Subject: scripts.dll 1.3 is now out
Posted by jonwil on Fri, 19 Dec 2003 00:58:17 GMT
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It contains many new scripts, including proper code for all 4 of the latest RenAlert scripts.
Other highlights:
Working repair bays (no animation but they do repair and they dont suffer from the disappearing mines bug). Plus, with the variations, you can make vechicles repair at the repair bay and helicopters repair at the helipad.

Also, there are new scripts for base defences that allow them to only shoot certain things (aircraft for example) and not shoot certain things (aircraft & spies for example)

And, a script for doing TS-style gates that only open for the one team.

Plus, a set of scripts that are usefull for doing player-controled-harvesting (i.e. you buy a harvester, drive to a field of tiberium/ore/gems/whatever, wait a while and then drive back to the refinery to dump the load).

And, scripts usable for creating money crates and also explosion crates.

Plus, the JFW_Building_Gun (and the 2 new variations), the JFW_Aircraft_Fuel and the TDA_Stealth_Armour are gauranteed to work if you have set up the presets correctly.

There are also a few new discoveries pertaining to some of the Script Commands and other things that script developers may be interested in

Also, I now have a more complete list of the System Messages (see the readme.txt file).

Make sure to read the readme.txt files, there are important notes about what to do for different scripts (for example, how to set up the JFW_Building_Gun to work properly)

Note that I am going away on monday the 22nd of december and wont be back untill the 14th of january. Also, saturday and sunday are going to be very busy so I probobly wont be able to do any more scripts work untill I get back. If there are bugs, (and I hope there arent any since I did a lot of testing on this one), I will look into them when I get back (that is if Dante or someone hasnt looked at them beforehand)

Everybody spread the word about scripts.dll 1.3, the best release yet