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Subject: New scripts features in scripts 4.2

Posted by [jonwil](#) on Thu, 11 Sep 2014 11:53:41 GMT

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Here is a list of all the interesting mod-usable features currently in scripts 4.2 that are not in 4.1. I make no promises that things wont change between now and release if bugs appear or the like but this is where things currently stand.

New function call on vehicle objects to check if any of the wheels of a vehicle are on a given surface type.

New collision type that collides only with DEFAULT, SOLDIER and SOLDIER\_GHOST (not sure what its useful for but its there)

New GDIPurchaseReportID and NodPurchaseReportID settings on vehicles in LE that (if set) will be displayed when the vehicle is purchased by a player of the given team. (the matching sound will be played too, it uses the same code path as EVA announcements like "nuclear missile launched" or "building destroyed")

New CanRepair flag on vehicles in LE that if disabled will prevent repair bay building objects and various repairing scripts from repairing that vehicle.

New EntryHelpMessage and EntryHelpMessageColor settings on vehicles in LE that if set will cause the given message to be displayed in the given color. It uses the same "display text in the center of the screen" logic as you see in single player for various things.

New ApplySurfaceEffectDamage flag on vehicle in LE. Enable this and it will apply surface effect damage to the vehicle based on which surface types its wheels are touching. (what it does is to loop through all the wheels and apply surface effect damage for the first wheel it finds where the wheel is touching a surface that has surface effect damage, i.e. if the wheels are touching two different surfaces with different surface effect damage settings, which one gets applied is undefined)

New CanRefill on soldiers in LE, turn this off to make it so that the given soldier type cant refill.

Only applies for the sidebar, not the normal PTs.

Per-team sound support for the sidebar sounds (i.e. different sounds for GDI and Nod)

New engine calls Get\_Clouds, Get\_Lightning, Get\_Wind, Get\_Rain, Get\_Snow and Get\_Ash that do just what they say (return the value as set by the Set\_x commands or by settings in LE or whatever)

Make the NoPowerCostMultiplier flag (determines the cost multiplier when buying stuff after power is down) and BuildTimeDelay (determines the build time delay when buying stuff after power is down) settable per-map in the per-map tt.ini file

New entry in server.ini DisableLogs that if set to true will cause all disk logs not to be made (intended if you are using something that connects to SSGM for logging and dont need the normal disk logs made anymore)

Building revival support, there are console commands for it or you can call the new On\_Revived function on any building controller object to revive it. Building revival undoes 100% of the things that building destruction does including bringing the obelisk and AGT scripts back to life.

Set\_Is\_Rendered now works for things other than vehicles (assuming both server and client have a recent enough scripts build that is)

Improved the way naval factory objects check for things blocking the spawn point so they work more like vehicle factory objects.

Removed code to generate sysinfo.txt (it was obsolete and useless e.g. it didn't properly identify any CPU or GPU made in the last decade or so)

Made construction yard building controllers repair any physical object with an encyclopedia type of "building" (e.g. simple objects). Previously it would only repair vehicles with an encyclopedia type of "building".

New settings in LE for power offline strings so that GDI and Nod can have different strings (i.e. string for GDI when GDI power goes offline, string for Nod with GDI power goes offline, string for GDI when Nod power goes offline and string for Nod when Nod power goes offline)

Fix a bug present since stock where a CollisionMode of type "KILL" wouldn't work.

Make things flying in for a helipad building controller uncollideable until it lands and becomes enterable (this prevents stuff crashing into it as well as stuff shooting at an incoming unit when the unit cant fight back)

This list doesn't cover bug fixes we have made (like the fix so that if you change the weapon or model of a vehicle, the muzzle flash is properly reset and doesn't screw up)