
Subject: Re: scripts.dll 2.4 is underway

Posted by [danpaul88](#) on Tue, 28 Feb 2006 18:57:49 GMT

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ok, I have two I would like to suggest;

Full radar mode zone

This would be attached to a building controller and would give players on the same team full radar mode (can see enemies and allies on radar) while they are in a certain radius (either that or when they enter a zone, depending on whats best for implementing on the ren engine). When the building dies everyone loses the full radar mode. Also when you leave the radius / zone you would return the the server default radar mode.

I think the only parameter it would need would be 'Radius', or 'Zone ID', depending on how it is setup.

Powered base defense

Have mentioned this before, it would allow you to set two attack timers, one for when the base power is online, one for when it is offline. It would allow for slower firing base defenses when power goes offline (I am thinking in terms of use on vehicle base defenses, in the same fasion as JFW_Base_Defense)

I tried to implement this myself before, but I was unable to find a way of querying if the base power was online or offline (I tried Get_Building_Power(obj), but as the name suggests it would only work if it were attached to a building, not a vehicle as I am trying to setup).

Also I discovered that the variable attacktimer seemed to have no influence on the actual rate of fire of the weapon in question anyway... I am not sure exactly what its supposed to do but it always seems to fire at the same speed whether attacktimer is 1 or 800 (I even tried hard-coding 1 and 800 into the scripts.dll on two different trials, and it had no effect!). So I ended up with no way to actually influence the rate of fire...

I could probably get these working myself if I understood the ren engine better, but I don't If you could point me in the right direction I could maybe get them working
