone

code to send the Force\_Camera\_Look script command over the network (per-player)

code to send the Shake\_Camera script command over the network (per-player)

code to send the Enable\_HUD script command over the network (per-player)

per-player, per-team and all over-the-network code for Set\_Display\_Color, Display\_Text, Display\_Int, Display\_Float

code to make the arms on the front of the normal renegade refinery-controlled harvester animate when it harvests (i.e. not if you are using some custom script for it, although those already have ways to animate the arms). It will rely on having the same harvester names as renegade.

console commands:

vehicle limit change

per-player 3d sound

3d sound for all players

per-team 3d sound

per-team 2d sound

disable beacon for a team

disable a specific preset for a team

commands to send text to a player, a team and all players. (with colors and newline)

Stuff that I plan to implement assuming I can find the right piece of data/figure out how to do it:

scripts:

a script for a mobile stealth generator/mobile gap generator (including optional graphical effect centered at the location of the deployed vehicle) and appropriate zone (the hard bit here is spawning the zone at runtime and also coming up with usable deploy logic)

a script or scripts for a Caryall (like in TS and in the Dune games)

a script or scripts for a TS Hunter-Seeker

a script or scripts for a vehicle thief (like in TS)  
a script for doing tiberium vein damage (like in TS)

engine calls:

a way to get the current weapon of an object

a way to find a player given their name and get the GameObject and player ID

code to get the name of the skeleton for an object

code to get the sex of a soldier (male/female)

code to spawn a script zone at runtime and set its size (must study ScriptZoneGameObj for this)

console commands:

mine limit change

player limit change

make the commands that take player IDs also take a player name

a command to force a change of map (i.e. to change what map is next)

If something is not on this list (ideas posted to the ideas thread will appear here if they are something I will do), its not going to be in 2.0.

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