

---

Subject: complete list of scripts.dll 2.9 features

Posted by [jonwil](#) on Thu, 06 Jul 2006 16:09:46 GMT

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

---

Stuff I have already put in 2.9:

Improve nickname exploit fixes to block anyone with space as the last character or with more than one space in their name.

New hud.ini keyword to disable the normal "building" logic of the weapons factory.

More output for the RenLogMon console commands (to let you know that they worked properly)

Console output hook that gets the same strings as RenLogMon (like RenLogMon, this is for dedicated servers only)

Feature/engine calls that lets you change the 2 reticle textures.

Engine calls to do fog color/mode/density changes (per-player and global)

Set\_Camera\_Host goes over the network (and is per-player).

Better definition for Dirty Bits in NetworkObjectClass

```
GameObject *Create_Building(const char *preset,const Vector3 & Position); //Create a building  
controler
```

```
unsigned int Get_Zone_Type(GameObject *obj); //Get the type of a script zone
```

```
OBBBoxClass *Get_Zone_Box(GameObject *obj); //Get the box (size/position) of a
```

```
ScriptZoneGameObj
```

```
void Set_Zone_Box(GameObject *obj,const OBBBoxClass &box); //Set the box (size/position) of a  
ScriptZoneGameObj
```

```
GameObject *Create_Zone(const char *preset,const OBBBoxClass &box); //Create a script zone  
and set its box
```

```
void Set_Money(unsigned int ID,float amount); //Set the money of a player
```

```
void Set_Score(unsigned int ID,float amount); //Set the score of a player
```

JFW\_Reticle script, put this on every soldier to give them all a reticle (or you could do like the per-weapon hud stuff WD did and do a per-weapon reticle script too)

JFW\_Poke\_Play\_2D\_Sound\_Timer. Poke this to play a 2d sound but with a timer to set how often the sound can be triggered

JFW\_Poke\_Play\_3D\_Sound\_Timer. Poke this to play a 3d sound but with a timer to set how often the sound can be triggered

A bug fix for the hidebottomtext hud.ini keyword

A new method to change the player limit Basicly you set a player limit in svrcfg\_cnc.ini and then you use the new console commands, engine calls etc to change the limit anywhere from 0 to <svrcfg\_cnc.ini limit>. The new limit will be correctly reported to GameSpy and Westwood Online as well as being displayed as the actual limit for anywhere the limit is displayed.

As of 2.9, the months for bhs\_renlog match renlog (on both platforms). the client chat log matches both bhs\_renlog and renlog.

hud.ini keywords to change the various colors that are used by the dialog box code.

New code to allow for unsquishable infantry. Basicly, it will take the "if vehicle > some speed, crush infantry" code and changes it to "if vehicle > some speed and infantry armour is not <some special value>, crush infantry"

Fix for the "start button" XWIS issue

Still to do:

Fix any bugs that get reported or that show up.

Check that the keyhooks still work (someone said they dont)

Look into Get\_Current\_Game\_Mode and see if its broken  
Check that RenLogMon is working properly  
Look into the repoted CMSG console command colors issue  
Engine call to display a given PT page  
Better building engineer repair script  
Script to make object on timer go to the closest player object  
A way to send data from client to server that would be set client side in ini file  
A refill hook  
Engine calls and console commands to change game time  
Test all 2.9 features

And the big feature. I am going to produce (and release for all mods to use) a WORKING sidebar style purchase dialog for C&C Renegade. ALL mods (Reborn, the RA2 mod etc) will be able to use my feature.

This feature is so big that I may end up releasing 2.9 with everything else (just so that people can start using it all) and following up shortly thereafter with scripts.dll 3.0 containing the sidebar.

---

Subject: Re: complete list of scripts.dll 2.9 features  
Posted by [IronWarrior](#) on Fri, 07 Jul 2006 03:32:15 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Nice one, looking forward to it already.

---

Subject: Re: complete list of scripts.dll 2.9 features  
Posted by [Cat998](#) on Fri, 07 Jul 2006 15:37:20 GMT  
[View Forum Message](#) <> [Reply to Message](#)

for 3.0, could you have a look at the bug, where you are not able to receive pages after getting kicked from the server, because renegade thinks your are still ingame.

---

Subject: Re: complete list of scripts.dll 2.9 features  
Posted by [theplague](#) on Fri, 07 Jul 2006 23:40:38 GMT  
[View Forum Message](#) <> [Reply to Message](#)

why not just pamsg just before you kick them?

---

Subject: Re: complete list of scripts.dll 2.9 features  
Posted by [Cat998](#) on Sat, 08 Jul 2006 03:39:19 GMT  
[View Forum Message](#) <> [Reply to Message](#)

theplague wrote on Sat, 08 July 2006 01:40why not just pamsg just before you kick them?

What is it good for ? I didn't talk about a server leave message or something.

---

---

Subject: Re: complete list of scripts.dll 2.9 features  
Posted by [Tunaman](#) on Sat, 08 Jul 2006 04:09:45 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

jonwil wrote on Thu, 06 July 2006 12:09  
JFW\_Reticle script, put this on every soldier to give them all a reticle (or you could do like the per-weapon hud stuff WD did and do a per-weapon reticle script too)

What does this mean? That you can have different reticles for different characters or something like that?

