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Subject: scripts.dll 2.4 is underway

Posted by [jonwil](#) on Tue, 28 Feb 2006 14:08:54 GMT

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I havent done very much so far, the main thing so far is that I made it possible to build scripts.dll without bhs.dll (this is specifically so that the RenAlert team, who dont use bhs.dll, can use the more recent scripts and engine calls and isnt intended for general use since it relies on the fact that certain features like working multiplayer Poke are provided by renalert.dll). Also, I have started work on making it possible for bhs.dll to access various file related classes (needed for the HUD code I have in mind, among other things)

I have a bunch of stuff in mind for 2.4 but how much I do and what I do depends on how much time I have available. Something I plan to do as soon as I have some time is to play around inside RenRem and see if I can make RenRem work with the Linux FDS (Acording to Greg Underwood who wrote the LFDS, the only thing preventing RenRem from working was a memory corruption issue of some kind, at least thats what I think he said I plan to continue towards full HUD replacements (like what RenAlert showed off a while back only

better

Also, I want to implement code to let you change the PT buttons at runtime (i.e. for each purchasable item, you would be able to change what preset it purchases, how much it costs, what

icon it displays and what text string it uses)

I would like to work on custom dialogs, I know most of what I need, the hard part is finding out enough about the in-memory layout of the classes involved such that I can create instances of them.

I will also be adding any scripts and engine stuff that comes from WhiteDragon (e.g. for Reborn) and SaberHawk P4/NeoSaber (on the RenAlert team)

Hooks to detect player join and player leave are on the to-do list (I have a couple ideas to try). This is going to be necessary for things like vehicle limit change and PT change and such things that aer game global but require sending data to the client, otherwise if a client joins mid-game, they wont get the right data sent to them. With these hooks, WD (or whoever) can add player join/leave logging to SSAOW/gamelog.

Reporting client bandwidth changes (I believe peope are using it to cheat) I want to look into. Also, a hook for gameover (which would detect settings like who won and how) is something I want to look at.

I also plan for a construction yard that repairs buildings in a certain radius instead of all buildings (if more than one construction yard was close enough to the building, it would be repaired twice Also, I plan a script such that when you enter a script zone, it sends a message (using the PPAGE console command) to the player that entered the zone.

I plan a script that will make an infantry unit self-destruct (keyhook triggered). Demo trucks should already be possible.

Scripts that are copies of KAK\_Harvester\_xxx but which will use "teleporting" to move back to the refinery (specifically, you set the scripts up as normal except that there is only one field2dock waypath and it goes from a place right next to the dock. There would also be a location specified. When the harvester has finished, it "teleports" to the location before taking the field2dock waypath back to the dock.) This script would be used to make a working chronominer.

Obviously some of this stuff (PT changing, vehicle limit changing, HUD code etc) requires bhs.dll on the client side.

Also, some of it is "permanent" (i.e. once you change the vehicle limit or the PT or the HUD, it stays that way until you change it to something else.) So its really only suitable for mods (since every map in the mod can set the vehicle limit to something suitable on startup and can reset the PT settings for any icons you change at runtime etc)

Just so you guys know, here are a few things I will NOT be adding to the scripts.dll/bhs.dll (at least at this point in time)

Ability to send console commands to the server from a client

Anything to do with changing or messing with Gameplay Pending (I want to look into a "is server currently in gameplay pending" engine call though

Any console commands for killing players

Any console commands for moving or warping or teleporting players

Anything for file transfer (things like map download are best handled with RenGuard and with 1.04, it will be easier to implement such things)

I will not be adding any more door scripts (except possibly a poke-to-open that is team specific if such a thing doesnt already exist)

Also, note that this list is by no means final (nor do I know when 2.4 will be out so dont ask)

Anyone with requests can post them here (if you dont post them here, I wont implement them for 2.4. Asking me on ICQ/AIM/MSN/Yahoo is no good because then I forget what they are

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Subject: Re: scripts.dll 2.4 is underway

