
Subject: scripts.dll 2.1

Posted by [jonwil](#) on Sat, 15 Jan 2005 12:11:48 GMT

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ok, some further stuff

1.JFW_Give_Powerup_Create which will give <powerup> to the object its attached to when the script is created

2.JFW_Invincible_On_Create which makes whatever it is stuck on invincible for a set period of time after it is created

3.JFW_Attach_Script_Player_Created which is like JFW_Attach_Script_Type_Created and JFW_Attach_Script_Preset_Created except that instead of attaching to all objects of a specific type or a specific preset, it attaches to all players (well it will have a team parameter)

All of the 3 JFW_Attach_Script_xxx_Created will be able to attach the same script multiple times (with different parameters for example).

a script or scripts that can place active C4 (proxy C4 etc), I dont know if this is possible or not though

a clone of the script Dr_Mobius_Script (mainly because it is not present in the Linux FDS)

Also, whatever engine calls are needed to go with placing an active mine will be added.

With respect to the GameData stuff I mentioned before, I will be having full implementations of the cGameData class, the cGameDataCnC class, the cGameDataSkirmish class and the cGameDataSinglePlayer class.

And I will be having usable copies of the The_Game, The_Skirmish_Game,

The_Single_Player_Game and The_CnC_Game to retrieve the relevant objects for you to access.

So you will be able to do something like `char *current_map = The_Game()->MapName`

Although note that not everything has been documented (although you will be able to get to the undocumented bits if you want to).

Also, its not known what effect changing the structures will have, changing some things may have side effects or may not work right (for example changing the MaxPlayers wont work since the game keeps copies of that value elsewhere and does other things with it)
