## Subject: Moving towards scripts.dll 2.9
Posted by jonwil on Tue, 27 Jun 2006 12:47:54 GMT

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Now that 2.8 is out, I am moving towards a scripts.dll 2.9.
Not planning anything anywhere near as big as the huge release that was 2.8, just some nice bug fixes and a few features that missed the cutoff for 2.8 or have been requested since then after people get a look at 2.8 and its featureset.

So far, I plan to include the following:
1.A fix for an issue with HideBottomText hud.ini entry
2.A way to display an individual sub-pt page as an engine call
3.A script to enable an engineer to repair a building by targeting the MCT (or rather targeting an invisible target such as a daves arrow that is "embedded" in the MCT)
4.A way to change the crosshair/target through hud.ini keywords including the texture(s). Also, a way to disable the big "target box" (and just get the reticle)
5.A fix to a linux makefile issue (shouldnt affect anyone unless they make changes to certain header files and even then, I dont know if it will or not)
6.A fix to the reported RenLogMon bug (if there is one/if I can reproduce it)
7.More output from RenLogMon to make it easier to see the IP address & port it is trying to send to.
8.A way to send data from the client to the server where the client pulls the data from a config/ini file. This would be used to indicate if the client has certain updates installed (most notably if they have certain maps installed)

If you have any other requests for scripts.dll 2.9, fire away, I am opening the feature list for requests until this weekend.

EDIT:
2 more things to add to 2.9:
engine call to set money for a player ID
engine call to set score for a player ID

## Subject: Re: Moving towards scripts.dll 2.9
Posted by reborn on Tue, 27 Jun 2006 15:58:02 GMT

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A clone of m03_goto_star would be sweet.

## Subject: Re: Moving towards scripts.dll 2.9
Posted by jonwil on Tue, 27 Jun 2006 23:46:00 GMT

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Reborn, what exactly do you want this script to do?

Do you want a script such that the object with it attached will go to the closest player soldier? Should they just go there once or on a timer (i.e. every <time> seconds find the cloeset player soldier and go to them)

M03_Goto_Star has no direct relavence to multiplayer because it makes references to the player in single player where there is only one.

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Subject: Re: Moving towards scripts.dll 2.9
Posted by Kamuix on Wed, 28 Jun 2006 00:34:08 GMT
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I am suggesting a way to have Building Controllers spawnable ingame. Now thats c00l   And I have many uses for it and i feel others would to

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Subject: Re: Moving towards scripts.dll 2.9
Posted by jonwil on Wed, 28 Jun 2006 14:09:18 GMT
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I will see what I can do about the building controler stuff. I may not be able to make it work right, it may need to send stuff over the network

---

Subject: Re: Moving towards scripts.dll 2.9
Posted by PaRaDoX on Wed, 28 Jun 2006 15:02:13 GMT
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yes, spawn able building controllers would be nice you could have a real C&C experience with a MCV and all.

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Subject: Re: Moving towards scripts.dll 2.9
Posted by Cat998 on Wed, 28 Jun 2006 15:19:32 GMT
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An engine call to set the time remaining of a player.

---

Subject: Re: Moving towards scripts.dll 2.9
Posted by jonwil on Wed, 28 Jun 2006 15:28:02 GMT
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What do you mean set the time remaining of a player?
Do you mean "set the time remaining for the game"
Or what?

---

Subject: Re: Moving towards scripts.dll 2.9
Posted by danpaul88 on Wed, 28 Jun 2006 17:36:44 GMT
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I think he means to fix it when the client side time remaining gets stuck on 00:00:00 even when theres time left to play...

---

Subject: Re: Moving towards scripts.dll 2.9
Posted by jonwil on Wed, 28 Jun 2006 23:31:24 GMT
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In that case, its not something I know how to fix

---

Subject: Re: Moving towards scripts.dll 2.9
Posted by Cat998 on Thu, 29 Jun 2006 05:04:46 GMT
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no, when you set the time remaining on the server, it does not
update it on the clients.

