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Subject: Re: Thoughts on 2.7 and beoynd  
Posted by [jonwil](#) on Sun, 02 Apr 2006 13:27:33 GMT  
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I have begun coding work on 2.7.

So far, I have added:

A hook similar to the player join hook to detect bhs.dll version. Any time the "The Version of Player x is y.z" string is displayed, the hook is called and passed the player ID and version.

A bug fix to Get\_Object\_Color (it should now work)

A bug fix to TimeRemaining\_Seconds (change to float like it should be)

void Damage\_Occupants(GameObject \*obj,float Damage,const char \*Warhead); //Damage all the occupants of a vehicle

A new script JFW\_Damage\_Occupants\_Death which will damage all occupants of whatever vehicle it is on when killed.

Versions of JFW\_Character\_Buy\_Poke, JFW\_Refill\_Buy\_Poke, JFW\_Vehicle\_Buy\_Poke, JFW\_Powerup\_Buy\_Poke, JFW\_Preset\_Buy\_Poke, JFW\_Group\_Purchase\_Poke,

JFW\_Powerup\_Buy\_Poke\_Timer, JFW\_Weapon\_Buy\_Poke, JFW\_Preset\_Buy\_Poke\_Timer & JFW\_Preset\_Buy\_Poke\_Custom that play a sound if you dont have enough cash for the item.

A new script JFW\_Vehicle\_Extra. Basicly, when this script is created, it creates an object at a particular bone (and attaches it). Then when the object is killed, the created attachment is destroyed too (doesnt have to be a vehicle, despite the name)

A new console command to disarm all C4 of a player

A new console command to disarm all proximity C4 of a player

Also, I am currently working on some new stuff for hud.ini

Set HealthEnabled=true or ShieldEnabled=true and the normal renegade health and shield text is not drawn. Instead, my custom text is drawn. This custom text can have any color you like as well as having a position on the screen (I am still trying to work out the kinks do I dont know exactly how the position will work). And you can pick what text to use for it (a font texture made up like FONT12x16.TGA or FONT6x8.TGA)

This is naturally only the start, I plan to expand hud.ini further

And I got more to come for 2.7 too

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