
Subject: Scripts.dll progress update

Posted by [jonwil](#) on Wed, 22 Jul 2015 11:38:33 GMT

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A new build of 4.2 (to be known as "4.2 update 1") is currently being worked on.

The changes since the release of 4.2 are:

1. Fix an issue where if you have a weapon definition with a ClipSize and MaxInventoryRounds both > 0 and you grant that weapon (via a powerup, via a soldier/vehicle, whatever) with a rounds value of -1 (to make it have infinite ammo) the client wasn't being sent the correct ammo values in certain cases (meaning that the client and server get out of sync in terms of the amount of ammo that the weapon has)
2. Add support for a per-map keys.cfg file named keys_map.cfg. The contents of this file should be the same as keys.cfg. When the map starts, any key entries in this file not already present in the master keys.cfg file are added to the master keys.cfg file. Also a message box is displayed to let people know that "hey, new keys have been added, go to the 'extended options' screen and see if you need to change the physical key assigned to the new logical keys so they don't conflict with your existing setting". Thanks to Jerad Grey for writing this code.
3. Add a fix so that the damage meshes (i.e. smoke/fire/etc on vehicles) get updated properly when certain repair scripts are used to repair the vehicle
4. Add a fix so that the UseExtraPTPages, CostMultiplier and BuildTimeDelay settings in the per-map tt.ini files will be correctly set if you load a map with a per-map tt.ini file that has one of these keywords then load a map that doesn't have a per-map tt.ini file.
5. Add a new engine call Stop_Timer which is the opposite of Commands->Start_Timer in that it will stop any timers on the passed in object that have the passed in timer number. The Timer_Expired event will not fire when this engine call is used.
6. Various improvements and additions to Jerad's scripts including a new JMG_Utility_AI_Vehicle which Jerad says is useful for AI vehicles (how you use it is something Jerad will have to explain)
7. Add a new Is_Unsquishable call to SoldierGameObj and a new Is_Unsquishable engine call
8. New scripts JFW_Jetpack_Timer_No_Fly, JFW_Limited_Jetpack_Timer_No_Fly, JFW_SoldierFactory_Disable, JFW_Sabotage_Beacon_2 and JFW_Object_Spawn_At_Bone.

I can't give a release date for this yet because we need to test it and make sure the new things work properly before we go live but we are hoping to have it out sooner rather than later.
