

---

Subject: scripts.dll 2.1

Posted by [jonwil](#) on Wed, 19 Jan 2005 00:51:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

For the vehicle locking, I am adding one console command to make it work:

EJECT <playerid> which ejects that player from whatever vehicle they are in (if they are in one)

Also, the "taunt" command is gone and wont be done.

So, the (currently) final list of console commands to be added to 2.1 is:

Already coded:

map name display

mod package name display

map number display

map list display

get radar mode

music

no music

music private

no music private

get bhs.dll version

mine limit display

current mine display

not coded yet:

map list changing

snd3dt

eject

not coded yet but will be if I/we can find the right data to change

player limit display

player limit change

change time remaining/time limit

time limit/remaining time display

---