Subject: scripts.dll 3.0 WIP update
Posted by jonwil on Fri, 15 Sep 2006 17:12:02 GMT
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Various general improvements and small fixes

Changes to make the shadows look better (as shown off by the RenAlert team)

New hud.ini keywords to change the color used for the text in list boxes/list controls

New hud.ini keywords to change the color used for the text in purchase buttons (i.e. those on the PT/sidebar that you use to buy stuff)

New hud.ini keywords to change the color used for the currently highlighted entry on the main menu

New hud.ini keywords/feature to allow for an optional sound to play when items are bought with the sidebar, with different sounds for refill, soldiers and vehicles

A new engine call to display the "you do not have the required security to access this terminal" dialog

A fix for "turret lag" (thanks to BlackIntel for this fix)

A fix so that the ::Created event will be called for scripts attached to a C4GameObj

Changes to crashdump.txt to print (if applicable) the current map, current mod package (if any), current player count and time remaining

Changes to crashdump.txt to print the CRC32 of all loaded modules (not just the specific modules that were printed before)

A change so that calls to Set_Screen_Fade_Opacity and Set_Screen_Fade_Color (such as the RenAlert underwater effect) do not apply to the HUD

A change so that the win32 FDS will no longer try to write to the registry RunOnce key anymore

A new console command that is host only that will display a w3d file (optionally with an animation) in a dialog box. Use this to test out w3d files.

Improvements to the definition of various dialog box related classes including definitions of a few utillity classes.

A definition of ViewerCtrlClass (used for the model viewer dialog and also the encyclopedia in SP)

A definition of InputCtrlClass (used for the keyboard/mouse configuration dialog and will be used for the new feature I am looking into that does what keycfg.exe does only inside renegade directly)

A definition of IMECandidateCtrlClass (needed for EditCtrlClass which I am working on a definition of)

A definition of ChildDialogClass (needed for various things)

New script, SH_Spawn_Difficulty. Spawns an object depending on the current difficulty level. (with a different object possible for each difficulty level)

New engine calls that let you read files using the same load logic as renegade does (i.e. you can read files from the mix files and if they are in the data folder, it overrides the mix files etc)

A new engine call that will drop a connection just like that (you give it a player ID and it drops that players network links)

Fixes to a few places where memory leaks could occur

A new set of engine calls/classes that can be used to read & write files that are in the chunked data format used by renegade (i.e. the format of w3d files, objects.ddb, strings.tdb etc)

A new engine call that will determine if there are any instances of <unit> <team> within <range> of <location>

New engine calls to set the ladder points and rung of a player (requested by WhiteDragon for SSAOW)

A few small improvements to the definition of NetworkObjectClass
Definitions of some of the basic GameObject classes (I have plans to define more)
A few small improvements to the definition of ActionParamsStruct (not that much and, no, it doesnt help with AI stuff
A new script JFW_Cinematic_Attack_Command which is a clone of M00_Cinematic_Attack_Command_DLS
A new script JFW_Cinematic which is a clone of Test_Cinematic
A new script JFW_Cinematic_Kill_Object which is a clone of M00_Cinematic_Kill_Object_DAY
A new script JFW_Reflect_Custom_Delay which is like JFW_Reflect_Custom but has a delay before it sends the message back
A new script JFW_Radar_Jammer. Basicly, if the jammer unit is within a certain range of the radar dome, the radar goes down.
A new script JFW_Sidebar_PT which is much the same as the PTs but triggers the sidebar.
A new script JFW_2D_Sound_Startup which plays a global 2D sound on startup (good if you wanted to e.g. have an announcement to all players when a certain special unit was bought)
Fixes to JFW_Nod_Turret and the obelisk and advanced guard tower scripts
A new script JFW_Disable_Loiter which is a clone of M00_Disable_Loiter_DAY
A new script JFW_InnateIsStationary which is a clone of M00_InnateIsStationary
A new script JFW_Generic_Conv which is a clone of M00_Generic_Conv_DME
A new script JFW_Disable_Hibernation which is a clone of M07_Disable_Hibernation
A new script JFW_Radar_Spy_Zone which is designed for a spy effect inside the radar dome. Basicly, if the spy enters the zone, the spies teams radar dome is dead and the enemies radar is up (not dead or jammed), the spies team gets free permanent unjammable radar back
A few enhancements to the script commands in scripts.h

There is another feature I cant reveal yet but I will say that it is the biggest feature to be added to renegade since I first released version 0.95 alpha of the custom scripts.dll.

Also, I have investigated the possibility of merging in some/all of the work done for the Scud Storm mod but it is way too messy to include into the official scripts.dll

Here is a list (minus the stuff I cant talk about yet of things I am working on further for 3.0: (this is just a plan list, nothing is set in concrete yet)

Some engine calls to get information about a weapon (e.g. what style it is)
A player has left the game hook (I think I may have found the right place to hook at last)
Hooks to detect C4 and beacon detonation
Possible further scripts and enhancements to make cinematics more usefull (e.g. scripts to take objects from the game world and put them into slots in the cinematic so you can do stuff to them and enhancements to what cinematics are capable of)
Further work on the dialog stuff (more controls and other stuff)
Fix the bug where the pinfo and ID console commands dont display all the players sometimes (if I can find the problem)
Fix the bug where the EJECT console command doesnt always kick everyone out.
Possibly document the dialog box stuff (i.e. which controls use which hud.ini keywords and which w3d files and which textures and stuff) either as part of the scripts.dll distribution or as a post here (like I did with the cinematic stuff)
Possibly splitting up engine.cpp into multiple files (since its so large)

Possibly a reserved slots feature
Possibly a new dialog that does the same thing as keycfg.exe but inside renegade (and it would be better than keycfg.exe)