
Subject: scripts.dll 2.5 is in progress

Posted by [jonwil](#) on Sun, 12 Mar 2006 11:45:50 GMT

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So far, I have added the following:

A new console command to send a special packet needed for LFDS WOL (only on linux)

Code to disable the cd-key checking on GameSpy (since XWIS doesnt do it and since The First Decade CD keys are missing from the database GameSpy uses to check and since it is needed for LFDS WOL). Thanks to Silent_Kane for finding these offsets.

Fix a bug with the code to send Set_Obj_Radar_Blip_Color and Set_Obj_Radar_Blip_Shape over the network

Changed several places in engine.cpp to use As_xxxGameObj instead of Is_xxx (which removes one level of indirection)

Fixed a bug in Attach_Script_Building

Moved JFW_Key_Hook_Base & JFW_Object_Created_Hook_Base to engine.h (so they can be accessed from any source file)

Added the following engine calls, all of which take a player ID:

Get_Team (gets the team of a player)

Get_Rank (gets the rank of a player, i.e. the position in the player list)

Get_Kills (gets the current kills of a player)

Get_Deaths (gets the current deaths of a player)

Get_Score (gets the current score of a player)

Get_Money (gets the current money of a player)

Get_Kill_To_Death_Ratio (gets the kill/death ratio of a player)

Added Get_Damage_Points and Get_Death_Points which get the damage and death points of an object

Added Get_C4_Mode which gets the C4 mode (i.e. remote, timed, proximity) of a C4 object

Fixed some bugs with the visible person in vehicle script

Added some stuff to keycfg.cpp to make it compile on Visual C++ 2005 (SaberHawk is compiling with 2005 and submitted these fixes)

Fixed some bugs with the renalert defence script (thanks SaberHawk and NeoSaber for these fixes)

I am also planning a new console command that will be a bit like Player_Info but it will print more information (hence all the new engine calls .

It will print the following (not necessarily in this order):

Player ID

Player Name

Player Score

Player Team (as an integer, not as a string like GDI or NOD)

Player Ping

Player Address

Player KB/s

Player Rank

Player Kills

Player Deaths

Player Money

Player Kill/Death Ratio

It wont print the player time because I have yet to figure out how to correctly read that value

EDIT: new console command complete & undergoing testing now plus new engine call
Get_IP_Port which returns string like 1.2.3.4;5
