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Subject: Vehicles: What's possible with scripts.dll  
Posted by [gibberish](#) on Sun, 22 Feb 2004 19:32:08 GMT  
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In a multiplayer game assume that I do Create\_Object to create a stealth tank and an APC. That way I have handles to the vehicles and the players.

I know I can attach a script to the vehicle so that I can detect when a player gets in or out but what else can I do, for example can I:

- Move a player into a vehicle?
- Force a player out of a vehicle?
- Set the position in the vehicle (Driver, Gunner or Passenger)?
  
- Detect when the driver presses Q to transfer gun control?
- Set if the driver has gun control?
- Cloak/De-cloak a stealth tank with no one in it?
- Cloak/De-cloak a stealth tank with someone in it?

Thanks  
Gib

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Subject: Vehicles: What's possible with scripts.dll  
Posted by [jonwil](#) on Sun, 22 Feb 2004 22:40:17 GMT  
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You cannot do any of that.

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Subject: Vehicles: What's possible with scripts.dll  
Posted by [YSLMuffins](#) on Sun, 22 Feb 2004 22:44:02 GMT  
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This may seem off-topic, but not really...

Is it possible (or already possible) for one script to disable another script for the rest of the game?

For example, all GDI vehicles would have a repair script attached to them (in the preset library). Perhaps when the repair pad dies, it sends out a custom to disable the unique repair script so that it stops working for the rest of the game.

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Subject: Vehicles: What's possible with scripts.dll  
Posted by [jonwil](#) on Sun, 22 Feb 2004 23:20:34 GMT  
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no, that idea cant be done.

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Subject: Vehicles: What's possible with scripts.dll  
Posted by [Spike](#) on Sun, 22 Feb 2004 23:23:04 GMT  
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It sounds like there really isn't very much that renegade can do, doesn't it

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Subject: Vehicles: What's possible with scripts.dll  
Posted by [General Havoc](#) on Mon, 23 Feb 2004 18:47:17 GMT  
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It's actually more powerfull than anyone expected. Without the scripts.dll RenAlert, Reborn and many other mods and maps wouldn't be possible. There are some quite amazing things done with scripts, especially ones written for RenAlert and Reborn, no one would ever have though that they would be possible before.

You can determine what sort of things are possible by opening up the source code for the DLL. If you read through it you can get the idea of how the scripts work and what sort of things can be done.

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Subject: Vehicles: What's possible with scripts.dll  
Posted by [gibberish](#) on Mon, 23 Feb 2004 19:45:39 GMT  
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General HavocIt's actually more powerfull than anyone expected. Without the scripts.dll RenAlert, Reborn and many other mods and maps wouldn't be possible. There are some quite amazing things done with scripts, especially ones written for RenAlert and Reborn, no one would ever have though that they would be possible before.

You have not given credit to the right person here, to the best of my knowledge Westwood never released the source to scripts.dll it was only Jonwil's work that made any of this possible.

Additionally why did Westwood disable so many of the scripts in multiplayer there is a lot of stuff that can be done in single player that would be really useful in MP.

So the current state of play is that script writers have to work around Renegade rather than it providing what we need.

General HavocYou can determine what sort of things are possible by opening up the source code for the DLL. If you read through it you can get the idea of how the scripts work and what sort of things can be done.

I have personally made some fairly substantial mod's to scripts.dll, however I still feel that we

need a tutorial written.  
As there is still a lot of stuff I don't understand.

Gib

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Subject: Vehicles: What's possible with scripts.dll  
Posted by [General Havoc](#) on Mon, 23 Feb 2004 20:13:13 GMT  
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-I confused you there a little, I know JW wrote them, just saying that JW and other writers of the scripts have made it possible to do the things done in the mods, without the scripts they wrote, the mods wouldn't be as good as they are now.

I don't think westwood "disabled" them, rather they hit a limitation in their net code that prevents them communicating with the clients properly.

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Subject: Vehicles: What's possible with scripts.dll  
Posted by [laeubi](#) on Tue, 24 Feb 2004 20:10:33 GMT  
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WS don't "disable" scripts, that are jsut things that are only working Server, but not client side.

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