Subject: scripts.dll 1.9 is in progress
Posted by jonwil on Wed, 04 Aug 2004 09:29:13 GMT
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Here are the changes so far since 1.8:
1.removed the version number from readme.txt (so I dont have to remember to update it anymore
2.changes to SCUD_SuperWeapon and SCUD_TurretBuildup
3.a new engine call to output stuff to the console
4.a new engine call to send stuff to the console input parser (so its as though you typed it at the console
5.a bug fix for the address of the SoldierReInit engine call on the Win32 FDS (this prevented Change_Character from working on the WFDS)
6.a bug fix for Find_Building_By_Name to make it actually work.
7.a change to Damage_All_Buildings_By_Team, Damage_All_Buildings_By_Team_Nearest and Damage_All_Buildings_By_Team_Nearest_Scale so that you can pass 2 for the team to mean "any team". And also another change to those so you can pass in a GameObject that will be treated as the object doing the damaging (and will be passed to the Damaged event and also will get the points for doing the damage)
8.a change to JFW_Building_Damage and JFW_Building_Damage_Scale to pass the parameter of the custom as the Damager (use with JFW_Death_Send_Custom_Driver_ID to give the driver of the bomb truck the points for doing the building damage)
9.some simple documentation of the functions available in engine.h
10.better information for the vector parameter of Trigger_Weapon
11.better information for the 2 float parameters of Find_Closest_Soldier
12.better information for the 3 float paramters of Shake_Camera
13.better information for the second GameObject parameter to Lock_Soldier_Facing
14.better information for the unknown parameters for the weather commands
15.extra code to load jfw.dll (new dll that will contain engine patches, client-side code and netcode related stuff)
16.better details of the last parameter to Create_Explosion, Create_Explosion_At_Bone and Apply_Damage (it controls the object that will be treated as the Damager which means it is passed to the Damaged event plus it gets the points and credits and etc for the damage)
17.some fixes to take into account this new information mentioned in 16
18.new versions of JFW_Vechicle_Animation, JFW_Vechicle_Animation_2 and JFW_Zone_Animation to work better and more efficiantly (including making them work with the Set_Animation fix in jfw.dll)
19.better documentation for the Vector paramter for Trigger_Weapon
20.a fix for the Team_Members_In_Zone command (the return type was wrong)
21.better documentation for the last parameter for Set_Screen_Fade_Color and Set_Screen_Fade_Opacity
22.various general updates to the script command notes (e.g. "doesnt work in MP"

To be written:
1.a fix for Get_Shield_Type, Get_Skin and Set_Skin to make them work
2.JFW_Invulnerable_On_Custom_3 which is like JFW_Invulnerable_On_Custom_2 but uses the Skin instead of the Shield Type, in the hope it will then work for buildings.
3.JFW_Death_Send_Custom_ID, like JFW_Death_Send_Custom but sends the ID of the thing that died as the parameter of the custom.

4.JFW_Death_Send_Custom_Driver_ID, like JFW_Death_Send_Custom but sends the ID of the driver of the thing that died as the parameter of the custom.

5.a new script JFW_Animated_Effect which will, when sent a custom, create a Generic_Cinematc, and set its model and animation to the passed in parameters. When the animation is finished, it will kill the object

6.a new script JFW_Random_Animated_Effect which is like JFW_Animated_Effect except it will spawn a random distance +-x,+-y,+-z from the location (great for e.g. spawning a randomly positioned puff of tiberium gas in a tiberium field)

7.Engine commands similar to Is_Building and friends but for other object types like BeaconGameObj or C4GameObj or whatever

8.Engine commands similar to Is_VTOLVechicle and friends but for other physics types like DecorationPhysics

9.JFW_Group_Purchase_Zone_Timer (this one would be used for rebuildable base defences like Black-Cell has but different), this one works like a cross between JFW_Group_Purchase_Zone and JFW_Zone_Timer.

10.a script for a vechicle thief (for the reborn hijacker and whatever other uses)

11.a script or scripts for a hinter-seeker type effect

12.a script for a vechicle carying caryall (like the TS orca caryall or the dune 2 caryall or mabie even the naval transport from RA/RA2, would only carry one vechicle at once though)

13.a script similar to JFW_Vehicle_Damage_Zone but with a way to make it only damage certain vehicles (probobly will rely on a script on the vehicles to be damaged)

14.a script like JFW_Conyard but which also sends a custom to all vehicles that dont move (e.g. turrets) of the right team.

15.a script to recieve the custom sent by 14 and repair the buildings (this is so that buildings like the Mines in renalert that shouldnt be repaired wont be)

16.a script like RA_Driver_Death but randomly chooses whether to kill or not.

