Subject: Re: scripts.dll 2.2.3 progress report
Posted by jonwil on Sun, 29 Jan 2006 04:56:59 GMT
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2005 is non-beta now I believe.

I have added a couple more things to 2.3:
new code so that all the scripts that use Set_Max_Health and Set_Max_Shield_Strength work over the network (but items in-game like the medals that change the max still have the bug with the health bar)
new code to send Set_Obj_Radar_Blip_Shape and Set_Obj_Radar_Blip_Color over the network
A new script which is the same as JFW_Slot_Machine but with a sound and animation that play when you poke it. This was requested by someone a while back so I thought I would throw it in.
And, the biggest new feature, new code and script so that every infantry unit can have its own HUD. Basicly, you put a new script on the infantry unit and pass it the name of a texture. This texture will then be used in place of HUD_MAIN.TGA (so grab HUD_MAIN.TGA and edit that to what you want, the layout etc will remain the same) This is designed for mods to use, orrgonally the idea was to make a per-team HUD texture but the feature the way I have done it was actually easier to code

The only things left to do before I release 2.3 (since there are no more features I can add that are easy to add):
Look into fixing the reported freeze with the ID console command (although I have no clue whats wrong so I probably wont be able to fix this)
Document all the new stuff in 2.3 in the readme files
and Test a bunch of things (including the fixed nick exploit fixes and the HUD texture change feature)