
Subject: scripts.dll 2.6 is out

Posted by [jonwil](#) on Sun, 26 Mar 2006 06:02:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

scripts.dll 2.6 is out.

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

Changes:

per-player version of Set_Obj_Radar_Blip_Shape

per-player version of Set_Obj_Radar_Blip_Color

new functionality to display a texture on the users screen and hide it

new functionality to set and get the vehicle limit (as console commands and as engine calls)

new code to send colored messages to the client (console commands and engine calls)

Display_Health_Bar now gets sent over the network

bool Is_Scriptable(GameObject *obj); //is a ScriptableGameObj

void Set_Damage_Points(GameObject *obj,float points); //Set the damage points for an object

void Set_Death_Points(GameObject *obj,float points); //Set the death points for an object

void Repair_All_Buildings_By_Team_Radius(int Team,int ConstructionYardID,float Health,float Radius); //repairs all buildings in the specified radius around the object represented by

ConstructionYardID for the team except the passed in ConstructionYardID,0 = Nod,1 = GDI

const char *Get_Translated_String(unsigned long ID); //Get a string from the translation database given its ID

const char *Get_Translated_Preset_Name(GameObject *obj); //Get the translated name for the preset of this object, if it has one

int Get_C4_Count_Proximity(int Team); //Get the proximity C4 count for a team

int Get_C4_Count_Remote(int Team); //Get the remote C4 count for a team

void Attach_Script_All_Buildings_Team(int Team,const char *Script,const char *Params,bool Once); //attach a script to all buildings by team

void Attach_Script_All_Turrets_Team(int Team,const char *Script,const char *Params,bool Once); //attach a script to all static vehicles by team

const char *Get_Translated_Weapon(GameObject *obj,int position); //Get the translated name of a weapon

const char *Get_Current_Translated_Weapon(GameObject *obj); //Get the translated name of the current weapon

GameObject *Get_Part_Name(const char *name1); //Will return the player with this string as part of their name if there is exactly one player with it

int Get_Part_Names(const char *name1); //Will return the count of players with this string as part of their name

GameObject *Get_C4_Planter(GameObject *obj); //Gets the planter of a C4GameObj

GameObject *Get_C4_Attached(GameObject *obj); //Gets the object a C4GameObj is attached to (if any)

GameObject *Get_Beacon_Planter(GameObject *obj); //Gets the planter of a BeaconGameObj

void Remove_Weapon(GameObject *obj,const char *weapon); //Removes a weapon from an object

unsigned int Get_Vehicle_Mode(GameObject *obj); //Gets the mode of a vehicle

void Repair_All_Turrets_By_Team(int team,float health); //repairs all vehicles that have mode = turret

void Get_Team_Color(unsigned int team, unsigned int *red, unsigned int *blue, unsigned int *green); //get color for a team

void Get_Player_Color(int ID, unsigned int *red, unsigned int *blue, unsigned int *green); //get color for a player
void Get_Object_Color(GameObject *obj, unsigned int *red, unsigned int *blue, unsigned int *green); //get color for a player
void Get_Private_Message_Color(unsigned int *red, unsigned int *blue, unsigned int *green); //get color for private messages
void Get_Public_Message_Color(unsigned int *red, unsigned int *blue, unsigned int *green); //get color for public messages
void Disarm_C4(GameObject *obj); //Disarm a C4 object
void Disarm_All_Proxy_C4(int ID); //Disarm all proximity C4 owned by a player
void Disarm_All_C4(int ID); //Disarm all C4 owned by a player
int Get_Team_Vehicle_Count(int team); //Gets the current vehicle count for a team
bool Is_Base_Powered(int team); //Is this teams base powered
bool Can_Generate_Vehicles(int team); //Can this team buy vehicles
bool Can_Generate_Soliders(int team); //Can this team buy soldiers
Changed a bunch of scripts to check the vehicle mode instead of the physics type when checking for flying vs not flying
New scripts same as JFW_Base_Defence_xxx but which swap weapons when they recieve a custom
JFW_Pilot_Repair (script to repair any vehicles the infantry with this on gets into)
JFW_Conyard_Radius (script for a construction yard that repairs a limited radius)
JFW_Conyard_Turrets (script to repair all vehicles with type "turret")
Scripts for chrono harvester
per-team versions of JFW_Switch_Door & JFW_Toggle_Door
JFW_Suicide_Bomber (script to make someone who can blow themselves up)
JFW_Show_Info_Texture (script to show a texture on the client)
new support in keyhook code for setting a key to "none" to disable it
change to the timer for JFW_Vehicle_Block_Preset
ability to change private message and public message colors through hud.ini
SVERSION now works on the client too, to print the installed version of bhs.dll
new command like ICON but displays for the enemy only
change to TEAM and TEAM2 to destroy all C4 of the player that changed teams

Subject: Re: scripts.dll 2.6 is out
Posted by [ExEric3](#) on Sun, 26 Mar 2006 11:06:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi. How write color (red) private message? And vehicle limit will be configurable in new BRenBot or other soft? Thanks for reply.

Subject: Re: scripts.dll 2.6 is out
Posted by [jonwil](#) on Sun, 26 Mar 2006 12:02:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

Certain features require all players to have bhs.dll on the client, read bhs.txt to see which ones.

Subject: Re: scripts.dll 2.6 is out
Posted by [ExEric3](#) on Sun, 26 Mar 2006 14:02:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

I read bhs.txt and have next problem:
[15:59] Unauthorized file data\hud.ini has been found in your renegade directory
[15:59] Disconnected from RenGuard network

What now? Any ideas? Thx.

Subject: Re: scripts.dll 2.6 is out
Posted by [=HT=T-Bird](#) on Sun, 26 Mar 2006 14:45:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

Eric3 wrote on Sun, 26 March 2006 08:02I read bhs.txt and have next problem:
[15:59] Unauthorized file data\hud.ini has been found in your renegade directory
[15:59] Disconnected from RenGuard network

What now? Any ideas? Thx.
Apparently someone needs to tell RenGuard what hud.ini is (That's a job for you, Crimson).

Subject: Re: scripts.dll 2.6 is out
Posted by [jonwil](#) on Sun, 26 Mar 2006 22:28:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

hud.ini is only intended for mods and is not intended for normal renegade.
