
Subject: scripts.dll 1.6.1

Posted by [jonwil](#) on Mon, 19 Apr 2004 03:56:50 GMT

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I will soon be releasing scripts.dll 1.6.1.

It contains some new research into the scripts.dll internals (if anyone wants to help me reverse engineer the remaining unknown stuff, please do let me know)

Plus it contains a small fix so that anytime the game asks for M00_Nod_Obelisk_CnC, it uses JFW_Nod_Obelisk_CnC instead.

JFW_Nod_Obelisk_CnC is 100% identical to M00_Nod_Obelisk_CnC except that it contains a fix to make the obelisk glow for all players.

So, if the host is running 1.6.1 and the map has an obelisk using either the M00_Nod_Obelisk_CnC or JFW_Nod_Obelisk_CnC scripts, all players in the game will get the obelisk glow.

No sound though From my analysis, it doesn't appear as though sound events (including the collect sound for powerups and sounds played through script commands) get sent from the server to the clients. (i.e. it's a design thing rather than a bug).

Sounds that do play play because they are triggered by a different client event (such as an event sent to the client to trigger an explosion)

Going to do some more research then get 1.6.1 out soon.

Subject: scripts.dll 1.6.1

Posted by [xptek_disabled](#) on Mon, 19 Apr 2004 04:13:45 GMT

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Can't wait for the glowing obelisk. Great work on these scripts. The community wouldn't have gotten this far without you.

Subject: scripts.dll 1.6.1

Posted by [ericlaw02](#) on Mon, 19 Apr 2004 15:19:19 GMT

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You're fast.....

Good job!

Subject: scripts.dll 1.6.1

Posted by [kawolsky](#) on Mon, 19 Apr 2004 17:34:00 GMT

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theres only 1 thing i can say to something like this....

Subject: Re: scripts.dll 1.6.1

Posted by [Slash0x](#) on Mon, 19 Apr 2004 19:56:22 GMT

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jonwilNo sound though From my analysis, it doesnt appear as though sound events (including the collect sound for powerups and sounds played through script commands) get sent from the server to the clients. (i.e. its a design thing rather than a bug).

Is there a way just to active at sound preset (chosen by map maker or defaulted to the original) from that object position when activated? Maybe kinda combined the sound script with it?

Subject: scripts.dll 1.6.1

Posted by [jonwil](#) on Tue, 20 Apr 2004 01:40:07 GMT

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hmmm, that could be an idea.

If you place those little speakers on a map, you get a sound that plays, thats a sound preset.

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Posted by [jonwil](#) on Tue, 20 Apr 2004 06:45:19 GMT

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ok, I just added another script to 1.6.1

Its the same as JFW_Building_Gun except every shot it fires alternates between primary fire and secondary fire i.e. primary-secondary-primary-secondary and so on.

Usefull to do e.g. a true TD advanced guard tower (no guns and fires 2 powerfull missiles at once), then you would add regular Guard Towers like in TD.

Subject: scripts.dll 1.6.1

Posted by [jonwil](#) on Tue, 20 Apr 2004 09:38:13 GMT

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ok, 1.6.1 has now become 1.7

The main change in addition to what has already been announced is more scripts with the "pirmary and secondary" logic.

And also mabie a series of scripts like JFW_Building_Gun but with charge animations.

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Posted by [Dante](#) on Thu, 22 Apr 2004 05:57:40 GMT

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Nice work jonwil, should concentrate replacing all teh ren scripts for 2.0
