
Subject: scripts.dll progress report

Posted by [Anonymous](#) on Sun, 23 Feb 2003 01:21:00 GMT

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I have made a number of under-the-hood changes that are mainly only visible to script-writers but which will affect everybody who uses the scripts.dll. (its basicly almost a total rewrite of the internals of the scripts.dll)The plan is as follows:1.get version 1.1 of the dll finished up and tested (a few pieces of code to do yet). If anyone wants to be helpfull and test the dll, please let me know ASAP.I also need anyone with C++ experience to help me "port" all the scripts over to the new dll.After 1.1 is out (planned for ASAP), the next release will feature some new scripts, depends on how much time I have and what scripts there are to write and etc so start thinking & let me know of any ideas, no promises on when anything will be out though.But right now, I need people to test the new dll and to help with the coding (this includes more testing of the script commands)

Subject: scripts.dll progress report

Posted by [Anonymous](#) on Sun, 23 Feb 2003 01:37:00 GMT

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When AI script out?

Subject: scripts.dll progress report

Posted by [Anonymous](#) on Sun, 23 Feb 2003 02:06:00 GMT

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There are AI scripts in the current version (1.0.1)

Subject: scripts.dll progress report

Posted by [Anonymous](#) on Sun, 23 Feb 2003 02:10:00 GMT

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I will help for sure

Subject: scripts.dll progress report

Posted by [Anonymous](#) on Sun, 23 Feb 2003 03:15:00 GMT

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I think i can do some script testing on maps. If you let me know what scripts could do with testing i will have a go.Script Idea: i don't know if Dante mentioned it but a script that you attach to a beacon scriptzone or a generic scriptzone that allows you to set the team that the "pedestal" is for, currently we're relying on building controllers which don't give the desired effect if we place a beacon zone in the field for only one team to use.

Subject: scripts.dll progress report
Posted by [Anonymous](#) on Sun, 23 Feb 2003 10:30:00 GMT
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quote:Originally posted by Jonathan Wilson:I also need anyone with C++ experience to help me "port" all the scripts over to the new dll.If you still need help from people with C++ experience, I can help. Just contact me at kkirst@fuse.net

Subject: scripts.dll progress report
Posted by [Anonymous](#) on Sun, 23 Feb 2003 10:41:00 GMT
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quote:Originally posted by General Havoc:I think i can do some script testing on maps. If you let me know what scripts could do with testing i will have a go.Script Idea: i don't know if Dante mentioned it but a script that you attach to a beacon scriptzone or a generic scriptzone that allows you to set the team that the "pedestal" is for, currently we're relying on building controllers which don't give the desired effect if we place a beacon zone in the field for only one team to use.Im intered in a script that also allows that....i had to use building controllers to allow for my beacon zones to be desinated to there team
