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Subject: scripts.dll 2.0 progress report

Posted by [jonwil](#) on Sun, 10 Oct 2004 23:18:37 GMT

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scripts.dll 2.0 is comming along nicely.

A few things (like the console command to change the map rotation) have been dropped for various reasons.

Also, a couple of new ideas have been added to the list

So far, I have implemented:

scrpts:

JFW\_Powerup\_Buy\_Poke\_Timer

JFW\_Invulnerable\_On\_Custom\_3

engine calls:

void Remove\_Script(GameObject \*obj, const char \*script)

void Remove\_All\_Scripts(GameObject \*obj)

int Get\_Vehicle\_Occupant\_Count(GameObject \*obj)

GameObject \*Get\_Vehicle\_Occupant(GameObject \*obj,int seat)

GameObject \*Get\_Vehicle\_Driver(GameObject \*obj)

GameObject \*Get\_Vehicle\_Gunner(GameObject \*obj)

void Attach\_Script\_Preset(const char \*script, const char \*params, const char \*preset, int team)

void Remove\_Script\_Preset(const char \*script, const char \*preset, int team)

void Attach\_Script\_Type(const char \*script, const char \*params, int type, int team)

void Remove\_Script\_Type(const char \*script, int type, int team)

const char \*Get\_Current\_Weapon(GameObject \*obj)

int Get\_Weapon\_Count(GameObject \*obj)

const char \*Get\_Weapon(GameObject \*obj,int position)

bool Has\_Weapon(GameObject \*obj,const char \*weapon)

const char \*Get\_Htree\_Name(GameObject \*obj)

char Get\_Sex(GameObject \*obj)

float Get\_Mass(GameObject \*obj)

void Copy\_Transform(GameObject \*in, GameObject \*out)

fixes to Set\_Skin, Get\_Skin and Get\_Shield\_Type (they should now actually work)

script commands:

Clear\_Weapons over network

Enable\_Vehicle\_Transitions over network

Set\_Player\_Type over network

Set\_Screen\_Fade\_Color over network

Set\_Screen\_Fade\_Opacity over network

Set\_Display\_Color over network

Display\_Text over network

Display\_Float over network

Display\_Int over network

Select\_Weapon over network

Shake\_Camera over network

Force\_Camera\_Look per-player  
Enable\_HUD per-player  
Create\_Sound per-player  
Create\_2D\_Sound per-player  
Create\_2D\_WAV\_Sound per-player  
Create\_3D\_WAV\_Sound\_At\_Bone per-player  
Create\_3D\_Sound\_At\_Bone per-player  
Set\_Display\_Color per-player  
Display\_Text per-player  
Display\_Int per-player  
Display\_Float per-player

bhs.dll fixes:

make Set\_Model work for vehicles (although bear in mind that changing the model doesnt affect the physics settings so you cant go from tracked to wheeled or whatever)  
small bhs.dll fixes that I forget about

console commands:

PMSG <player ID> <message> (like MSG but private)

stuff from NeoSaber: (this is stuff added in 0.9932 of RenAlert)

fix to Mad Tank script

vehicle AI script

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Subject: scripts.dll 2.0 progress report

Posted by [jonwil](#) on Sun, 10 Oct 2004 23:26:20 GMT

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I am still working on lots of scripts (too many to list here plus the following:

engine calls:

void Force\_Occupant\_Exit(GameObject \*obj,int seat)

void Force\_Occupants\_Exit(GameObject \*obj)

void Create\_Sound\_Team(const char \*soundname,const Vector3 & position, GameObject \*obj, int team)

void Create\_2D\_Sound\_Team(const char \*soundname, int team)

void Create\_2D\_WAV\_Sound\_Team(const char \*soundname, int team)

void Create\_3D\_WAV\_Sound\_At\_Bone\_Team(const char \*soundname,GameObject \*obj,const char \*bonename, int team)

void Create\_3D\_Sound\_At\_Bone\_Team(const char \*soundname,GameObject \*obj,const char \*bonename, int team)

void Set\_Display\_Color\_Team(unsigned char red,unsigned char green, unsigned char blue, int team)

void Display\_Text\_Team(int strnum, int team)

void Display\_Int\_Team(float num,const char \*msg, int team)

void Display\_Float\_Team(float num,const char \*msg,int team)

bhs.dll bits:

void Disable\_Beacon(int team, char \*texture, int cost, int stringid, char \*preset)

void Disable\_Vehicle(int team, int position, char \*texture, int cost, int stringid, char \*preset)

void Disable\_Soldier(int team, int position, char \*texture, int cost, int stringid, char \*preset)

void Disable\_Free(int team, int position, char \*texture, int cost, int stringid, char \*preset)

these 4 (and the corresponding scripts and console commands) may be dropped if I run out of time/cant make them work/whatever

fixes to make the harvester arms animate

fixes to make Set\_Model work for infantry (may be dropped if I cant make it work)

fixes to make Grant\_Powerup(weapon) work 100% for vehicles (these fixes will also apply to Grant\_Powerup in engine.cpp)

console commands:

