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Subject: final list of stuff new to scripts.dll 2.0

Posted by [jonwil](#) on Sun, 03 Oct 2004 10:03:40 GMT

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if its not here, it wont be in 2.0, if its here it will be in 2.0 unless I find out that it doesnt work or run out of time and have to bump stuff to 2.1 or something.

new console commands:

VEHICLELIMIT <new limit> changes vehicle limit

SND2DT <team> <wav file> plays 2d sound for all members of a team

SND3DP <player> <wav file> plays 3d sound for a player

SND3DT <team> <player> <wav file> plays 3d sound for a team, the player specifies which player to use as the position

SND3D <player> <wav file> plays 3d sound for all players, the player specifies which player to use as the position

BEACON <team> disables beacon for a specific team

VEHICLE <preset position> <team> disables a vehicle for a team (the position indicates which preset to disable, the machinegun officer is position 0 then the rocket soldier is position 1 and so on)

SOLDIER <preset position> <team> disables a soldier for a team (the position indicates which preset to disable, the hummvee/buggy is position 0 then the APC is position 1 and so on)

TEXT <string> sends a text string to all players, I hope to be able to do colors too

TEXTT <team> <string> sends a text string to a team, I hope to be able to do colors too

TEXTP <player> <string> sends a text string to a player, I hope to be able to do colors too

MINELIMIT <new limit> changes mine limit

PLAYERLIMIT <new limit> changes player limit

NEXTMAP <new map> changes the next map

misc bhs.dll changes:

fixes as necessary to solve the Set\_Model problems and the problems with changing the weapon of a vehicle.

fix for the harvester harvest animation

small general bhs.dll fixes that I forget

scripts from TheKGBSpy:

scripts to do fire/reload animations of various kinds (e.g. for a machine gun or for a rocket launcher or for a catapult)

scripts for deploy/undeploy of vehicles (usefull for many things)

a script to enable locking of a vehicle

an AI script for the Fist Of Fate mod

scripts from NeoSaber:

a small fix to the MAD Tank script

a new script for Vehicle AI

scripts from Dan:

random crate script

script to drop a destroyed tank on death

script to enable repairing the destroyed tank and bring it back to life

script command (in bhs.dll):

send Enable\_Vehicle\_Transitions over the network  
send Set\_Player\_Type over the network  
send Set\_Screen\_Fade\_Color over the network  
send Set\_Screen\_Fade\_Opacity over the network  
send Shake\_Camera over the network  
send Set\_Display\_Color over the network  
send Display\_Text over the network  
send Display\_Int over the network  
send Display\_Float over the network  
per-player Create\_Sound  
per-player Create\_2D\_Sound  
per-player Create\_2D\_WAV\_Sound  
per-player Create\_3D\_WAV\_Sound\_At\_Bone  
per-player Create\_3D\_Sound\_At\_Bone  
per-player Force\_Camera\_Look  
per-player Enable\_HUD  
per-player Set\_Display\_Color  
per-player Display\_Text  
per-player Display\_Int  
per-player Display\_Float

engine calls (in engine.cpp):

fixes to make the Set\_Skin, Get\_Shield\_Type and Get\_Skin engine calls work  
Disable\_Beacon (it changes the settings for the beacon for the specified team)  
Disable\_Vehicle (it changes the settings for the specified vehicle for the specified team)  
Disable\_Soldier (it changes the settings for the specified soldier for the specified team)  
Disable\_Free (it changes the settings for the specified free soldier for the specified team)  
Remove\_Script (removes all copies of a given script from an object)  
Remove\_All\_Scripts (removes all scripts from an object)  
Get\_Vehicle\_Occupant\_Count (gets the count of people in a vehicle)  
Get\_Vehicle\_Occupant (gets the given occupant of a vehicle)  
Get\_Vehicle\_Driver (gets the driver of a vehicle)  
Get\_Vehicle\_Gunner (gets the gunner of a vehicle, if there is only one person in a vehicle, this will be the driver too)  
Force\_Occupant\_Exit (forces the specified occupant to exit a vehicle)  
Force\_Occupants\_Exit (forces all occupants to exit a vehicle)  
Attach\_Script\_Preset (attaches a script to all objects of a given preset)  
Remove\_Script\_Preset (removes all copies of a given script from all objects of a given preset)  
Attach\_Script\_Type (attaches a script to all objects of a given type)  
Remove\_Script\_Type (removes all copies of a given script from all objects of a given type)  
Get\_Current\_Weapon gets the preset name of the current weapon for an object (e.g. the pistol is Weapon\_Pistol\_Player)  
Get\_Weapon\_Count gets the count of how many weapons an object holds  
Get\_Weapon returns the given weapon for an object  
Create\_Sound\_Team calls Create\_Sound for a given team