---

Subject: Re: Moving towards scripts.dll 2.9
Posted by danpaul88 on Thu, 29 Jun 2006 06:51:05 GMT
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I suspect that falls under the same category...

---

Subject: Re: Moving towards scripts.dll 2.9
Posted by jonwil on Thu, 29 Jun 2006 13:51:36 GMT
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All things to do with time limit (e.g. changing the time remaining, getting the time remaining and time limit, ending the game by timing out and such) are on the list of "things I will put into 2.9 if I can figure out how".
Somehow, I think it will just be a case of sending the data over the network so that all the clients

update properly (in which case clients would need bhs.dll too)

---

## Subject: Re: Moving towards scripts.dll 2.9
Posted by Cat998 on Thu, 29 Jun 2006 14:36:38 GMT
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I don't know if you are able to do all, but it would be nice to have:


Player leave hook (if you can't figure out all possibilities, just read the console output )
Being able to spawn script-zones at runtime
Consoleoutput-hook (same what rlmon does, just without udp)
A Hook for jump complete (I tried the system message 1000000035,
but it does not work 100%)
The current chathook does not show you who receives the private-messages (type 2)
Something to print text on the players screen anywhere (x,y)
An interface to add new console commands (not everyone knows how
to do it with assembler code )
Ability to make death buildings alive again.
Ability to set if an object is targetable (like the setting in LE)
Ability to set if occupants of a vehicle are visible (like  in LE)
Ability to set the falling speed, crouching speed, falling speed of a unit (like  in LE)
Make bhs.dll open source

---

## Subject: Re: Moving towards scripts.dll 2.9
Posted by Mad Ivan on Thu, 29 Jun 2006 22:27:16 GMT
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Cat998 wrote on Thu, 29 June 2006 17:36

Make bhs.dll open source

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## Subject: Re: Moving towards scripts.dll 2.9
Posted by Kamuix on Thu, 29 Jun 2006 22:55:17 GMT
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I would also very much like it to be an open source

---

Subject: Re: Moving towards scripts.dll 2.9
Posted by Sir Kane on Thu, 29 Jun 2006 23:05:25 GMT
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You know, just scripts.dll allows people to make cheats, let alone bullshit.dll.

---

Subject: Re: Moving towards scripts.dll 2.9
Posted by jonwil on Thu, 29 Jun 2006 23:07:58 GMT
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Being able to spawn script zones at runtime I am going to look into.
Console output hook should be easy enough, I will do that

Player leave hook I wont do at this point.
A Hook for jump complete I cant do at this point.
The current chathook does not show you who receives the private-messages (thats by design IIRC)
Something to print text on the players screen anywhere I cant do at this point.
An interface to add new console commands I am not going to do.
Ability to make death buildings alive again I dont know how to bring back all the things that change when a building dies
Ability to set if an object is targetable, Ability to set if occupants of a vehicle are visible and Ability to set the falling speed, crouching speed, falling speed of a unit I cant do at this point.
Make bhs.dll open source I am definatly not going to do(!)

---

Subject: Re: Moving towards scripts.dll 2.9
Posted by Kamuix on Thu, 29 Jun 2006 23:23:24 GMT
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jonwil wrote on Thu, 29 June 2006 19:07
Make bhs.dll open source I am definatly going to do(!)


Thats good

---

Subject: Re: Moving towards scripts.dll 2.9
Posted by Sir Kane on Thu, 29 Jun 2006 23:27:27 GMT
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Lol, you suck.
The jump-complete hook is easy and has been done by me.

Subject: Re: Moving towards scripts.dll 2.9
Posted by YSLMuffins on Fri, 30 Jun 2006 00:09:35 GMT
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Silent Kane, stop trolling this thread every time it's posted. Unless your actual intent is to encourage jonwil every time you say something is easy and possible.

---

Subject: Re: Moving towards scripts.dll 2.9
Posted by IronWarrior on Fri, 30 Jun 2006 00:21:10 GMT
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Could you do a script that, that when the player walks upto a coop bot and press action it plays a sound that you can choose, and have it set that the sound cant be repeated to a set time you input, so stop people spamming the audio played.

