Subject: scripts.dll 2.6 is out
Posted by jonwil on Sun, 26 Mar 2006 06:02:15 GMT
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scripts.dll 2.6 is out.
Get it from http://www.sourceforge.net/projects/rentools/
Changes:
per-player version of Set_Obj_Radar_Blip_Shape
per-player version of Set_Obj_Radar_Blip_Color
new functionality to display a texture on the users screen and hide it
new functionality to set and get the vehicle limit (as console commands and as engine calls)
new code to send colored messages to the client (console commands and engine calls)
Display_Health_Bar now gets sent over the network
bool Is_Scriptable(GameObject *obj); //is a ScriptableGameObj
void Set_Damage_Points(GameObject *obj,float points); //Set the damage points for an object
void Set_Death_Points(GameObject *obj,float points); //Set the death points for an object
void Repair_All_Buildings_By_Team_Radius(int Team,int ConstructionYardID,float Health,float Radius); //repairs all buildings in the specified radius around the object represented by ConstructionYardID for the team except the passed in ConstructionYardID,0 = Nod,1 = GDI
const char *Get_Translated_String(unsigned long ID); //Get a string from the translation database given its ID
const char *Get_Translated_Preset_Name(GameObject *obj); //Get the translated name for the preset of this object, if it has one
int Get_C4_Count_Proximity(int Team); //Get the proximity C4 count for a team
int Get_C4_Count_Remote(int Team); //Get the remote C4 count for a team
void Attach_Script_All_Buildings_Team(int Team,const char *Script,const char *Params,bool Once); //attach a script to all buildings by team
void Attach_Script_All_Turrets_Team(int Team,const char *Script,const char *Params,bool Once); //attach a script to all static vehicles by team
const char *Get_Translated_Weapon(GameObject *obj,int position); //Get the translated name of a weapon
const char *Get_Current_Translated_Weapon(GameObject *obj); //Get the translated name of the current weapon
GameObject *Get_Part_Name(const char *name1); //Will return the player with this string as part of their name if there is exactly one player with it
int Get_Part_Names(const char *name1); //Will return the count of players with this string as part of their name
GameObject *Get_C4_Planter(GameObject *obj); //Gets the planter of a C4GameObj
GameObject *Get_C4_Attached(GameObject *obj); //Gets the object a C4GameObj is attached to (if any)
GameObject *Get_Beacon_Planter(GameObject *obj); //Gets the planter of a BeaconGameObj
void Remove_Weapon(GameObject *obj,const char *weapon); //Removes a weapon from an object
unsigned int Get_Vehicle_Mode(GameObject *obj); //Gets the mode of a vehicle
void Repair_All_Turrets_By_Team(int team,float health); //repairs all vehicles that have mode = turret
void Get_Team_Color(unsigned int team, unsigned int *red, unsigned int *blue, unsigned int *green); //get color for a team

void Get_Player_Color(int ID, unsigned int *red, unsigned int *blue, unsigned int *green); //get color for a player
void Get_Object_Color(GameObject *obj, unsigned int *red, unsigned int *blue, unsigned int *green); //get color for a player
void Get_Private_Message_Color(unsigned int *red, unsigned int *blue, unsigned int *green); //get color for private messages
void Get_Public_Message_Color(unsigned int *red, unsigned int *blue, unsigned int *green); //get color for public messages
void Disarm_C4(GameObject *obj); //Disarm a C4 object
void Disarm_All_Proxy_C4(int ID); //Disarm all proximity C4 owned by a player
void Disarm_All_C4(int ID); //Disarm all C4 owned by a player
int Get_Team_Vehicle_Count(int team); //Gets the current vehicle count for a team
bool Is_Base_Powered(int team); //Is this teams base powered
bool Can_Generate_Vehicles(int team); //Can this team buy vehicles
bool Can_Generate_Soliders(int team); //Can this team buy soldiers
Changed a bunch of scripts to check the vehicle mode instead of the physics type when checking for flying vs not flying
New scripts same as JFW_Base_Defence_xxx but which swap weapons when they recieve a custom
JFW_Pilot_Repair (script to repair any vehicles the infantry with this on gets into)
JFW_Conyard_Radius (script for a construction yard that repairs a limited radius)
JFW_Conyard_Turrets (script to repair all vehicles with type "turret")
Scripts for chrono harvester
per-team versions of JFW_Switch_Door & JFW_Toggle_Door
JFW_Suicide_Bomber (script to make someone who can blow themselves up)
JFW_Show_Info_Texture (script to show a texture on the client)
new support in keyhook code for setting a key to "none" to disable it
change to the timer for JFW_Vehicle_Block_Preset
abillity to change private message and public message colors through hud.ini
SVERSION now works on the client too, to print the installed version of bhs.dll
new command like ICON but displays for the enemy only
change to TEAM and TEAM2 to destroy all C4 of the player that changed teams