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Subject: scripts.dll 2.1

Posted by [jonwil](#) on Fri, 21 Jan 2005 06:59:43 GMT

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ok, the ObjectLibraryManager::Create\_Object hook is in and working great.  
The hook procedure is passed the GameObject corresponding to the object that has just been created.

New script I will add JFW\_Remove\_Script\_Player\_Created which will remove all copies of a given script from a player object when that object is created.

Also JFW\_Remove\_Script\_Preset\_Created and JFW\_Remove\_Script\_Type\_Created

One big use for these last 3 is to remove all copies of M00\_GrantPowerup\_Created from a player object so they dont have any guns.

You can then use JFW\_Attach\_Script\_xxx\_Created to attach copies of JFW\_GrantPowerup\_Created to the script (so they dont get removed by the remove script) to give them whatever guns you want.

This is great for those times you cant edit the soldier presets. (the copies of JFW\_Attach\_Script\_xxx\_Created and JFW\_Remove\_Script\_xxx\_Created can be either stuck on a map object if its for a specific map or can be loaded in a Post\_Load\_Level hook by creating e.g. a daves arrow and putting the script on it if you are doing a server-side mod)

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