
Subject: scripts.dll progress and new projects related to it I am goi
Posted by [Anonymous](#) on Tue, 19 Nov 2002 03:46:00 GMT

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basically, in versions between 0.95 beta (the current version) and 1.0, I am going to implement (I hope):

- 1.any bug fixes that are needed etc
- 2.any scripts that people suggest to me that are possible for me to implement (too many people keep asking for stuff that just cant be done via scripting)
- 3.my ideas for CTF and Team Deathmatch, right now the biggest problem is finding a way to attach a script to a player in MP and make it work. Team DM I already know how to implement other than this player thing, I can implement CTF also but the problem is that you wouldnt be able to tell who has the flag.and
- 4.I am also thinking of making a seperate version of the dll, it would be the same as the current dll but it would:
 - 1.not link to the original WW dll at all
 - 2.contain re-implimentations of all the standard MP scripts and stuff.Basically, since AFAIK scripts.dll is read directly from a mod package, it would be easier to use than the current system with the need for scripts2.dll

Also note that using my new scripts is no harder than using the existing WW scripts, just make sure you read the readme.txt file and you cant go wrong

Subject: scripts.dll progress and new projects related to it I am goi
Posted by [Anonymous](#) on Tue, 19 Nov 2002 07:07:00 GMT

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Sounds great! I would love to help you out, but this is pretty much way out of my field... Just one script request, can you create a script that has a tank follow a specific looping waypath that shoots at anything that comes in it's guard range, but will not leave its waypath? It can stop when it is firing, but it cannot turn it's body move off it's track. Kinda like a train with a gun, it can move on it's track and fire, but it cannot go off the track, and when the thing it is shooting at is either out of it's range of the track, or dead, it starts moving forwards again.I hope I was clear enough for you, and it would be awesome to see a script like this!

Subject: scripts.dll progress and new projects related to it I am goi
Posted by [Anonymous](#) on Tue, 19 Nov 2002 15:19:00 GMT

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ok, I will look into that tank thing.No promises though.

Subject: scripts.dll progress and new projects related to it I am goi
Posted by [Anonymous](#) on Tue, 19 Nov 2002 15:51:00 GMT

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Yes, JW. any script to make Tanks more AI than what we can do with them now (PDS_follow_waypath ect.. is all we have to work with)anything that would make Vehicles act more AI for mods would be Kwel. I saw a Force_Innate script in the dll,but I dont think that works on Vehicles.(Didnt try)and oh yeah, KANE LIVES!K4N3 L1V3S!

Subject: scripts.dll progress and new projects related to it I am goi

Posted by [Anonymous](#) on Tue, 19 Nov 2002 17:13:00 GMT

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Would it be possible to indicate on the radar who has the flag? Or change their appearance somehow? Or even their displayed name or text color...anything to make them look different from normal.

Subject: scripts.dll progress and new projects related to it I am goi

Posted by [Anonymous](#) on Tue, 19 Nov 2002 18:54:00 GMT

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quote:Originally posted by Jonathan Wilson:3.my ideas for CTF and Team Deathmatch, right now the biggest problem is finding a way to attatch a script to a player in MP and make it work. Team DM I already know how to implement other than this player thing, I can implement CTF also but the problem is that you wouldnt be able to tell who has the flag.-----

-----http://messagebrd.westwood.ea.com/cgi-bin/boards/en/english/ultimatebb.cgi ?ubb=get_topic;f=5;t=025173Have you tried that ?I'm pretty sure this would work.-- Abjab [November 19, 2002, 18:55: Message edited by: Abjab]

Subject: scripts.dll progress and new projects related to it I am goi

Posted by [Anonymous](#) on Tue, 19 Nov 2002 22:12:00 GMT

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This'll probably make me sound like a n00b but how do you edit scripts.dll?

Subject: scripts.dll progress and new projects related to it I am goi

Posted by [Anonymous](#) on Wed, 20 Nov 2002 07:04:00 GMT

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Yes, it's written in C++.BTW, where's that other thread about this that asked for scripts required for multiplayer?

Subject: scripts.dll progress and new projects related to it I am goi

Posted by [Anonymous](#) on Wed, 20 Nov 2002 12:59:00 GMT

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I think he made his own with C++ code.(took me along time just to get C++ to make a box on screen LOL)