17.a script like JFW_Cinematic_Attack but that attacks a location instead of an object.

18.an engine call to support the repairing in 14

19.an engine call to convert a player ID into a player name

20.an engine call to find a player by their name and get ID

21.an engine call to find a player by their name and get GameObject

22.an engine call to get the player count

23.an engine call to get the owner of a vechicle

24.engine calls to deal with the contents of a vehcicle (e.g. get driver, get gunner, get occupant count, get occupant etc)

25.perhaps a new way to do the various calls that access the GameObj lists so that they use a callback to do the actual work (so there is only a need for one function to loop through the list)

26.Anything RenAlert adds to 0.993x

27.a new CTF script

28.a new engine call to change the team of a player

29.helipad scripts (like what RenAlert has I guess)

30.Missile Silo scripts (complete with animation)

31.a script like JFW_Blow_Up_On_Death but that gives the points to the driver of the vechicle with JFW_Blow_Up_On_Death_Driver on it.

32.JFW_Precipitation_On_Custom, like KAK_Precipitation_Create but on custom.

33.JFW_Wind_On_Custom, like KAK_Wind_Create but on custom.

34.JFW_Clouds_On_Custom, like KAK_Clouds_Create but on custom.

35.JFW_Lightning_On_Custom, like KAK_Lightning_Create but on custom.

36.versions of KAK_Lightning_Create, KAK_Lightning_Zone and JFW_Lightning_On_Custom but that use Set_War_Blitz instead of Set_Lightning.

37.a zone script, a create script and a custom script for setting the fog settings (including being able to turn fog off altogether)

Some of this will appear in 1.9, some in later versions (e.g. 2.0) but the stuff on this list should be written eventually.

So far, jfw.dll contains the Set_Animation/Set_Animation_Frame fix.

Stuff I am looking at adding into jfw.dll:

1.a way to tell what weapon/warhead/was it primary/secondary/whatever was used when something is fired upon.

2.a way to tell when something fires its weapon

3.a fix for Create_Explosion_At_Bone and Create_Explosion to work over the network

4.a fix for Enable_Stealth over the network

5.fixes for Static_Anim_Phys_Goto_Frame and Static_Anim_Phys_Goto_Last_Frame if needed to make them work over the network

6.a fix for set_fog_enable and set_war_blitz and set_fog_range to make them work over the network

7.a fix for poke to make it work over the network

8.various code for things like <cant build xxx anymore when a building is gone and things like that (may involve new pages on the PT dialog and/or totally custom dialogs or it may be that the way RenAlert does it with special pokable items for the special objects)

9.other client-side command fixes (basicly, commands that can be made to work over the network as-is)

10.new per-player versions of various commands (e.g. Play_Background_Music, Enable_Radar, Display_Player_Terminal and others). Will probobly also have a way to do some of them (e.g. Play_Background_Music) globally as well as per-player.

again, some of this may be in 1.9, some will be in later versions (but I will do my best to put it all in eventually if possible)

jfw.dll may or may not be Open Source, I havent decided (it would probobly aid cheaters if I released its code)

Thanks to NeoSaber, vloktboky of Black-Cell and all the others who (in various ways) helped with the fixes listed here (including those who have helped or help me later on with the fixes I havent yet written)

Post here if you have any ideas (e.g. whoever had those ideas for the CTF script, post em here)
Also post here if anything on that list is something you want me to make a higher priority (because you have a specific use for it)

And remember, none of this is set in stone.
Also, in creating this stuff, I will not be using anyone elses code without permission or releasing anything that aids cheaters (when it comes to the question of what does and doesnt aid cheaters, if anyone other than SK or ACK says that xxx would aid cheaters, I will listen)

Subject: scripts.dll 1.9 is in progress
Posted by Sir Kane on Wed, 04 Aug 2004 13:27:42 GMT
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I can tell 3 things that are copied just by reading the first few lines.
You are such a stealing bastard.

Subject: scripts.dll 1.9 is in progress
Posted by sniper12345 on Wed, 04 Aug 2004 13:32:34 GMT
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You are such an ACK.

Subject: scripts.dll 1.9 is in progress
Posted by Sir Kane on Wed, 04 Aug 2004 15:35:35 GMT
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How can someone be an "ACK"? The retard alert goes off.

Subject: scripts.dll 1.9 is in progress
Posted by Deactivated on Wed, 04 Aug 2004 15:39:43 GMT
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What he meant is that you are acting like Aircraftkiller.

Subject: scripts.dll 1.9 is in progress
Posted by Sir Kane on Wed, 04 Aug 2004 16:13:03 GMT
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I'm not acting like anyone else.