Create\_2D\_Sound\_Team calls Create\_2D\_Sound for a given team  
Create\_2D\_WAV\_Sound\_Team calls Create\_2D\_WAV\_Sound for a given team  
Create\_3D\_WAV\_Sound\_At\_Bone\_Team calls Create\_3D\_WAV\_Sound\_At\_Bone for a given team  
Create\_3D\_Sound\_At\_Bone\_Team calls Create\_3D\_Sound\_At\_Bone for a given team  
Set\_Display\_Color\_Team calls Set\_Display\_Color for a given team  
Display\_Text\_Team calls Display\_Text for a given team  
Display\_Int\_Team calls Display\_Int for a given team  
Display\_Float\_Team calls Display\_Float for a given team  
Get\_Skeleton\_Name returns the hierarchy/skeleton name for a given object  
Get\_Sex returns the sex of an object (usefull to identify which animations to use)  
Set\_ScriptZone\_Size sets the size of a script zone  
Copy\_Transform copies the complete transform (covers rotation in x,y,z and probobly also position) from one object to another.

scripts by me:

JFW\_Vehicle\_Animation\_Custom\_Trigger (like JFW\_Vehicle\_Animation except plays one animation when it recieves one custom (e.g. vehicle entry) and another one when it recieves another custom (e.g. vehicle exit)  
JFW\_Random\_Timer\_Play\_Cinematic\_2 (like JFW\_Random\_Timer\_Play\_Cinematic except that a custom must be sent after it plays to restart the timer)  
JFW\_3D\_Sound\_Damage\_Range (if the health of the object is within this range, it plays the sound)  
JFW\_2D\_Sound\_Damage\_Range (if the health of the object is within this range, it plays the sound)  
JFW\_Animation\_Frame\_Health (sets the animation frame for the given object to a certain frame if the health goes within a certain range)  
JFW\_Screen\_Fade\_Custom\_Timer (when a custom is sent, calls Set\_Screen\_Fade\_Color and Set\_Screen\_Fade\_Opacity for all players then starts a timer, when the timer expires, it resets the screen fade)  
JFW\_Damage\_Do\_Damage (when damaged below a certain amount, it does x damage every y seconds. If repaired above the amount, it stops doing damage)  
JFW\_Vehicle\_Thief (put this on all vehicles that can be stolen. When poked by an object of the specified preset, it will kick out all the soldiers in the vehicle allowing it to be taken)  
JFW\_Heavy\_Vehicle\_Damage when entered, any vehicle with more than x mass will be damaged by y damage  
JFW\_Under\_Zone (if entered by anything other than the specified presets which would represent the submarines if this is used for underwater or the underground vehicles if this is used for underground, it kills them. Otherwise, it sends them a custom. Leaving the zone they get another custom.)  
JFW\_Under\_Effect (when the vehicle with this on it recieves a custom, anything inside it has Set\_Screen\_Fade\_Color and Set\_Screen\_Fade\_Opacity called on it, when recieving another custom, the screen fade is reset)  
JFW\_3D\_Sound\_Timer (plays a 3d sound when a timer expires)  
JFW\_2D\_Sound\_Zone\_Entry (plays a 2d sound on zone entry)  
JFW\_2D\_Sound\_Player\_Poke (plays a 2d sound for the poker on poke)  
JFW\_2D\_Sound\_Player\_Entry (plays a 2d sound for the enterer on enter)  
JFW\_2D\_Sound\_Team\_Poke (plays a 2d sound for the team on poke)

JFW\_2D\_Sound\_Team\_Entry (plays a 2d sound for the team on enter)

JFW\_2D\_Sound\_Team\_Custom (plays a 2d sound for the team on custom)

JFW\_3D\_Sound\_Zone\_Entry (plays a 3d sound on zone entry)

