
Subject: Does anyone actually care about the scripts.dll anymore?

Posted by [jonwil](#) on Mon, 12 Apr 2004 00:27:46 GMT

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If you do, I need more feedback.

More ideas.

Mode suggestions (if they cant be done, I will say so)

etc.

Subject: Does anyone actually care about the scripts.dll anymore?

Posted by [Aircraftkiller](#) on Mon, 12 Apr 2004 01:36:18 GMT

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Of course I do. It's just that with NeoSaber writing on-demand scripts for RA, and you only doing them every so often (and publically saying "hay this is what RA is up to, go ahead and use their secrets!" in essence) sort of makes me just ask him to do stuff instead of you.

But everyone else enjoys your work. If not for you and what you've done, we wouldn't be this far in the game pertaining to scripts.

Subject: Does anyone actually care about the scripts.dll anymore?

Posted by [Oblivion165](#) on Mon, 12 Apr 2004 01:53:47 GMT

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well i needed a script for pod racer mod, but no one would write it

Subject: Does anyone actually care about the scripts.dll anymore?

Posted by [bigwig992](#) on Mon, 12 Apr 2004 02:43:44 GMT

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Without you NONE of the gamemodes for Sole Survivor would be working right now. Vengeance needed a few key scripts too. Dri Reign wouldn't be anywhere without you, thanks a bunch, and keep up the good work!

Subject: Does anyone actually care about the scripts.dll anymore?

Posted by [gibberish](#) on Mon, 12 Apr 2004 02:44:34 GMT

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I care about scripts.dll, but I acutally read the GNU License agreement.

So I am not going to release my code as long as the original files are released under the GNU license.

Doing so would violate someones copyright (I know you waviied copyright), but the GNU license means that I have to get waivers from everyone else who has contributed to scripts as well.

I believe you have accepted code from others so as it stands today you are violating someones copyright each time you release Scripts.dll.
Additionally you can not change the copyright notice unless you get waviiers from everyone who contributed code.

Subject: Does anyone actually care about the scripts.dll anymore?

Posted by [\[REHT\]Spirit](#) on Mon, 12 Apr 2004 03:01:55 GMT

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grabs a REALLY REALLY REALLY BIG trout and slaps JonWil with it in hopes of knocking some sense into him

Of course people care. If you do ever get bored or want to add something though, you can always try to do something like make a script that talks to a bunch of zones, and decides things like where to send some AI medium tanks. That may help low-player servers or mods with few people.

Subject: Does anyone actually care about the scripts.dll anymore?

Posted by [TheKGBspy](#) on Mon, 12 Apr 2004 03:26:46 GMT

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HAHAHA if we care anymore??? LOL

Remove the possibility to create our own scripts that you did.. and almost all of the biggest mods (Ren alert, Reborn, Ra2 Vengeance, Sole survivor and Renegade a new hope) wouldnt be what they are now. Scripts.dll "hack" give us alot of opportunity to do what we tought impossible. Scripts.dll is almost a gift from god . Seriously, Renegade modding community wouldnt be the same if you wasnt here.

oh and if you waited someone to tell you that well i will tell it: YOU R D4 1337!!!!111!!! JO|\| R0XX0R!

Subject: Does anyone actually care about the scripts.dll anymore?

Posted by [jonwil](#) on Mon, 12 Apr 2004 03:39:19 GMT

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umm, no.

I released the code under "GPL plus an exception that lets you link to game.exe etc".

Therefore, anyone using my code (or distributing it, modifying it etc) is also using it under the same "GPL plus exception" licence.

Subject: Does anyone actually care about the scripts.dll anymore?

Posted by [SomeRhino](#) on Mon, 12 Apr 2004 04:28:14 GMT

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Do you have to even ask? I bug you constantly about new scripts and fixing old ones because their potential is limitless. I can honestly say I would have left the Renegade community months and months ago if you hadn't implemented all this stuff. I'm sure many other can say the same. Can you think of any of the mods that are being currently developed working without your scripts? I didn't think so.

As far as suggestions go, I have probably asked for more scripts than anyone else here. I thought you were wanting to push 1.6 out the door quickly, so I held back on asking for some of the ones I could have used. The only one that is currently coming to mind is a death animation override for infantry (so a different animation will be played when the soldier dies). I know I have many more, so I will suggest them as I remember them.

Subject: Does anyone actually care about the scripts.dll anymore?

Posted by [jonwil](#) on Mon, 12 Apr 2004 08:37:17 GMT

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Unfortunately infantry death override is not possible.

But if you have any other ideas, go ahead and suggest them
Oh and can you come on AIM and help me with some test maps and stuff?
I still havent a clue why you cant get visible_person_in_vehcile working.

Subject: Does anyone actually care about the scripts.dll anymore?

Posted by [Titan1x77](#) on Mon, 12 Apr 2004 09:27:43 GMT

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I care

Just dont have any new idea's for scripts at the moment.

Subject: Does anyone actually care about the scripts.dll anymore?

Posted by [drunkill](#) on Mon, 12 Apr 2004 10:58:52 GMT

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what! i need your scripts! and i cant even map/mod! i need other to use them so i can enjoy the maps they make, that are possible by YOUR scripts!

oh and if there are no scripts to make, if ya got time, make that objective mode game, i told you about, if its possible... or at least make it easier to do, because you said there were scripts, make a script that combines those ones.
