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Subject: new stuff in scripts.dll 2.1 for users and/or server owners

Posted by [Sir Kane](#) on Sun, 30 Jan 2005 10:50:40 GMT

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I took the time to make a list of the retarded/useless and pretty damn sure abused stuff.

[list][\*]Display current map name

[\*]Display current mod package name

[\*]Display the current radar mode

[\*]Play a music track for all players (obviously if they dont have bhs.dll and the music file, it wont work)

[\*]Stop all music playing for all players (again if they dont have bhs.dll it wont work)

[\*]Play a music track for a specific player (obviously if they dont have bhs.dll and the music file, it wont work)

[\*]Stop all music playing for a specific player (again if they dont have bhs.dll it wont work)

[\*]Play a 3d sound for a given team (this was going to be in 2.0 but didnt get in in time, it works now)

[\*]Display an emoticon for a given player (like the radio command icons except no sound or text display and you can specify the w3d file to display)

[\*]Display the current player limit

[\*]Change the current player limit

[\*]Display the time remaining

[\*]Change the time remaining/time limit [list:u]Quote:2.Renegade has been changed to output PNG screenshots instead of TGA (using the well-tested LIBPNG library

Sounds like it needs another dll to me, which is pretty retarded as well since D3D has builtin functions to easily create screenshots.

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