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Subject: Scripts progress update

Posted by [jonwil](#) on Tue, 28 Nov 2017 00:33:01 GMT

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Here are the changes since Scripts 4.5 Update 1 was released:

Make the DrawDistance keyword work per-map

Fix an exploitable bug in the anti-cheat (details not disclosed for obvious reasons)

Fix some issues where alt-tabbing causes things to not work properly (e.g. weapon switch keys)

Add new engine calls `Get_Pathfind_Distance` and `Get_Pathfind_Distance`.

Improvements to the display selection stuff in `wwconfig`

No I dont know when the new build will be out but in light of the hole in the anti-cheat (that I wont be disclosing any more details about for obvious reasons) my plan is to have something out sooner rather than later.

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Subject: Re: Scripts progress update

Posted by [Neijwiert](#) on Tue, 28 Nov 2017 10:18:16 GMT

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More information on the WWconfig stuff:

- Fix for the adapter list showing more information on what monitor it is supposed to be. (Some people have the generic Windows driver and that made the name for multiple monitors exactly the same)
- Bufferoverflow fix
- Resolution slider ticks now update correctly when changing adapters.
- Resolutions in the slider are now properly sorted

Edit:

These changes require you to resave the configuration in WWconfig

More info on the `Get_Pathfind_Distance` stuff:

This gets an estimated value of how far something would be from point A to B when it would be navigated via pathfinding. It is an estimate and not 100% the same as the real thing but it should be pretty close to it.

Because it uses the same pathsolving as the normal AI it spreads the solving over several frames. This makes it a non blocking call and you need a callback function to get the results. Hence the need for `Cancel_Get_Pathfind_Distance`

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Subject: Re: Scripts progress update

Posted by [iRANian](#) on Wed, 29 Nov 2017 18:43:29 GMT

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A half year ago I had to do something funky to get the 3 drop off points for vehicles, so I could

implement chinooking in vehicles after the vehicle production facility is destroyed...without having to configure drop off points for every map

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