
Subject: scripts.dll 2.5 is out

Posted by [jonwil](#) on Tue, 14 Mar 2006 05:04:50 GMT

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get it from <http://www.sourceforge.net/projects/rentools/>

Changes since 2.4:

A new console command to send a special packet needed for LFDS WOL (only on linux). Thanks to Silent_Kane, Blazer and inetkngseek for help figuring this out.

Code to disable the cd-key checking on GameSpy (since XWIS doesnt do it and since The First Decade CD keys are missing from the database GameSpy uses to check and since it is needed for LFDS WOL). Thanks to Silent_Kane for finding these offsets.

Fixed a bug with the code to send Set_Obj_Radar_Blip_Color and Set_Obj_Radar_Blip_Shape over the network

Changed several places in engine.cpp to use As_xxxGameObj instead of Is_xxx (which removes one level of indirection)

Fixed a bug in Attach_Script_Building

Moved JFW_Key_Hook_Base & JFW_Object_Created_Hook_Base to engine.h (so they can be accessed from any source file)

Added the following engine calls, all of which take a player ID:

Get_Team (gets the team of a player)

Get_Rank (gets the rank of a player, i.e. the position in the player list)

Get_Kills (gets the current kills of a player)

Get_Deaths (gets the current deaths of a player)

Get_Score (gets the current score of a player)

Get_Money (gets the current money of a player)

Get_Kill_To_Death_Ratio (gets the kill/death ratio of a player)

Get_IP_Port (gets the IP address and port of a player)

Added Get_Damage_Points and Get_Death_Points which get the damage and death points of an object

Added Get_C4_Mode which gets the C4 mode (i.e. remote, timed, proximity) of a C4 object

Fixed some bugs with the visible person in vehicle script

Added some stuff to keycfg.cpp to make it compile on Visual C++ 2005 (SaberHawk is compiling with 2005 and submitted these fixes)

Fixed some bugs with the renalert defence script (thanks SaberHawk and NeoSaber for these fixes)

Added a new console command to display information about players in the game.

Renamed the existing (non-working) page console command on the LFDS to gage and added a new page command that just prints its output on the screen in a format that the LFDS WOL implementation can grab and send as a proper WOL page.

Mainly this release will be of interest to modders (especially those doing server-side mods who might want to use the new engine calls) and also server owners (anyone with a LFDS should install this so that they are ready when LFDS WOL is released)

Subject: Re: scripts.dll 2.5 is out
Posted by [Mad Ivan](#) on Tue, 14 Mar 2006 23:52:32 GMT
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jonwil wrote on Tue, 14 March 2006 07:04get it from
Code to disable the cd-key checking on GameSpy (since XWIS doesnt do it and since The First Decade CD keys are missing from the database GameSpy uses to check and since it is needed for LFDS WOL). Thanks to Silent_Kane for finding these offsets.

Doesnt this allow use of fake cd-keys?

Subject: Re: scripts.dll 2.5 is out
Posted by [jonwil](#) on Wed, 15 Mar 2006 09:52:24 GMT
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Yes.
But, we needed it for LFDS WOL and to allow TFD CD keys to work.
And, XWIS does not check CD keys (so anyone with a fake key could play on XWIS anyway)
