Subject: scripts.dll 2.1
Posted by jonwil on Mon, 27 Dec 2004 10:24:53 GMT
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I am currently looking at scripts.dll 2.1
New features that I have (tentativly) planned for versions post 2.0:
Scripts:
The "slot machine" script someone asked for a while back
versions of
JFW_Attach_Script_Preset_Custom
JFW_Attach_Script_Type_Custom
and JFW_Attach_Script_Custom
that dont attach the script if it is already present on the object
The scripting required for Reborn
Any scripts anyone else has for me

Engine calls:
bool Is_Script_Attached(GameObject *obj,const char *script)
void Attach_Script_Once(GameObject *obj,const char *script,const char *params)
void Attach_Script_Preset_Once(const char *script, const char *params, const char *preset, int team)
void Attach_Script_Type_Once(const char *script, const char *params, int type, int team)
char *Get_Current_Map()
int Get_Radar_Mode()

engine patches (to go in bhs.dll):
A hook for the Post_Load_Level function (called at the end of loading the level) that scripts.dll will be able to install and use (e.g. you could use it to do 1-time initalization things in a server-side mod)
Any fixes for the 0 bug that are required
The keyboard hook code that I have been talking about for a while

Console commands:
display current mine limit
current player count display (if needed)
display count of mines on the map
display player limit
change player limit (if possible)
display current map name
display current map rotation
change map rotation/next map/etc (if possible)
display time remaining (if needed)
change time limit/time remaining (if possible)
display current radar mode
play a 3d sound for a team (I wanted this one in 2.0 but I couldnt get it to work in time)

Also, there is a plan to fix as many renegade bugs as we can for future Core Patches and those will go into scripts.dll/bhs.dll (either 2.1 or something later)

If anyone has any requests for post 2.0, post them here.