
Subject: Re: scripts.dll 2.2 progress report
Posted by [jonwil](#) on Wed, 19 Oct 2005 11:25:02 GMT
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Here is the changes beyond the list above:

1. Removed the script JFW_Follow_Waypath_Loop since it doesnt work
2. Beginnings of new HUD code
3. A couple of cleanups that might help with the ICON console command
4. Code in the keyhooks so that if a key with the same logical key name and player ID as an already installed key gets installed, the old key is removed.
5. Added code so that any client using 2.2+ will send the bhs.dll version when they join (which will cause the same output as the VERSION command does)
6. Changed the Clear_Weapons hook so its only activated for vehicles (acording to WD, activating it for soldiers breaks stuff and is not required)
7. Added a new command TMSG that sends a team message as though it came from a particular player.
8. Added a new script JFW_Attach_Script_Collector (attach a script to the collector of the powerup with this on it when its collected)
9. Added a new script JFW_Attach_Script_Sender (attach a script to the sender of the custom on custom)
10. Changed several scripts (including JFW_Repair_Zone and JFW_Vehicle_Damage_Zone) to use a better "is vehicle" vs "is not vehicle" test)
11. Documented how to detect private messages in chat hooks
12. Documentation cleanups (currently WIP, someone is looking over the documentation for me)
13. Fixed a crash bug to do with accidentally deleting something that has already been deleted (this would probobly affect quite a few people)
14. Cleanups to SimpleVecClass and SimpleDynVecClass (including the fix for 13 above)
15. Wrote the engine call Get_Vehicle_Seat_Count which gets the count of seats in a vehicle
16. Fixed a crash bug in keycfg.exe so that it wont crash anymore, it will print a meaningful error message.
17. Renamed a couple fields in the ActionParamsStruct structure based on a couple discoveries I made whilst looking at all the stuff connected to Actions. Lots still unknown though