JFW\_3D\_Sound\_Player\_Poke (plays a 3d sound for the poker on poke)

JFW\_3D\_Sound\_Player\_Entry (plays a 3d sound for the enterer on enter)

JFW\_3D\_Sound\_Team\_Poke (plays a 3d sound for the team on poke)

JFW\_3D\_Sound\_Team\_Entry (plays a 3d sound for the team on enter)

JFW\_3D\_Sound\_Team\_Custom (plays a 3d sound for the team on custom)

JFW\_Change\_Team\_On\_Custom (changes the team of whatever its attached to on custom)

JFW\_Stealth\_Zone (zone for a stealth generator/gap generator)

JFW\_Stealth\_Generator (generator script for a stealth generator/gap generator)

The stealth/gap generator scripts will allow you to set an "effect" preset to be spawned whilst the generator is active. Anything entering the zone is made stealth, anything leaving it is made visible again.

Buildings within the zone do not get made stealth. Dont know if stuff that spawns in the zone will be made stealth or not.

JFW\_Team\_DM\_Controller\_2 new version of JFW\_Team\_DM\_Controller that doesnt require you to specify the buildings to destroy to end the game.

JFW\_Team\_DM\_Zone\_2 new version of JFW\_Team\_DM\_Zone that is easier to use (dont need to set up fancy zones)

JFW\_Print\_String\_Team\_Poke (prints a string for a team on poke)

JFW\_Print\_String\_Team\_Entry (prints a string for a team on zone entry)

JFW\_Print\_String\_Team\_Custom (prints a string for a team on custom)

JFW\_Print\_String\_Player\_Poke (prints a string for a player on poke)

JFW\_Print\_String\_Player\_Entry (prints a string for a player on zone entry)

JFW\_Print\_String\_All\_Custom (prints a string for all players on custom)

JFW\_Look\_At\_Angle\_Entry (makes a player look in a particular direction on zone entry)

JFW\_Look\_At\_Location\_Entry (makes a player look at a particular location on zone entry)

JFW\_Look\_At\_Object\_Entry (makes a player look at a particular object on zone enrtry)

JFW\_Look\_At\_Object\_Poke (makes a player look at a particular object on poke)

JFW\_Look\_At\_Location\_Poke (makes a player look at a particular location on poke)

JFW\_Look\_At\_Angle\_Poke (makes a player look in a particular direction on poke)

JFW\_Remove\_All\_Scripts\_Custom (remove all scripts from an object when a custom is recieved)

JFW\_Attach\_Script\_Custom (attach a script to an object when a custom is recieved)

JFW\_Remove\_Script\_Custom (removes all instances of a script from an object when a custom is recieved)

JFW\_Attach\_Script\_Type\_Custom (attaches a script to all objects of a particular type when a custom is recieved)

JFW\_Remove\_Script\_Type\_Custom (removes all instances of a script from all objects of a particular type when a custom is recieved)

JFW\_Attach\_Script\_Preset\_Custom (attaches a script to all objects of a particular preset when a custom is recieved)

JFW\_Remove\_Script\_Preset\_Custom (removes all instances of a script from all objects of a particular preset when a custom is recieved)

JFW\_Free\_Disable (changes the settings for the specified free soldier on custom)

JFW\_Soldier\_Disable (changes the settings for the specified soldier on custom)

JFW\_Vehicle\_Disable (changes the settings for the specified vehicle on custom)

JFW\_Beacon\_Disable (changes the settings for the specified beacon on custom)

JFW\_Vehicle\_Weapon\_Preset (if object that entered the vehicle = xxx preset, changes the vehicle weapon to xxx)

JFW\_Vehicle\_Model\_Preset (if object that entered the vehicle = xxx preset, changes the vehicle model to xxx)

JFW\_Vehicle\_Model\_Team (if team of object that entered the vehicle is x, changes the vehicle model to xxx)

JFW\_Invulnerable\_On\_Custom\_3 (like JFW\_Invulnerable\_On\_Custom\_2 except it changes the skin type instead of the shield type)

JFW\_Powerup\_Buy\_Poke\_Timer (like JFW\_Powerup\_Buy\_Poke but with a time delay before you can buy the powerup again, intended for beacons and such)

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