Subject: scripts.dll 1.9 is in progress
Posted by Renardin6 on Wed, 04 Aug 2004 16:15:51 GMT
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rofl... look at your sig... You will understand.

Subject: scripts.dll 1.9 is in progress
Posted by Sir Kane on Wed, 04 Aug 2004 16:52:21 GMT

If you are relating to the "Reborn sucks" image:
It's a fact and everyone knows that it sucks.

Subject: scripts.dll 1.9 is in progress
Posted by Deactivated on Wed, 04 Aug 2004 16:54:25 GMT

No, mod bashing sucks. it does not help anybody.

Subject: scripts.dll 1.9 is in progress
Posted by Aircraftkiller on Wed, 04 Aug 2004 16:54:55 GMT

Helps me laugh my ass off...

Subject: scripts.dll 1.9 is in progress
Posted by Pendullum on Wed, 04 Aug 2004 16:55:03 GMT

childeren...

Subject: scripts.dll 1.9 is in progress
Posted by Aircraftkiller on Wed, 04 Aug 2004 16:57:18 GMT

Try spelling it right, Pendumbass. "Children."

Subject: scripts.dll 1.9 is in progress
Posted by Pendullum on Wed, 04 Aug 2004 16:59:04 GMT

Im not perfect asscrackfiller

(god the person who made that up is a god)

Subject: scripts.dll 1.9 is in progress
Posted by Aircraftkiller on Wed, 04 Aug 2004 17:00:53 GMT

That's an excuse for not using a spell checking device, or being literate.

Subject: scripts.dll 1.9 is in progress
Posted by Pendullum on Wed, 04 Aug 2004 17:03:51 GMT

nobodys perfect, not even you,

Subject: scripts.dll 1.9 is in progress
Posted by Aircraftkiller on Wed, 04 Aug 2004 17:43:42 GMT

I never said I was. I simply said you're making excuses for not being literate. I know Mexican immigrants who are more literate than you are.

Subject: scripts.dll 1.9 is in progress
Posted by Pendullum on Wed, 04 Aug 2004 17:45:51 GMT

kudos to those mexicans then

Subject: scripts.dll 1.9 is in progress
Posted by Cebt on Wed, 04 Aug 2004 17:59:05 GMT

AircraftkillerI never said I was. I simply said you're making excuses for not being literate. I know Mexican immigrants who are more literate than you are.

and i know alot of americans that arnt... USA is one of the only countries in the world where you can get through college without being able to read...

Subject: scripts.dll 1.9 is in progress
Posted by Vitaminous on Wed, 04 Aug 2004 18:40:21 GMT

How can he not be literate? As far as I know, he can read what you wrote, he can also write (pretty) comprehensible text.

Quote:That's an excuse for not using a spell checking device, or being literate.

And using a spell checking device is an excuse for being too lazy to check in a REAL dictionary.

Subject: scripts.dll 1.9 is in progress
Posted by [NE]Fobby[GEN] on Wed, 04 Aug 2004 18:50:56 GMT
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heheh This is funny.. anyone want to get back to the topic?

Subject: scripts.dll 1.9 is in progress
Posted by Renx on Wed, 04 Aug 2004 20:11:30 GMT
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Maybe later

Subject: scripts.dll 1.9 is in progress
Posted by theplague on Wed, 04 Aug 2004 20:58:16 GMT
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Nice job, Jon! I can't wait for 1.9

Why didn't anyone invite me to this flaming party?

2nd post i read, i shite my pants laughing... same old SK...
Ever thought about changing your routine?

Subject: scripts.dll 1.9 is in progress
Posted by jonwil on Wed, 04 Aug 2004 22:29:25 GMT
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SK, the same thing I said about Set_Animation:
Should Silent_Kane provide me with a version of bhs.dll (to put into Core Patch 1) featuring working <xxx> before I finish/have ready to release <my own code for xxx>, I will use that. (but only if said bhs.dll is something Reborn, RA2Ven and SWANH can use).

This applies to everything.
Create_Explosion and Create_Explosion_At_Bone (for which I have a no-network-transfer-code-needed fix that uses cScExplosionEvent (by calling Server_Explode like the C4 explosion does)
Set_Fog_Range, Set_Fog_Enable and Set_War_Blitz (I have a no-network-transfer-code-needed fix for those too)
Enable_Stealth (I even have an idea to do that without need for network transfer code)

Poke
and the other stuff I listed.
Its simple, if SK comes up with an implementation that the whole community can use (including Reborn, RA2Ven and SWMOD being able to use/distribute it with thieir mods) before my implementation is finished and ready for release, I wont need to release my implementation. Note that this requirement means that the fix must work 100% on both Linux FDSs as well as windows. Otherwise, I will continue to work on my own implementations of these things.