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Subject: scripts.dll 2.1

Posted by [jonwil](#) on Mon, 27 Dec 2004 10:24:53 GMT

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I am currently looking at scripts.dll 2.1

New features that I have (tentatively) planned for versions post 2.0:

Scripts:

The "slot machine" script someone asked for a while back  
versions of

JFW\_Attach\_Script\_Preset\_Custom

JFW\_Attach\_Script\_Type\_Custom

and JFW\_Attach\_Script\_Custom

that dont attach the script if it is already present on the object

The scripting required for Reborn

Any scripts anyone else has for me

Engine calls:

```
bool Is_Script_Attached(GameObject *obj,const char *script)
```

```
void Attach_Script_Once(GameObject *obj,const char *script,const char *params)
```

```
void Attach_Script_Preset_Once(const char *script, const char *params, const char *preset, int  
team)
```

```
void Attach_Script_Type_Once(const char *script, const char *params, int type, int team)
```

```
char *Get_Current_Map()
```

```
int Get_Radar_Mode()
```

engine patches (to go in bhs.dll):

A hook for the Post\_Load\_Level function (called at the end of loading the level) that scripts.dll will be able to install and use (e.g. you could use it to do 1-time initalization things in a server-side mod)

Any fixes for the 0 bug that are required

The keyboard hook code that I have been talking about for a while

Console commands:

display current mine limit

current player count display (if needed)

display count of mines on the map

display player limit

change player limit (if possible)

display current map name

display current map rotation

change map rotation/next map/etc (if possible)

display time remaining (if needed)

change time limit/time remaining (if possible)

display current radar mode

play a 3d sound for a team (I wanted this one in 2.0 but I couldnt get it to work in time)

Also, there is a plan to fix as many renegade bugs as we can for future Core Patches and those will go into scripts.dll/bhs.dll (either 2.1 or something later)

If anyone has any requests for post 2.0, post them here.

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Subject: scripts.dll 2.1

Posted by [laeubi](#) on Mon, 27 Dec 2004 13:15:58 GMT

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BFD\_SandWorm ( Wormobject, WormAnim, Wormarea1, Wormarea2, time, timernum):  
appears randomly on the wormarea and eats units on the loaction[[list](#)][\*]Wormobject: The preset of  
the Worm (or w3d if that is easier)[\*]WormAnim: Animation to play when the worm eats  
something[\*]Wormarea1: Firstcord (X/Y) for wormarea[\*]Wormarea2: Secondcord (X/Y) for  
wormarea [\*]time: time until next worm appears [\*]timernum: number of the timer [[/list:u](#)]The Worm  
should eat Vehicles and Infantry, and eat shoudl mean just 'destroy' the unit.  
It should eat Units that stand still... or appear when many units standing around at this place  
primary  
WormMovie: <http://people.freenet.de/laeubi/worm.avi>

Opfb\_Turret (destroyID, Custom):

Either the Object it is attached to gets destroyed or it recives a custom it detroys the object  
specified by destroyID[[list](#)][\*]destroyID: object that should be destroyed when the object it is  
attaced to is destroed[\*]Custom: custom to listen for[[/list:u](#)]

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Subject: scripts.dll 2.1

Posted by [Everyone](#) on Tue, 28 Dec 2004 02:54:46 GMT

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Could you also add display vehicle limit and display number of vehicles? Also, will the user be  
able to edit the limit of mines and vehicles as a host option? And, what ever happen the editing  
the draw distance? The list is looking nice though! Nice post-christmas update.

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Subject: scripts.dll 2.1

Posted by [Slash0x](#) on Tue, 28 Dec 2004 09:53:30 GMT

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He said awhile back that yes, you can set vehicle limit, but the option to buy the vehicle was client  
side as well. So basically, it would defeat the purpose of editing it...

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Subject: scripts.dll 2.1

Posted by [WNxCABAL](#) on Tue, 28 Dec 2004 14:28:38 GMT

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EveryoneAnd, what ever happen the editing the draw distance?