At the moment, I can get a sound played, but only the once, the other way doesnt have a timer on it, so the sound plays as much as you press action :/

Also a script that can be put on a cnc_player vech that locks the vech in place, so it cant be moved, but still lets you use the weapon mount.

These two key things will help me alot in my coop map making.

Hope you understand what I said, lol

Thanks

---

Subject: Re: Moving towards scripts.dll 2.9
Posted by GrayWolf on Fri, 30 Jun 2006 02:18:30 GMT
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I have a request.... Could you make it so when someone buys a certian character that a bot takes over for the player?

Like I go and buy a sydny and a bot take over while i go to the bathroom or something.

---

Subject: Re: Moving towards scripts.dll 2.9
Posted by jonwil on Fri, 30 Jun 2006 12:46:19 GMT
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I never said "I cant do the jump complete hook", just that I dont know how at this point and dont plan to do it for 2.9.

The script that locks the vehicle I wont be doing for 2.9.
The other script (for sound) I will do. (It just snuck in under the deadline
Definatly not going to do the bot idea.

---

Subject: Re: Moving towards scripts.dll 2.9
Posted by IronWarrior on Fri, 30 Jun 2006 16:07:24 GMT
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jonwil wrote on Fri, 30 June 2006 07:46I never said "I cant do the jump complete hook", just that I
dont know how at this point and dont plan to do it for 2.9.
The script that locks the vehicle I wont be doing for 2.9.
The other script (for sound) I will do. (It just snuck in under the deadline
Definatly not going to do the bot idea.


OOO nice one, thanks.

---

Subject: Re: Moving towards scripts.dll 2.9
Posted by theplague on Sat, 01 Jul 2006 00:46:16 GMT
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if it's not possible to display text on a players screen at (x,y), then can you at least make a
command which clears the messages sent with Display_Int_Player and that lot. or even a
new-line command would help

---

Subject: Re: Moving towards scripts.dll 2.9
Posted by GrayWolf on Sat, 01 Jul 2006 03:03:12 GMT
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Whats my bot script just to much work?  It's not really a bit deal.  I just thought if anyone could do
it, it would be you.

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Subject: Re: Moving towards scripts.dll 2.9
Posted by Cat998 on Sat, 01 Jul 2006 12:44:59 GMT
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Ability to register more than one hook (for all hooks)

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Subject: Re: Moving towards scripts.dll 2.9
Posted by sycar on Sat, 01 Jul 2006 15:02:41 GMT
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completely agree with you cat, that would be VERY useful!

---

Subject: Re: Moving towards scripts.dll 2.9
Posted by Kamuix on Sat, 01 Jul 2006 20:29:23 GMT
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Maybe it would help to have more FDS commands, or not

---

Subject: Re: Moving towards scripts.dll 2.9
Posted by Cat998 on Tue, 04 Jul 2006 20:29:14 GMT
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Fix Get_Current_Game_Mode(), it always tells you, it's WOL-server
The_Game()->Port doesn't seem to work 100%, in WOL-mode it sometimes says the port is 4848, but it isn't 4848.

---

Subject: Re: Moving towards scripts.dll 2.9
Posted by Blazea58 on Wed, 05 Jul 2006 07:43:30 GMT
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Well i do have one question to weather or not this can be done. I want to have night/day cycles within a map of mine and i think if there is a way to find out how renegade has the Sky/moon/sun render at any distance, as well find out what the texture is made up of, weather its just a plane or a full sphere etc. From this i would figure if we had the same effect and we were to use the sky settings for 24 frames animated on to the shape possibly this could give you day and night cycles. The real question here is if there is such thing as another way via scripts, or other sollutions to having some kind of cycle for hours of the day rather then environment changes.

 I am not really sure if this would even be done at all with a script, or if there is a way around having this work, but i figured i would get it out because this is one thing that lacks in renegade bigtime, especially with the fact we can already change weather but not time of day ingame.

---

Subject: Re: Moving towards scripts.dll 2.9
Posted by Jerad2142 on Thu, 06 Jul 2006 00:07:35 GMT
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I would like to request some new scripts for scripts.dll. If any one reads this and can help me please reply:

Another useful script would be like when ever you fire it sends an custom to an object.