SND2DT <team> <wav file>

SND3DP <player> <wav file> (will use ROOTTRANSFORM bone)

SND3DT <team> <player> <wav file> (will use ROOTTRANSFORM bone)

SND3D <player> <wav file> (will use ROOTTRANSFORM bone)

BEACON <team> (will set cost to 0, preset to "none" and string to "disabled" and leave texture untouched)

VEHICLE <preset position> <team> (will set cost to 0, preset to "none" and string to "disabled" and leave texture untouched)

SOLDIER <preset position> <team> (will set cost to 0, preset to "none" and string to "disabled" and leave texture untouched)

FREE <preset position> <team> (will set cost to 0, preset to "none" and string to "disabled" and leave texture untouched)

TEXT <string>

TEXTT <team> <string>

TEXTP <player> <string>

MINELIMIT <new limit>

PLAYERLIMIT <new limit>

VEHICLELIMIT <new limit>

WOL <IRC command> (if I can figure out how to do this)

I am also still waiting for the final stuff from TheKGBSpy and DAN.

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Subject: scripts.dll 2.0 progress report

Posted by [SlashOx](#) on Mon, 11 Oct 2004 00:27:53 GMT

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Now only if you could develop a way to make it where you could allow people to join the server and the server sends it over through Renegade like a patch. That would be cool. (Not saying it's 100% possible, but just stating that it would be cool if you could. This could solve new map and model files between what the server wants and the client could have access to get it.)

Keep up the good work!

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Subject: scripts.dll 2.0 progress report  
Posted by [theplague](#) on Mon, 11 Oct 2004 06:13:38 GMT  
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Slash0xNow only if you could develop a way to make it where you could allow people to join the server and the server sends it over through Renegade like a patch. That would be cool. Send what? maps (like in quake and ut?)? or r u talking about the scripts.dll (because RG could do a 'compolsery' updating thing along with the CP1)?

Jon, can you please post a list of scripts that where planned but dropped?

-thx

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Subject: scripts.dll 2.0 progress report  
Posted by [Dan](#) on Mon, 11 Oct 2004 06:52:22 GMT  
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I'm still improving my Random Crate script, and also working on a script to set vehicle owners. I'm hoping to be able to boot out people if it isnt their vehicle, but if that fails, I'll just lock the vehicle so it cannot move.

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Subject: scripts.dll 2.0 progress report  
Posted by [jonwil](#) on Mon, 11 Oct 2004 12:55:40 GMT  
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The new void Force\_Occupant\_Exit(GameObject \*obj,int seat) and void Force\_Occupants\_Exit(GameObject \*obj) script commands sound usefull for the vehicle locking stuff...

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Subject: scripts.dll 2.0 progress report  
Posted by [Dan](#) on Mon, 11 Oct 2004 14:35:25 GMT  
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Oh right! Although, I wont be able to test out the script myself before I hand it over, as I wont be able to compile it. Thanks for the info though :up:

[EDIT] On second thoughts, I'll drop it from scripts.dll 2.0 and work on my crate some more!

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Subject: scripts.dll 2.0 progress report  
Posted by [jonwil](#) on Tue, 12 Oct 2004 00:04:30 GMT  
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bad news.

The vehicle limit change stuff I cant do because the limit is checked client side (which would mean that if the server owner changed the vehicle limit and the client didnt have bhs.dll 2.0 installed, the client and server would have different values for the vehicle limit.

Checking the mine limit and player limit now to see if they are checked client side or not.

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Subject: scripts.dll 2.0 progress report

Posted by [jonwil](#) on Tue, 12 Oct 2004 00:13:16 GMT

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Near as I can tell at this point, mine limit and player limit are both ok.

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Subject: scripts.dll 2.0 progress report

Posted by [jonwil](#) on Tue, 12 Oct 2004 00:41:48 GMT

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However, the plans to make console commands and scripts to disable purchase of certain things (i.e. beacon, vehicle, soldier and free soldier) along with the engine call to make it work have been put on the backburner because they require all clients to have bhs.dll 2.0 installed.

Plus, they are time-consuming to implement

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