Posted by [Cat998](#) on Tue, 28 Feb 2006 18:43:45 GMT

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\*crying\*

We should donate to jonwil for doing this

Sounds nice

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Subject: Re: scripts.dll 2.4 is underway  
Posted by [danpaul88](#) on Tue, 28 Feb 2006 18:57:49 GMT  
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ok, I have two I would like to suggest;

#### Full radar mode zone

This would be attached to a building controller and would give players on the same team full radar mode (can see enemies and allies on radar) while they are in a certain radius (either that or when they enter a zone, depending on whats best for implementing on the ren engine). When the building dies everyone loses the full radar mode. Also when you leave the radius / zone you would return the the server default radar mode.

I think the only parameter it would need would be 'Radius', or 'Zone ID', depending on how it is setup.

#### Powered base defense

Have mentioned this before, it would allow you to set two attack timers, one for when the base power is online, one for when it is offline. It would allow for slower firing base defenses when power goes offline (I am thinking in terms of use on vehicle base defenses, in the same fasion as JFW\_Base\_Defense)

I tried to implement this myself before, but I was unable to find a way of querying if the base power was online or offline (I tried Get\_Building\_Power(obj), but as the name suggests it would only work if it were attached to a building, not a vehicle as I am trying to setup).

Also I discovered that the variable attacktimer seemed to have no influence on the actual rate of fire of the weapon in question anyway... I am not sure exactly what its supposed to do but it always seems to fire at the same speed whether attacktimer is 1 or 800 (I even tried hard-coding 1 and 800 into the scripts.dll on two different trials, and it had no effect!). So I ended up with no way to actually influence the rate of fire...

I could probably get these working myself if I understood the ren engine better, but I don't If you could point me in the right direction I could maybe get them working

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Subject: Re: scripts.dll 2.4 is underway  
Posted by [jonwil](#) on Tue, 28 Feb 2006 22:48:18 GMT  
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Not sure if the defence script you want is possible. (because of the issue you saw with the attack

timer, I dont think the attack timer does what you think it does)

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Subject: Re: scripts.dll 2.4 is underway  
Posted by [Napalmic](#) on Wed, 01 Mar 2006 00:15:23 GMT  
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Yeah I thought AttackTimer was just the time when it decides to attack a vehicle or a different one. Rate of fire is controlled by modifying the weapon preset itself.

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Subject: Re: scripts.dll 2.4 is underway  
Posted by [Viking](#) on Wed, 01 Mar 2006 03:10:52 GMT  
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Make a script

JFW\_Destroy\_Present\_On\_Enter or w/e so that if mabe a car drives into water where it isnt suppost to be but other vchiles can be it will destroy the car

ex: on roleplay2 if they add subs n boats would work wonders!

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Subject: Re: scripts.dll 2.4 is underway  
Posted by [jonwil](#) on Wed, 01 Mar 2006 04:51:34 GMT  
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ok, some ideas that may or may not make 2.4:

A set of scripts that is like JFW\_Base\_Defence\_\* but you send it a custom which causes it to switch from primary weapon to secondary weapon or vice versa.

A script that takes a list of presets and if anything enters the zone that is of that preset type, it is moved backwards a certain amount (i.e. prevented from entering the zone)

Same as above but blocked if it isnt in the list.

Find any remaining sounds or text messages that arent being displayed or heard on the client and make them be displayed or heard.

Make vehicle damage report sounds go over the network.

Make "Health Is Full", "Armour Is Full", "Ammunition is full" messages go over the network.

Get the planter of a C4/Beacon object.

Get/Set the owner of a vehicle (same as when you first buy it).

Get the current game mode (GSA, WOL, LAN etc).

Hook for when a level is loading.

Get the time for a player (same as the Player\_Info console command).

Support for the side buttons on my Microsoft USB Optical Intellimouse

Get the damage/death points for an object.

Create a script zone at runtime and to set its size.

Change the size of a script zone at runtime.

Remove <gun> from <player>.  
Get/Set/Add to the ammo for <player> <gun>.  
Get the mode of a C4 object (remote, timed, proximity).

