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Subject: possible scripts.dll 1.8 in the works

Posted by [TheKGBspy](#) on Mon, 31 May 2004 19:55:31 GMT

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Silent kane: Look final version of 1,8 isnt released.. so he will probably change the form. dont be mad you should be happy about that. people (including me) are happy to see that you found that and this wont be forgoted. you r doing a good job discovering stuff like that and the community need that kind of help. yes maybe one form does have been released.. but not an official version yet.. so that will change.

JonWil: you can get any value now? how about getting the warhead that hitted you on damage void?

```
void Ra2Ven_DemoTruck::Damaged(GameObject * obj,GameObject * damager,float damage,
const char* Warhead)
{

}
```

can you do a command to get the model name?

we already have the set command but i want a get command:

```
const char* model;
model = Commands->Get_Model(obj);
```

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