---

---

Subject: Re: complete list of scripts.dll 2.9 features  
Posted by [jonwil](#) on Sat, 08 Jul 2006 04:42:41 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Yes you can have different reticles.

---

---

Subject: Re: complete list of scripts.dll 2.9 features  
Posted by [Blazea58](#) on Sat, 08 Jul 2006 06:23:46 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

jonwil wrote on Thu, 06 July 2006 12:09Stuff I have already put in 2.9:  
Feature/engine calls that lets you change the 2 reticle textures.JFW\_Reticle script, put this on every soldier to give them all a reticle (or you could do like the per-weapon hud stuff WD did and do a per-weapon reticle script too)

Seems like a very useful features considering rectiles are also usually low resolution and don't take up extra space if you had one per weapon, or player for that matter.

Quote:Engine calls to do fog color/mode/density changes (per-player and global) What exactly would this feature be key for?

Seems to me this means if any thing is moving it can also render the fog? example: A invisible bot that has the fog around it to make a ghost? o.O

Quote:JFW\_Poke\_Play\_2D\_Sound\_Timer. Poke this to play a 2d sound but with a timer to set how often the sound can be triggered

JFW\_Poke\_Play\_3D\_Sound\_Timer. Poke this to play a 3d sound but with a timer to set how often the sound can be triggered

Can these also be done the same way as say a slot machine winning then the sounds being

---

triggered upon that? Seems interesting, could really spruce up a map with more sounds like being able to poke a stove and see steam/hear sounds from it.

Quote:And the big feature. I am going to produce (and release for all mods to use) a WORKING sidebar style purchase dialog for C&C Renegade. ALL mods (Reborn, the RA2 mod etc) will be able to use my feature.

Hate to ask, what exactly is working sidebar, is this more so like the classic cnc games where you pick your units from a menu on the side of the screen, and still see gameplay in the middle?

Lots of great features, it makes me wonder how much more can possibly be done in this game lol

---

Subject: Re: complete list of scripts.dll 2.9 features  
Posted by [IronWarrior](#) on Sat, 08 Jul 2006 07:09:04 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Blazea58 wrote on Sat, 08 July 2006 01:23

Quote:JFW\_Poke\_Play\_2D\_Sound\_Timer. Poke this to play a 2d sound but with a timer to set how often the sound can be triggered

JFW\_Poke\_Play\_3D\_Sound\_Timer. Poke this to play a 3d sound but with a timer to set how often the sound can be triggered

Can these also be done the same way as say a slot machine winning then the sounds being triggered upon that? Seems interesting, could really spruce up a map with more sounds like being able to poke a stove and see steam/hear sounds from it.

These are the scripts I requested, am gonna use them to attach to coop bots, when the player walks upto a bot and press's action on it, a sound will be played, like it does in single player.

They could be used on a stove or whatever elas you can think off, infact now you asked that, this gives me more idea's to put these on, o.O

---

Subject: Re: complete list of scripts.dll 2.9 features  
Posted by [Viking](#) on Sat, 08 Jul 2006 10:48:48 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Can we see a picture of said sidebar?

PARICHUTES!

Subject: Re: complete list of scripts.dll 2.9 features  
Posted by [jonwil](#) on Sat, 08 Jul 2006 12:57:34 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

The fog engine calls are intended to let you customize the look of the fog more than you can currently do.

Yes, the sidebar is like in the classic CnC games.

I am still working on it but I will have a picture of the sidebar to post very soon.

---

---

Subject: Re: complete list of scripts.dll 2.9 features  
Posted by [AmunRa](#) on Sat, 08 Jul 2006 22:14:55 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

something I've wanted but yet unsure of whether it is possible or not, is if the client doesn't have files that the server does, that the client downloads the files from the given server or is provided an alternate location for them to automatically download. Sort of the way Steam works.

---

---

Subject: Re: complete list of scripts.dll 2.9 features  
Posted by [RTsa](#) on Sat, 08 Jul 2006 22:58:15 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

AmunRa wrote on Sun, 09 July 2006 01:14 something I've wanted but yet unsure of whether it is possible or not, is if the client doesn't have files that the server does, that the client downloads the files from the given server or is provided an alternate location for them to automatically download. Sort of the way Steam works.

That \*could\* be used maliciously, you know...

---

---

Subject: Re: complete list of scripts.dll 2.9 features  
Posted by [neofmat](#) on Sun, 09 Jul 2006 07:32:46 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Why won't you do

1. "mute" command for a particular player
2. Functionality to add console commands (a hook to add console commands ?)
3. Enable kick/ban and other features that gets disabled in Lan mode

I can't do those things without bhs.dll. yoy :(

---

---

Subject: Re: complete list of scripts.dll 2.9 features  
Posted by [jonwil](#) on Sun, 09 Jul 2006 11:10:03 GMT

---

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

---

I am no longer accepting ideas for 2.9, when 3.0 comes around maybe I will consider doing some of those things.

---

---

Subject: Re: complete list of scripts.dll 2.9 features  
Posted by [neofmat](#) on Sun, 09 Jul 2006 15:33:38 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

TYVM .. so r we there yet

---