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Subject: Dont expect much from me for a while + scripts.dll 2.8 WIP

Posted by [jonwil](#) on Mon, 15 May 2006 05:17:16 GMT

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Firstly, I have just moved house and dont yet have internet at the new place so I cant be on IRC/MSN/etc and cant spread scripts.dll, source code etc.

I have limited access at work and can see things posted here though.

Secondly, I have started working on a scripts.dll 2.8.

So far, I have made some small fixes to things reported by WD.

Also, I have implemented a new hud.ini keyword that will disable the "laddered server" checks, disable the "extras" command and set the "extras" flag to 1 which should make extras permanent (I still have to make sure that it doesnt get reset at the start of the map though and if it does, disable that code)

This lets mods use the "hidden" pages for infantry and vehicles for extra stuff.

Thirdly, I have figured out the innards of BaseControlerClass which means a few new engine calls are now available, including:

engine call to enable/disable ability to buy vehicles for a team

engine call to enable/disable ability to buy infantry for a team

engine call to enable/disable power for a team (handles the extra costs and build time too)

engine call to enable/disable radar for a particular team (same as what happens when a com center is destroyed)

All of this stuff should work over the network just fine without bhs.dll on the client.

I am still working on 2.8 and have a few other things planned for it before I release.

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