A really useful script would be like the reflect_message but it would be able to delay the message before sending it back.

I think the reflect/delay script would look something like this:

```
void JMG_Reflect_Custom_Delay::Custom(GameObject *obj,int message,int param,GameObject *sender)
{
float delay = Get_Float_Parameter("Delay");
{
Commands->Send_Custom_Event(obj,sender,message,param,delay);
}
}

ScriptRegistrant<JMG_Reflect_Custom_Delay>JMG_Reflect_Custom_Delay_Registrant(
"JMG_Reflect_Custom_Delay","Delay:float");
```

But I don't have the programs to compile and test it so I really don't know.

Renegade also needs a script that says when a custom is received the vehicle will move forward or backward. This would be use

ful for any type of air plane. I think it could be done with the same methods use to make the subterranean apc go under ground

but it would be on a repeating timer. And when ever it landed the timer would stop, this could probably be done by detecting

the height of indivisible wheel positions on a plane or some thing.

Another script that would be helpful would be a script that said after a vehicle started moving and then stopped it would

blow up. Well actually what I am looking for here is if it hit some thing it would blow up, once more for and air plane.

And another good script would be a script that disabled reverse on an vehicle. Keep the player putting the air plane into

reverse, its slowest speed would be when the player was not holding forward.

Another good script would be a script that sent an custom when an vehicle was entered or exited. But the vehicle send it not

the player, beings I have been having problems getting JFW_Send_Driver_Custom_On_Enter when you exit a vehicle.

A script that if you were killed by a specific gun it would spawn an object (Like if you were killed by the chem sprayer you

would spawn a visceroid or something, but please let the person using the script chose what weapon and what the object is that is spawned)!

A script that when an object is damaged by a specific weapon it will send a message to the object that did the damage would also be very useful to me.

Finally if you have ever played "Halo" do you think you could make some scripts that work like master chiefs shield. I have tried but I have been using the damage send custom script but it sends customs to fast and my "JFW_custom_remove_script" script removes the script and then tries to remove the script again but science it has already been removed it crashes the game. I think it would be easier just make one script that does the hole shield thing but what do I know.

I am requesting all of these scripts because I am making an new single/multi player campaign for renegade that has air planes, more realistic grenades and I want visceroids to be able to spawn when some one is hit with a chem sprayer, but more powerful or different visceroids depending what charter was killed.

If you read this and have the ability to program renegade scripts, please attempt to make the ones that can be done. If you can make just a few scripts it will be very helpful to me.

I also can't get any of the MDB scripts to work, could some one send instructions on how to get them to work, my e-mail is

---

Subject: Re: Moving towards scripts.dll 2.9
Posted by Whitedragon on Thu, 06 Jul 2006 01:03:18 GMT
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See readme14.txt and readme15.txt for instructions on how to use my(MDB) scripts.

---

Subject: Re: Moving towards scripts.dll 2.9
Posted by jonwil on Thu, 06 Jul 2006 02:35:40 GMT
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Jerad, those ideas are too late for 2.9 but I will consider them for the next release.

---

Subject: Re: Moving towards scripts.dll 2.9
Posted by Jerad2142 on Thu, 06 Jul 2006 02:37:10 GMT
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Okay I have used tons of scripts from JFW, RA, RA2, Reborn, TDA, ect. But I simply can't get any
of the MDB scripts to work, like for example I was working on the 9th level of my MOD (these
levels are like single player missions but they can also be done like multi player, but they have
mission objectives, movies, bosses everything) MDB_Send_Custom_Enemy_Seen to make it so
when an object sees you it enables spanners and gives you new objectives, I entered the id that I
wanted the message to be sent and every thing (the object does have sight and is on the
opposing team) but when I got into of where it sight range should have been nothing happened. I
also have pop-up turrets surrounding the base which I used your MDB_Base_Defense_Popup but
in had to switch back to the JFW version of the pop-up turrets because I couldn't get it to work. I
couldn't get your MDB_Remote_Controlled_Vehicle scripts to work either. I was wondering if there
was an additional package like Renalert.dll or bh.dll but called MDB.dll or some thing that I
needed to download to get them to work.
Also I'm not new with Modding Renegade I have been working with it for about 2 to 3 years so I
have a very good understanding with it. I can get all of the other scripts except MDB scripts and
the customizable Hud to work. So if you know of any thing that could cause this please reply. Also
if I would have known you would reply so quickly I would have kept a closer eye on this Forum.

