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Subject: possible scripts.dll 1.8 in the works  
Posted by [jonwil](#) on Mon, 31 May 2004 10:35:17 GMT  
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So far, all it is is a few tiny changes that dont matter much plus some experienemts with stuff that requires moving over to the "dark side" (i.e. maknig direct calls to renegade engine to do stuff that couldnt be done before).

I cant do anything that requires sending stuff to the client and processing it on the client-side (because I havent gotten that far) or stuff that requires modifying the renegade codespace (also because I dont want to/havent gotten that far yet) but I can call functions in renegade. And I still have work to do to make all this go with the LFDS and WFDS.

So far, changes for a possible 1.8:

- 1.new script, JFW\_Flying\_Infantry. When created, if the thing this is attached to is a SoldierGameObj, this script calls Toggle\_Fly\_Mode on the SoldierGameObj which makes it able to fly if it cant and unable to fly if it can.
- 2.new script, JFW\_Flying\_Infantry\_Custom. When this recieves a message, it calls Toggle\_Fly\_Mode on the object that its attached to, only if its a SoldierGameObj though.
- 3.new script, JFW\_Flying\_Infantry\_Zone. When entered or exited or both (settings settable by mapmaker), it calls Toggle\_Fly\_Mode on the thing unit that entered the zone if its a SoldierGameObj.

Credit to SK for orionally discovering that its possible to do flying infantry in renegade.

I am also working on (no promises) new functionality for a Get\_Animation\_Frame function which would allow you to pass -1 for the FirstFrame of the animation scripts to mean "the current frame" Also, logic for Get\_Shield\_Type that would mean JFW\_Invulnerable\_On\_Custom\_3 same as JFW\_Invulnerable\_On\_Custom\_2 but without needing to pass the NormalArmour as a parameter.

Again, I stress, these are only possibilities.

But if anyone has any suggestions (including suggestions that might use engine functionality), post them here. If they arent in this thread, they wont be in 1.8.

BTW, no, this new "engine calls" stuff doesnt mean working poke, working sounds, working text output or working stealth stuff. (although the work SK is doing should help in that area)

It does mean I can do things like retrieve more information from game data structures and such.

Ideas appreciated.

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