Subject: scripts.dll 2.1
Posted by jonwil on Sat, 22 Jan 2005 00:22:22 GMT

I have dropped the Caryall scripts since the idea I had to implement them isnt going to work.

The final list of new engine calls for 2.1 (more stuff will go into bhs.dll but this is the final list of new engine calls going into engine.h unless someone asks me for a script that needs another engine call)
Stuff for accessing the cGameData structure
bool Is_Script_Attached(GameObject *obj,const char *script)
void Attach_Script_Once(GameObject *obj,const char *script,const char *params)
void Attach_Script_Preset_Once(const char *script, const char *params, const char *preset, int team)
void Attach_Script_Type_Once(const char *script, const char *params, int type, int team)
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)
bool Is_A_Building(GameObject *obj)
All of them still need testing to make sure they work but they have all been coded.