Subject: Re: Moving towards scripts.dll 2.9
Posted by Jerad2142 on Thu, 06 Jul 2006 02:43:12 GMT
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Thanks for reading it anyway Jon but I figured that I was to late for the next package, but I had
mentioned these ideas before but they must have been on the wrong sight because I put them on
the sight that you download the scripts form. Now at least you can consider these ideas. By the
way I can't figure out how to use the JFW_Fade_Background_Music_On_Custom I don't know
what the unknown values are used for.

Subject: Re: Moving towards scripts.dll 2.9
Posted by Blazea58 on Thu, 06 Jul 2006 12:38:05 GMT
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Jerad Gray wrote on Wed, 05 July 2006 20:07I would like to request some new scripts for
scripts.dll. If any one reads this and can help me please reply:
.......


 Yea i think all those features would be nice, especially for planes because that is one reason why
i for one don't like adding airplanes into maps , too many limitations right now. If the disabled
reverse alone could be done it would improve aircraft physics quite alot

Quote:Another script that would be helpful would be a script that said after a vehicle started
moving and then stopped it would

blow up. Well actually what I am looking for here is if it hit some thing it would blow up, once more for and air plane

Yea i think this feature could benifit many things like having remote control missles o.O or stuff like rigging cars with bombs "derka derka style"

---

Subject: Re: Moving towards scripts.dll 2.9
Posted by Jerad2142 on Thu, 06 Jul 2006 14:33:01 GMT
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Lets just say you disabled the vehicles normal forward - backward movement ability's. Then you set it up to move one foot forward a second or something like that. Then when you push a particular key it goes from one foot a second to 10 foot every second (just as an example) but the player would be able to set how far forward and how often (editor).

 One other thing I am currently using Reborn_Deployable_Vehicle_Player on one of my infantry to make it so when you pres "O" key something happens, this is working fine. But I had a vehicle that also was using Reborn_Deployable_Vehicle_Player and whenever this infantry gets in it and preses the "Q" key nothing happens (but it worked until I attached Reborn_Deployable_Vehicle_Player to the infantry you are.)

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Subject: Re: Moving towards scripts.dll 2.9
Posted by jonwil on Thu, 06 Jul 2006 15:47:35 GMT
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Reborn_Deployable_Vehicle_Player should only go on vehicles, not on players.

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Subject: Re: Moving towards scripts.dll 2.9
Posted by Jerad2142 on Thu, 06 Jul 2006 16:55:02 GMT
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I am aware of that, but when started my mode I wanted you to be able to call in para drops,have night vision, and things like that, and the only scripts around was the Reborn_Deployable_Vehicle_Player script and I can't get MDB_Send_Custom_On_Key to work on any thing so I have to use Reborn_Deployable_Vehicle_Player script. And as I have all ready said I can not get any MDB scripts to work. I have found a way around the Reborn script problem but to do it I am using JFW_Send_Custom_Distance_Objects_Custom to make vehicles work (player presses button message is reflected back to player then is sent distance which is picked up by the vehicles).

And will I'm thinking about it JFW_Send_Custom_Distance_Objects_Custom is glitchey the easiest way to see it is by putting an object with M00_Cinematic_Attack_Command_DLS (with an

attack time of 9999999 it should also be neutral) and have an object that sends a custom to all objects it will cancel any scripts on the object that is neutral (Its hard to explain if you want a more detailed description just ask and I will explain it)!

The MOD I'm working on is 591 MB so I'm not just going to trash it (all my own files none are Renegade's, it does use Renegade's but none are in the package).