These are things I am considering for 2.4

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Subject: Re: scripts.dll 2.4 is underway  
Posted by [Cat998](#) on Wed, 01 Mar 2006 06:08:23 GMT  
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Whats about getting the servers SFPS...

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Subject: Re: scripts.dll 2.4 is underway  
Posted by [theplague](#) on Wed, 01 Mar 2006 09:09:56 GMT  
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server SFPS is easy, make a timer that loops each second. then make a int which records the previous SFPS count, then subtract current to the 1 seconds old one... vuala (you might also want to save the SFPS per second in a goble int so other things can access it)

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Subject: Re: scripts.dll 2.4 is underway  
Posted by [Cat998](#) on Wed, 01 Mar 2006 11:29:29 GMT  
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theplague wrote on Wed, 01 March 2006 10:09server SFPS is easy, make a timer that loops each second. then make a int which records the previous SFPS count, then subtract current to the 1 seconds old one... vuala (you might also want to save the SFPS per second in a goble int so other things can access it)

thank you

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Subject: Re: scripts.dll 2.4 is underway  
Posted by [jonwil](#) on Thu, 02 Mar 2006 10:52:44 GMT  
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Here is what I am going to (hopefully) have in 2.4 if I can do it:  
Hook for level load  
Hook for gameover  
LFDS RenRem  
Any scripts WhiteDragon has  
Any scripts for RenAlert  
Hook for player join

Hook for player leave  
Report client bandwidth changes  
Construction yard with a repair radius  
script to send a PPAGE to the player that entered the zone  
script to send a MSG when someone enters the zone  
script to send a TMSG as though it came from the player that entered the zone  
Script to implement a keyhook that will create an explosion and then kill the player (e.g. for a terrorist unit)  
Script for a harvester that teleports back to the refinery (chronominer)  
Base defence scripts that can be switched between primary weapon and secondary weapon by sending a custom.  
Script to block certain presets from entering a zone  
Script to allow certain presets to enter a zone  
Get the current game mode  
Make vehicle damage report sounds go over the network (assuming I can figure out how)  
Get damage/death points for an object (need to investigate all the DataSafe crap)  
Get time for a player

Everything else (e.g. new HUD etc) will go into 2.5  
I will probably spend this weekend working on as much of this as possible

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Subject: Re: scripts.dll 2.4 is underway  
Posted by [theplague](#) on Fri, 03 Mar 2006 08:57:24 GMT  
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when you say "Get time for a player" you mean their local time?

and more of a question for WD: is SSAOW gonna step upto 2.4?

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Subject: Re: scripts.dll 2.4 is underway  
Posted by [Cat998](#) on Fri, 03 Mar 2006 09:17:59 GMT  
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theplague wrote on Fri, 03 March 2006 09:57when you say "Get time for a player" you mean their local time?

The time in player\_info console command

theplague wrote on Fri, 03 March 2006 09:57  
and more of a question for WD: is SSAOW gonna step upto 2.4?

Sure, he does it everytime, and if not, I will do it

Subject: Re: scripts.dll 2.4 is underway  
Posted by [jonwil](#) on Sat, 04 Mar 2006 00:55:23 GMT  
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Also, I am going to look at making it possible to change (by creating an ini file and adding stuff to it) the colors used for the kill messages (and maybe some other stuff related to that).  
If the ini isnt present, defaults will be used.  
Also, bhs.dll will be required on the client to do this (and read the ini correctly etc)

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Subject: Re: scripts.dll 2.4 is underway  
Posted by [jonwil](#) on Sat, 04 Mar 2006 01:28:40 GMT  
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Also, the soldier sounds (where they say random stuff) dont go over the network, will investigate that too. (maybe for 2.4)

Also, there are animations that are not played for weapon switching and turnaround which I will look into.

