Subject: Dont expect much from me for a while + scripts.dll 2.8 WIP
Posted by jonwil on Mon, 15 May 2006 05:17:16 GMT

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Firstly, I have just moved house and dont yet have internet at the new place so I cant be on IRC/MSN/etc and cant spread scripts.dll, source code etc.

I have limited access at work and can see things posted here though.

Secondly, I have started working on a scripts.dll 2.8.
So far, I have made some small fixes to things reported by WD.
Also, I have implemented a new hud.ini keyword that will disable the "laddered server" checks, disable the "extras" command and set the "extras" flag to 1 which should make extras permanent (I still have to make sure that it doesnt get reset at the start of the map though and if it does, disable that code)
This lets mods use the "hidden" pages for infantry and vehicles for extra stuff.

Thirdly, I have figured out the innards of BaseControlerClass which means a few new engine calls are now available, including:
engine call to enable/disable ability to buy vehicles for a team
engine call to enable/disable ability to buy infantry for a team
engine call to enable/disable power for a team (handles the extra costs and build time too)
engine call to enable/disable radar for a particular team (same as what happens when a com center is destroyed)
All of this stuff should work over the network just fine without bhs.dll on the client.

I am still working on 2.8 and have a few other things planned for it before I release.

Subject: Re: Dont expect much from me for a while + scripts.dll 2.8 WIP
Posted by Tunaman on Mon, 15 May 2006 06:17:57 GMT

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Very nice!

jonwil wrote on Mon, 15 May 2006 01:17
Thirdly, I have figured out the innards of BaseControlerClass which means a few new engine calls are now available, including:
engine call to enable/disable ability to buy vehicles for a team
engine call to enable/disable ability to buy infantry for a team
engine call to enable/disable power for a team (handles the extra costs and build time too)
engine call to enable/disable radar for a particular team (same as what happens when a com center is destroyed)
All of this stuff should work over the network just fine without bhs.dll on the client.

I'm guessing that this means you could be able to basically emulate buying back buildings!? Very

good work!
Can enabling the power for the team also bring back the base defences as well?

Subject: Re: Dont expect much from me for a while + scripts.dll 2.8 WIP
Posted by Kamuix on Mon, 15 May 2006 06:30:42 GMT
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Could you remember to include the script i told you about earlier. A simple script that is attachable to a zone. Which changes your team on entry.

Subject: Re: Dont expect much from me for a while + scripts.dll 2.8 WIP
Posted by jonwil on Mon, 15 May 2006 06:59:00 GMT
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Calling this engine call should bring back the obelisk/AGT/etc but I am not 100% on that.

Subject: Re: Dont expect much from me for a while + scripts.dll 2.8 WIP
Posted by nopol10 on Sat, 20 May 2006 02:24:54 GMT
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The new mods like Reborn could use this call to enable players to buy back their lost buildings!structure.

Subject: Re: Dont expect much from me for a while + scripts.dll 2.8 WIP
Posted by Whitedragon on Sat, 20 May 2006 02:46:41 GMT
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Even with those functions it will still not be possible to truely buy back a building. The server will still think that the building is dead and the game will end if all other buildings besides the bought back one are dead.

Subject: Re: Dont expect much from me for a while + scripts.dll 2.8 WIP
Posted by Viking on Sat, 20 May 2006 04:51:14 GMT
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Still cool though...

You lose youre WF anc can buy it back but its like a fake one!

So the people who destroyed its efforts were not in vein!

Subject: Re: Dont expect much from me for a while + scripts.dll 2.8 WIP
Posted by danpaul88 on Sun, 21 May 2006 14:20:46 GMT
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but if you buy it back it would still be 'dead', so it cannot be destroyed again, therefore the team could get an indestructable AGT and PP, so base defenses are never able to be taken offline

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Subject: Re: Dont expect much from me for a while + scripts.dll 2.8 WIP
Posted by Whitedragon on Tue, 23 May 2006 02:35:11 GMT
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No, it would be alive again and would be able to be damaged and killed normally. It just wouldnt be counted as being alive when it comes to the game ending by base destruction.

Subject: Re: Dont expect much from me for a while + scripts.dll 2.8 WIP
Posted by Cat998 on Tue, 23 May 2006 03:08:24 GMT
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Whitedragon wrote on Tue, 23 May 2006 04:35No, it would be alive again and would be able to be damaged and killed normally. It just wouldnt be counted as being alive when it comes to the game ending by base destruction.

So someone needs to "fix" it