Subject: possible scripts.dll 1.8 in the works
Posted by jonwil on Tue, 01 Jun 2004 13:47:28 GMT
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Its still an idea even if an implementation of that idea exists.

More than one person can implement that idea in different ways.
You had the idea first (and implemented it).
Then I implemented the same idea but did it differently (different code).
Therefore, you have copyright on your implementation and I have copyright on mine.
No-one owns the idea itself, only specific implementations.

You were the first person to find SoldierGameObj::Toggle_Fly_Mode and you deserve (and will get) credit for that.
And you were the first person to use Toggle_Fly_Mode in your code.
But in no way do you "own" Toggle_Fly_Mode. I have just as much right to call Toggle_Fly_Mode (or any other engine function) as you do.

The only reason I havent used any of your other stuff yet is because I dont need it for what I am working on (for example, the console command stuff is not stuff I need for making scripts)

The flying infantry thing is the only direct gameplay thing I know of that you have done other than the script command fixes (sounds etc). I could copy those too if I wanted to.

Ok, here is the thing. You put some kind of thing into bhs.dll that handles flying infantry and release it in time for 1.8 (its still a ways of so you have plenty of time) and I will use it instead of using the direct engine calls for it that I am using now.
In any case, whatever happens, I will give you full credit for the idea of flying infantry and for finding SoldierGameObj::Toggle_Fly_Mode in the first place.

Basicly, if there is a way we can have a general "if this GameObject is a SoldierGameObj, make it fly" function/script command/whatever available for scripters (not just me but anyone) to use in a way that will make you happy (i.e. some other way than the 2 direct engine calls I posted earlier in the thread), I will listen as long as:
A.its available for any scripter to call at any point in a script.
B.it takes any GameObject and does the call to As_SoldierGameObj to make sure its a soldier before it calls Toggle_Fly_Mode
and C.doesnt introduce any closed-source code into the scripts.dll (e.g. add it via a new script command added via code in bhs.dll or something)

Also, SK, I wont take any more of your ideas in the future (should I inadvertantly post something that you thought of first, point me at the proof that you first thought about it e.g. a post on the forum and I wont use the idea)

However, I will be using other ideas, mine and ideas of others that they have told me I can use (including some from this thread). Some of those ideas will involve making direct engine calls. You dont like that SK? Tough.