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Subject: Re: scripts.dll 2.4 is underway  
Posted by [jonwil](#) on Sun, 05 Mar 2006 01:11:30 GMT  
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ok, in addition to the new team-color changing I already posted about, I have added console commands to get (and set) the value on the server corresponding to the bandwidth for a player (the value set by the sbbo command). This should help with cheaters using sbbo as an exploit. Player join hook is in progress, player leave hook has been bumped for now because I cant find anywhere suitable to hook that will trigger in all the different possible cases of "player has left the server".

Also, those missing animations arent event referenced in the game code so I cant do anything about those.

Current "I want to do this for 2.4" list:

Scripts:

Script for construction yard with a repair radius

Script to send a PPAGE to the player that entered the zone

Script to send a MSG when someone enters the zone

Script to send a TMSG as though it came from the player that entered the zone

Script to implement a keyhook that will create an explosion and then kill the player (e.g. for a terrorist unit)

Script for a harvester that teleports back to the refinery (chronominer)

Base defence scripts that can be switched between primary weapon and secondary weapon by sending a custom.

Script to block certain presets from entering a zone  
Script to allow certain presets to enter a zone  
Script to block certain presets from entering a vehicle

Engine calls:

Get the current game mode  
Get damage/death points for an object  
Get time for a player

Hooks

Hook for load level  
Hook for gameover/end level  
Hook for player join

Misc

Soldier random sounds over network (need to check to see if they happen in 1-player LAN)  
Make vehicle damage report sounds go over the network (need to check to see if they happen in 1-player LAN)

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Subject: Re: scripts.dll 2.4 is underway  
Posted by [theplague](#) on Sun, 05 Mar 2006 02:41:14 GMT  
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page hook by any chance?

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Subject: Re: scripts.dll 2.4 is underway  
Posted by [jonwil](#) on Sun, 05 Mar 2006 02:56:39 GMT  
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Nope, no hook for WOL pages.

The soldier dialogue (as set in leveledit on that extra tab) is out, I cant make it work over network. I am still looking into the following sounds (I need to identify which sounds play always, which sounds play in host only but not over network and which dont play at all (or only play in skirmish etc)

base power offline report sound  
beacon warning report sound  
beacon disamed report sound  
beacon deployed report sound  
harvester destroyed report sound  
harvester damaged report sound  
vehicle delivered report sound  
building destroyed report sound  
building damaged report sound



Also, I will be making another script similar to the existing mutant hijacker script that will play a sound when it triggers

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Subject: Re: scripts.dll 2.4 is underway  
Posted by [Renx](#) on Sun, 05 Mar 2006 04:25:50 GMT  
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Why the hell would anyone want a page hook anyway?

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Subject: Re: scripts.dll 2.4 is underway  
Posted by [Cat998](#) on Sun, 05 Mar 2006 12:05:04 GMT  
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Would it be possible to add the following hooks ?

Connection broken to client-hook

Kickhook

Player purchased a vehicle-hook

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Subject: Re: scripts.dll 2.4 is underway  
Posted by [jonwil](#) on Sun, 05 Mar 2006 12:16:40 GMT  
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What do you want those hooks for?  
I cant get them into 2.4 but when 2.5 comes along, I will do my best to put them in

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Subject: Re: scripts.dll 2.4 is underway  
Posted by [Cat998](#) on Sun, 05 Mar 2006 13:41:18 GMT  
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Sry, I dont need a kickhook,

but the others would be nice to have for my bot.

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Subject: Re: scripts.dll 2.4 is underway  
Posted by [jonwil](#) on Sun, 05 Mar 2006 23:28:09 GMT  
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I will see what I can do for 2.5, there is not enough time to add them to 2.4...

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Subject: Re: scripts.dll 2.4 is underway  
Posted by [Cat998](#) on Sun, 05 Mar 2006 23:57:16 GMT  
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Erm yes, I already asked you...  
return false; (in chathook) for not showing the message ingame.

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Subject: Re: scripts.dll 2.4 is underway  
Posted by [jonwil](#) on Mon, 06 Mar 2006 00:31:45 GMT  
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I have looked into it and adding a way to block messages from appearing (or change them) is not possible.

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