
Subject: Re: scripts.dll 2.7 WIP update

Posted by [jonwil](#) on Wed, 19 Apr 2006 11:29:15 GMT

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Further progress update:

Thanks to WD, some new scripts:

MDB_Base_Defense_Popup_No_VTOL

MDB_Base_Defense_Popup_VTOL_Only

MDB_Base_Defense_Popup

MDB_Send_Custom_Enemy_Seen

These are nice, you can use them to do things like the popup sam sites in Tiberian Dawn (IIRC there is actually a .gmax file in the westwood buildings.zip file that would work for this) and other things. They have an animation that plays when they pop up and also an (optional) sound that can be played. (e.g. grinding gears for example)

The code to read the PT is complete now, you can read costs, texture names, string IDs and preset IDs for all the PT buttons now. Plus, I got these 2 engine calls:

unsigned int Get_Team_Cost(const char *preset, unsigned int team); //Get the cost of a preset for a given team. Returns zero if the preset is not found in any of the purchase terminal data or if it is one of the free units.

unsigned int Get_Cost(const char *preset); //Get the cost of a preset. Returns zero if the preset is not found in any of the purchase terminal data or if it is one of the free units.

Both of these are complete also:

const char *Get_Definition_Name(unsigned long id); //Convert a definition/preset ID into a name

unsigned long Get_Definition_ID(const char *name); //Convert a definition/preset name into an ID
