
Subject: possible scripts.dll 1.8 in the works
Posted by [jonwil](#) on Tue, 01 Jun 2004 02:24:12 GMT
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Physics/vehicleflip/etc no.

Get_Model I can probably do, dont know for sure yet.

Swimming is a nice idea that I will look into.

As for warhead, I dont think I can do that.

But it might be possible to do a command to find out what warhead the GameObject * damager object is using (although the issue of primary/secondary weapons will cause hiccups)

Mabie I wont use my flying infantry scripts to keep SK happy (I havent decided yet) but I will certainly be doing all sort of other stuff (including the other stuff from this thread), some of which will use engine calls.

And if SK or anyone else doesnt like me using engine calls (and btw, none of the ones that I will be using will be usefull to cheaters), tough, its my dll, you dont like it, you are welcome to fork it and release your own version (as long as you comply with GPL)

as for C&R_Damaged_Transporter , thats possible.

Basicly, all infantry units would have it attatched.

Then, when the unit is damaged, if its got less than <some value passed to the scripts so you can have different values per unit> health, it will send a custom to a specified object, with the ID of the unit its attatched to as the param.

This way you can have a standard object (with a particular ID that has to be the same for each map) that goes on each map (a Daves Arrow for example) that has JFW_Teleport_Custom on it. Then you get a per-map location instead of needing it to be hardcoded for all maps.
