
Subject: Re: Moving towards scripts.dll 2.9
Posted by [Cat998](#) on Thu, 29 Jun 2006 14:36:38 GMT
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I don't know if you are able to do all, but it would be nice to have:

Player leave hook (if you can't figure out all possibilities, just read the console output)
Being able to spawn script-zones at runtime
Consoleoutput-hook (same what rlmon does, just without udp)
A Hook for jump complete (I tried the system message 1000000035,
but it does not work 100%)
The current chathook does not show you who receives the private-messages (type 2)
Something to print text on the players screen anywhere (x,y)
An interface to add new console commands (not everyone knows how
to do it with assembler code)
Ability to make death buildings alive again.
Ability to set if an object is targetable (like the setting in LE)
Ability to set if occupants of a vehicle are visible (like in LE)
Ability to set the falling speed, crouching speed, falling speed of a unit (like in LE)
Make bhs.dll open source
