
Subject: scripts.dll 2.1

Posted by [jonwil](#) on Fri, 21 Jan 2005 05:08:47 GMT

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ok, the ObjectLibraryManager::Create_Object hook is in and working on win32, going to do linux next.

I have discovered that it doesnt trigger for any objects pre-placed on the map in leveledit (e.g. buildings that have been pre-placed). Also, it triggers before any scripts on the object that has just been created get run and started.

The Post_Load_Level hook runs after any startup scripts have been started. If you use it to attach a script to an object however, that scripts startup event will trigger.

I am adding more scripts too

JFW_Attach_Script_Building_Startup

JFW_Attach_Script_Preset_Startup

JFW_Attach_Script_Type_Startup

When these scripts startup, they will attach the script to every object of the specified type in the game.

With the new hooks and stuff that I am adding to 2.0, it is now possible to build server-side mods like SSAOW without hooking any stock westwood scripts and without modifying the preset database
