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Subject: scripts.dll 2.4 is out

Posted by [jonwil](#) on Mon, 06 Mar 2006 07:22:30 GMT

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get it from <http://www.sourceforge.net/projects/rentools/>

Complete changelog for 2.4:

new console commands:

GETBW will print the current bandwidth for a player (same thing as what the sbbo command sets)

SETBW will set the current bandwidth for a player (same thing as what the sbbo command sets)

Neither command will send anything to the client.

new hook for player join

new hook for level load

new hook for gameover

new code to change the team colors

bug fix to switch team engine call

new engine calls:

```
void Ranged_Percentage_Damage_To_Vehicles(float Percentage,const char *Warhead,Vector3
Location,float DamageRadius,GameObject *Damager); //damage vehicles based on a percentage
factor
```

```
int Get_Bandwidth(int PlayerID); //Get players current bandwidth (same as set by sbbo)
```

```
bool Is_Dedicated(); //returns false if game.exe, true if WFDS/LFDS
```

```
void Soldier_Transition_Vehicle(GameObject *obj); //makes the soldier exit the vehicle they are in
(or if right next to a vehicle, get in)
```

```
bool Is_Linux(); //returns true if linux, false if win32
```

```
unsigned int Get_Current_Game_Mode(); //Get the current game mode, 0 = function error, 1 =
single player, 2 = skirmish, 3 = WOL, 4 = GameSpy, 5 = LAN. May not always differentiate
correctly between WOL, Gamespy and LAN.
```

new scripts:

JFW\_Vehicle\_Thief\_2 (stick this on a vehicle to make that vehicle stealable)

JFW\_Vehicle\_Block\_Preset (script to block a preset from entering a vehicle)

JFW\_PPAGE\_Zone (sends a PPAGE to the player that entered the zone)

JFW\_MSG\_Zone (sends a MSG when a player enters the zone)

JFW\_TMSG\_Zone (sends a TMSG as though it came from the player that entered the zone)

bug-fixes to scripts in RenAlert.cpp

New renalert script RA\_Base\_Defense\_Simple

Several RenAlert scripts formerly in the closed scripts.dll:

RA\_ABomb\_Beacon

RA\_Missile\_Silo

RA\_Missile\_Manager

RA\_Silo\_Animation

RA\_ABomb\_Terminal

RA\_CanyonRiver\_Weather

RA\_Metro\_Weather

RA\_Underwater\_OnCustom

RA\_Underwater\_Zone

RA\_Submarine  
RA\_Vehicle

Yes, there will be a 2.5. No, I dont know when it will be out or what will be in it. No I dont know if there will be a new SSAOW version based on 2.4 (but, knowing WhiteDragon, there probobly will be)

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