Thats a game.exe hex edit  
not a scripts.dll thing

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Subject: scripts.dll 2.1  
Posted by [bisen11](#) on Tue, 28 Dec 2004 18:27:24 GMT  
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What is the difference between time and timernum, i dont get it.

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Subject: scripts.dll 2.1  
Posted by [laeubi](#) on Tue, 28 Dec 2004 18:48:55 GMT  
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dude#1What is the difference between time and timernum, i dont get it.  
if u have different scripts with a timer, each one needs a differen timer nummber (timernum)  
timer itsel ist in msot cases a time value in seconds

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Subject: scripts.dll 2.1  
Posted by [Naamloos](#) on Wed, 29 Dec 2004 00:49:04 GMT  
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Did someones post got deleted...?

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Subject: scripts.dll 2.1  
Posted by [jd422032101](#) on Wed, 29 Dec 2004 03:25:15 GMT  
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yep : P

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Subject: scripts.dll 2.1  
Posted by [Sir Kane](#) on Wed, 29 Dec 2004 09:52:16 GMT  
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Uhhm, who removed first 2 posts? Tell me ONE FUCKING GOOD REASON for removing them.

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Subject: scripts.dll 2.1

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Posted by [Naamloos](#) on Wed, 29 Dec 2004 11:42:49 GMT

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Well, you sead something about those scripts being made for nothing... Like saying "renegade is dead anyway" on forums made for that game... :rolleyes:

Still no reason to delete someones opinion though...

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Subject: scripts.dll 2.1

Posted by [Madtone](#) on Wed, 29 Dec 2004 14:36:55 GMT

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\_TFWxANDY\_ EveryoneAnd, what ever happen the editing the draw distance?

Thats a game.exe hex edit  
not a scripts.dll thing

Now i think about it, its possible to make a hex edit to game.exe to get the draw distance value from scripts.dll or another source.

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Subject: scripts.dll 2.1

Posted by [jonwil](#) on Wed, 29 Dec 2004 16:55:40 GMT

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yes it would be possible to edit the draw distance via a modification to BHS.DLL.  
Whether I add that to 2.1 or not I dont know.

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Subject: scripts.dll 2.1

Posted by [Renardin6](#) on Wed, 29 Dec 2004 20:18:07 GMT

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NaamloosWell, you sead something about those scripts being made for nothing... Like saying "renegade is dead anyway" on forums made for that game... :rolleyes:

Still no reason to delete someones opinion though...

And the funny point is that silent kane still comes here...

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Subject: scripts.dll 2.1

Posted by [Blazer](#) on Wed, 29 Dec 2004 23:07:26 GMT

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Silent KaneUhhm, who removed first 2 posts? Tell me ONE FUCKING GOOD REASON for removing them.

I didn't delete them, but I would imagine it was because your reply was nothing but a flame

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Subject: scripts.dll 2.1

Posted by [vloktboky](#) on Thu, 30 Dec 2004 01:28:12 GMT

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Don't put your work in front of your common sense, Jon.

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Subject: scripts.dll 2.1

Posted by [Sir Kane](#) on Thu, 30 Dec 2004 01:31:13 GMT

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BlazerSilent KaneUhhm, who removed first 2 posts? Tell me ONE FUCKING GOOD REASON for removing them.

I didn't delete them, but I would imagine it was because your reply was nothing but a flame  
How is saying that the dll is a waste of time flaming?

It's a fact and you know it. Like all the major mods went somewhere else so noone else needs all that stuff.

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Subject: scripts.dll 2.1

Posted by [YSLMuffins](#) on Thu, 30 Dec 2004 04:44:36 GMT

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Silent KaneUhhm, who removed first 2 posts? Tell me ONE FUCKING GOOD REASON for removing them.

I didn't do it, but they're in the Silo. I make it clear when I do something. It feels like more posts were deleted since then, but I'm not sure.

I'm locking this--no good can come from it.

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