
Subject: Re: New scripts features in scripts 4.2

Posted by [jonwil](#) on Sun, 15 Feb 2015 13:16:51 GMT

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Some more changes/new features people may want to know about (all of which can be checked out via the scripts build I just posted):

New DisableSurfaceSounds flag on vehicles in LE that if set switches off track/wheel sounds (intended for units like walkers or hover vehicles). Does not affect track/wheel emitters.

New TargetingRange on ammo in LE that lets you have a different targeting range than the actual weapon range. If the targeting range is left at the default of -1, it will use the weapon range as the targeting range (like it does in stock etc)

New engine call Update_Network_Object_Player which updates a network object for a specific player (it exists for the SSGM Spectate plugin and replaces a hack we were using previously involving Send_Object_Update)

New engine call Update_Game_Options which lets you change things in cGameData/The_Game (stuff like radar mode etc) and force a network send for those changes so all currently-connected clients get the new value

New engine calls GetTTVersion and GetTTRevision that do exactly what they say, they get the version and revision from bandtest.dll.

New IgnoreForTracking flag on objects in LE that if set causes the object to be totally ignored by the tracking/homing code in the weapon logic.

New WinScreenGDIColor and WinScreenNodColor entries in hud.ini (that work just like the other color entries in that file) that let you change the colors used for the win text on the multiplayer win screen

Custom load-screen support (details of which can be found in <https://secure.w3dhub.com/forum/index.php?showtopic=414488>)

Per-map sky color overrides (details of which can be found in <https://secure.w3dhub.com/forum/index.php?showtopic=414506>)

New engine call Set_HUD_Help_Text_Player which displays something for the given player using the HUD help text (the text in the middle of the screen in single player)

EDIT: Turns out those tutorials aren't ready for prime time yet, links wont work for now
