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Subject: Re: scripts.dll 2.4 is underway

Posted by [jonwil](#) on Thu, 02 Mar 2006 10:52:44 GMT

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Here is what I am going to (hopefully) have in 2.4 if I can do it:

Hook for level load

Hook for gameover

LFDS RenRem

Any scripts WhiteDragon has

Any scripts for RenAlert

Hook for player join

Hook for player leave

Report client bandwidth changes

Construction yard with a repair radius

script to send a PPAGE to the player that entered the zone

script to send a MSG when someone enters the zone

script to send a TMSG as though it came from the player that entered the zone

Script to implement a keyhook that will create an explosion and then kill the player (e.g. for a terrorist unit)

Script for a harvester that teleports back to the refinery (chronominer)

Base defence scripts that can be switched between primary weapon and secondary weapon by sending a custom.

Script to block certain presets from entering a zone

Script to allow certain presets to enter a zone

Get the current game mode

Make vehicle damage report sounds go over the network (assuming I can figure out how)

Get damage/death points for an object (need to investigate all the DataSafe crap)

Get time for a player

Everything else (e.g. new HUD etc) will go into 2.5

I will probably spend this weekend working on as much of this as possible

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