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

Posted by [jonwil](#) on Sat, 02 Oct 2004 07:01:31 GMT

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ok, some updates:

I have tested the logic for changing the weapon of a vehicle via script and so far it seems to work I am still looking into what happens when Set_Model gets used on a vehicle and on an infantry unit and stuff (and fixing it if it needs to be/if I can)

Also, some new scripts:

When poked by a certain team and a certain preset, change the team of the object that was poked.

remove all scripts from a single object on custom (with associated engine stuff in engine.cpp to do the actual work)

Neither will the mobile stealth generator

The vehicle thief script should be in there.

As should the tiberium vein damage.

and the way to get the current weapon of an object

the way to find a player given their name and get the GameObject and player ID will also be in 2.0

as will the code to get the name of the skeleton for an object

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

and hopefully the code to spawn a script zone at runtime and set its size (must study ScriptZoneGameObj for this), I know where to change to do it, I just have to test my theories and see if how I want to do it will work right or not (in particular, does changing the size of a script zone at runtime work or not)

the mine limit change and player limit change console commands will be in

as will the "make the commands that take player IDs also take a player name" change.

the force map change command may or may not be in there.

The EMP stuff and the mobile sensor array stuff are cut from 2.0 as is the mobile radar jammer.

I am going to add an engine call that calls PhysicalGameObj::Get_Transform on one object then passes the result to PhysicalGameObj::Set_Transform for another object. I think this will set the complete rotation,position,etc for the object (so it would be of use for the person that wanted the vehicle destruction animation changes)

The hunter-seeker and caryall ideas wont be in 2.0.

Also, there are a couple of BIG features created by TheKGBSpy and enhanced/made working by me that will be going into 2.0 that I cant talk about just yet (as soon as TheKGBSpy gives the OK, I will tell you all what they are)
