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Subject: New features for modders and coders in the next scripts build

Posted by [jonwil](#) on Tue, 19 Mar 2013 15:12:26 GMT

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Before anyone asks, no I do not have a release date for the next scripts build so don't bother asking.

Here is a list of some changes in the next scripts build modders and coders might care about:

1.Start using Visual C++ 2012 to compile scripts.dll. Anyone who wants to be able to continue to do scripts.dll coding once the next build comes out (whenever that is) should obtain Visual Studio 2012 and install Visual Studio 2012 Update 1.

2.Add support for a new file called e.g. C&C\_City\_surface.ini (or whatever for each map). This is read per-map and if it exists should be a full copy of surfaceeffects.ini with any desired per-map changes. This file IS cheat checked just like surfaceeffects.ini.

3.Add support for a new file called e.g. C&C\_City\_tt.ini (or whatever for each map). This is read per-map and allows you to use the sidebar, AirFactoryGameObj, NavalFactoryGameObj and a few other things on a per-map basis. Yes this means you can have a separate helipad which controls whether you can build helicopters (i.e. if its dead, you cant build helicopters anymore, if its alive and the war factory is dead, you can still build helicopters even though you cant build ground vehicles)

The following keywords are valid in the per-map ini file:

AirFactoryVehicleLimit

NavalFactoryVehicleLimit

VehicleFactoryVehicleLimit

BuildingRefillDisable

NodBuildingRefillDisable

GDIBuildingRefillDisable

NewTechLevel

GDIUpArrowTexture

GDIDownArrowTexture

GDIBackgroundTexture1

GDIBackgroundTexture2

NODUpArrowTexture

NODDownArrowTexture

NODBackgroundTexture1

NODBackgroundTexture2

AlternateSelectEnabled

GDIAlternateSelectTexture1

GDIAlternateSelectTexture2

GDIAlternateSelectTexture3

GDIAlternateSelectTexture4

NODAlternateSelectTexture1

NODAlternateSelectTexture2

NODAlternateSelectTexture3

NODAlternateSelectTexture4

Sidebar

SidebarSoundsEnabled

SidebarRefillSound

SidebarInfantrySound

SidebarVehicleSound\

4. Add a special Custom you can listen for (same sort of thing as CUSTOM\_EVENT\_VEHICLE\_ENTERED etc) to detect when someone refills so you can do things if you want. No you dont get to block the refill, just detect that its happened.
5. Add a new feature to let you put a soldier directly into a vehicle bypassing the normal transition logic (this eliminates the issues seen with attempting to force the player into the vehicle via the transition code)
6. New scripts feature to make a vehicle stop driving (basically it makes the vehicle ignore any press of the movement keys). Obviously you can turn this back off again.
7. New logic that lets you mark an object as "visible only to friendlies" or "visible only to enemies"
8. Added a new physics type to Renegade. Its called AircraftPhys and is currently just a clone of VTOLVehicle (except that some code specifically checks for VTOLVehicle so using AircraftPhys wont work). Eventually we hope to make it into a fully functioning fixed-wing aircraft physics implementation (but we dont have any idea when it will be done so dont ask)

Needless to say many of these features wont work unless the client is running the new scripts build too.