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Subject: scripts.dll 2.1

Posted by [jonwil](#) on Fri, 21 Jan 2005 07:25:37 GMT

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Going to add the following engine calls (needed for the scripts I plan to write)

```
void Attach_Script_Building(const char *script, const char *params, int team)
```

```
void Attach_Script_Is_Preset(GameObject *obj, const char *preset, const char *script, const char *params, int team)
```

```
void Attach_Script_Is_Type(GameObject *obj, int type, const char *script, const char *params, int team)
```

```
void Attach_Script_Is_Building(GameObject *obj, const char *script, const char *params, int team)
```

```
void Remove_Script_Is_Preset(GameObject *obj, const char *preset, const char *script, int team)
```

```
void Remove_Script_Is_Type(GameObject *obj, int type, const char *script, int team)
```

```
void Remove_Script_Is_Building(GameObject *obj, const char *script, int team)
```

```
bool Is_A_Building(GameObject *obj)
```

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