Subject: scripts.dll 2.0 progress report
Posted by jonwil on Sun, 10 Oct 2004 23:18:37 GMT
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scripts.dll 2.0 is comming along nicely.
A few things (like the console command to change the map rotation) have been dropped for various reasons.

Also, a couple of new ideas have been added to the list

So far, I have implemented:
scrpts:
JFW_Powerup_Buy_Poke_Timer
JFW_Invulnerable_On_Custom_3

engine calls:
void Remove_Script(GameObject *obj, const char *script)
void Remove_All_Scripts(GameObject *obj)
int Get_Vehicle_Occupant_Count(GameObject *obj)
GameObject *Get_Vehicle_Occupant(GameObject *obj,int seat)
GameObject *Get_Vehicle_Driver(GameObject *obj)
GameObject *Get_Vehicle_Gunner(GameObject *obj)
void Attach_Script_Preset(const char *script, const char *params, const char *preset, int team)
void Remove_Script_Preset(const char *script, const char *preset, int team)
void Attach_Script_Type(const char *script, const char *params, int type, int team)
void Remove_Script_Type(const char *script, int type, int team)
const char *Get_Current_Weapon(GameObject *obj)
int Get_Weapon_Count(GameObject *obj)
const char *Get_Weapon(GameObject *obj,int position)
bool Has_Weapon(GameObject *obj,const char *weapon)
const char *Get_Htree_Name(GameObject *obj)
char Get_Sex(GameObject *obj)
float Get_Mass(GameObject *obj)
void Copy_Transform(GameObject *in, GameObject *out)
fixes to Set_Skin, Get_Skin and Get_Shield_Type (they should now actually work)

script commands:
Clear_Weapons over network
Enable_Vehicle_Transitions over network
Set_Player_Type over network
Set_Screen_Fade_Color over network
Set_Screen_Fade_Opacity over network
Set_Display_Color over network
Display_Text over network
Display_Float over network
Display_Int over network
Select_Weapon over network
Shake_Camera over network

Force_Camera_Look per-player
Enable_HUD 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
Set_Display_Color per-player
Display_Text per-player
Display_Int per-player
Display_Float per-player

bhs.dll fixes:
make Set_Model work for vehicles (although bear in mind that changing the model doesnt affect
the physics settings so you cant go from tracked to wheeled or whatever)
small bhs.dll fixes that I forget about

console commands:
PMSG <player ID> <message> (like MSG but private)

stuff from NeoSaber: (this is stuff added in 0.9932 of RenAlert)
fix to Mad Tank script
vehicle AI script