Subject: scripts.dll 1.8 is being worked on (I need ideas people)
Posted by jonwil on Wed, 14 Jul 2004 13:02:03 GMT
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Its likely that there wont be that much of the new engine-call stuff in 1.8

So far, confirmed to go into 1.8:
Some new scripts by E!
SCUD_CustomSend_Preset_Buy //This is the same as SCUD_Preset_Buy but you now send a custom on vehicle enter and the preset will be bought on exit. Your Terminal has to set up as a vehicle because this script use the enter message that only is sent by vehicles.
params:
 Unknown   //Unknown Parameter 0 works.
 SendID   //ID where the message gets sent to
 SendMessage //Message that gets sent
 SendParam //Parameter that gets sent with the Message
 Preset_Name //Name of the Preset to buy.
 Cost   //Cost for the Preset on Purchase.
 location   //Location where the Preset gets created on Purchase.
 Player_Type //Which Side the Terminal works for.
 Rotation   //Where the Bought object faces on creation.

SCUD_CustomSend_PresetBuy_FollowWaypath //This is the same as SCUD_CustomSend_PresetBuy but now it´s possible to let the bought vehicle follow a waypath after creation.
params:
 Unknown   //Unknown Parameter 0 works.
 SendID   //ID where the message gets sent to
 SendMessage //Message that gets sent
 SendParam //Parameter that gets sent with the Message
 Preset_Name //Name of the Preset to buy.
 Cost   //Cost for the Preset on Purchase.
 location   //Location where the Preset gets created on Purchase.
 Player_Type //Which Side the Terminal works for.
 Rotation   //Where the Bought object faces on creation.
 Waypath_enabled //enable Waypath following after creation (1 to enable somethin else to disable)
 WaypathID //ID of the Waypath the Vehicle shall follow
 Speed   //Speed of the Vehicle while following the Waypath

SCUD_CustomSend_PresetBuy_GeneralPresets_FollowWaypath //This is the same as SCUD_CustomSend_PresetBuy but now it´s possible to let the bought vehicle follow a waypath after creation.
params:
 Unknown   //Unknown Parameter 0 works.
 SendID   //ID where the message gets sent to

SendMessage //Message that gets sent
SendParam //Parameter that gets sent with the Message
Preset_Name //Name of the Preset to buy.
Cost   //Cost for the Preset on Purchase.
location   //Location where the Preset gets created on Purchase.
Player_Type //Which Side the Terminal works for.
Rotation   //Where the Bought object faces on creation.
General1_Preset_ID //Preset ID of the First General
General2_Preset_ID //Preset ID of the Second General
General3_Preset_ID //Preset ID of the Third General
General1_Preset_Name //Preset that gets bought by the First General
General2_Preset_Name //Preset that gets bought by the Second General
General3_Preset_Name //Preset that gets bought by the Third General
General1_Preset_Cost //Money that the First Generals Preset Cost
General2_Preset_Cost //Money that the Second Generals Preset Cost
General3_Preset_Cost //Money that the Third Generals Preset Cost
Waypath_enabled //enable Waypath following after creation (1 to enable somethin else to disable)
WaypathID //ID of the Waypath the Vehicle shall follow
Speed   //Speed of the Vehicle while following the Waypath

SCUD_DeathZoneOnCustom //This Script is thought to work with all SCUD_CustomSend...
Scripts to clear the location where a bought vehicle spawns
params:
 Message   //The Message to clear the Zone
 Explosion   //The Explosion that is used to clear the Zone

SCUD_Harvester_Control //This Script is made to work together with the SCUD_CHHarvester,
SCUD_USHarvester, SCUD_CHHarvester_Terminal and US_Harvester_Terminal Scripts
params:
 USA_Harvester_Limit //The Limit for USA´s Harvesters (you have to enter 1 more harvester
than you want if you allow 5 harvesters it will be 4 ingame)
 China_Harvester_Limit //The Limit for USA´s Harvesters (you have to enter 1 more harvester
than you want if you allow 5 harvesters it will be 4 ingame)
 US_Harvester_Terminal_ID //ID of the object where the SCUD_USHarvester_Terminal is
attached to
 CH_Harvester_Terminal_ID //ID of the object where the SCUD_CHHarvester_Terminal is
attached to
 USA_Harvester_Cost //Cost of the USA Harvester (for getting Money back on Limit reached)
 China_Harvester_Cost //Cost of the China Harvester (for getting Money back on Limit reached)

SCUD_CHHarvester //attach this to the China Harvester
SCUD_USHarvester
params:
 Harvester_Control_ID //ID of the Object where the SCUD_Harvester_Control Script is attached to
 Explosion_Preset_Name //The Explosion to destroy the Harvester on Limit reached

SCUD_CHHarvester_Terminal //This is the same as
SCUD_CustomSend_PresetBuy_FollowWaypath but it works together with the
SCUD_Harvester_Control Script.
SCUD_USHarvester_Terminal
params:
 Unknown   //Unknown Parameter 0 works.
 SendID   //ID where the message gets sent to
 SendMessage //Message that gets sent
 SendParam //Parameter that gets sent with the Message
 Preset_Name //Name of the Preset to buy.
 Cost   //Cost for the Preset on Purchase.
 location   //Location where the Preset gets created on Purchase.
 Player_Type //Which Side the Terminal works for.
 Rotation   //Where the Bought object faces on creation.
 Waypath_enabled //enable Waypath following after creation (1 to enable somethin else to
disable)
 WaypathID //ID of the Waypath the Vehicle shall follow
 Speed   //Speed of the Vehicle while following the Waypath
 Harvester_Control_ID //The ID of the Object where the SCUD_Harvester_Control Script is
attached to

SCUD_SuperWeapon //This Script destroys itself after a time that starts with the first shot (the
shot have to hit the object)
params:
 FireTimeSinceFirstShot //Enter the Time in seconds

SCUD_Set_Player_Type_OnCustom //This was just a Testscript. It sets the Player_type of the
Object it is attached to.
params:
 Message   //The Message to change the Player_Type
 Player_Type //Change to which Player_Type? 0=china 1=usa 2=Player_Type of the sender

Whatever new scripts are in RenAlert 0.993 (NeoSaber said that he has fixed a few bugs in some
of my scripts plus written several RA scripts, bascily I will be taking all the code NeoSaber
releases (as per GPL he is required to elease it) and adding it to 1.8.

Any sutable-to-include scripts written by others (such as scripts for RA2Ven done by
boris)

JFW_Spawn_Timer.
takes a custom to start the spawning (sendable either after all the sams go away somehow or at
startup, depending on what you want)
Would only start charging again when beacon is collected.
Would require another script on the beacon powerup to tell the controler when its been "collected"
(I think one of the existing "custom" related scripts should be able to do it.

Will also send a specified custom to a specified object when the beacon is spawned. You can do stuff with that such as opening the silo doors etc.

As for the person who wanted the C&R_Damaged_Transporter script, you can do that with a combination of JFW_Damaged_Send_Custom_Amount and JFW_Teleport_Custom

Most of the engine-calls stuff isnt likely to make it into 1.8 (the flying infantry stuff for example will definatly not be in 1.. Some engine calls may well be in 1.8, I havent fully decided yet.

I am also (especially in the light of the work done by SK on bhs.dll) considering adding more clones of standard westwood scripts to scripts.dll 1.8 (M00_BuildingStateSoundControler and M00_BuildingStateSoundSpeaker in particular are likely candidates)

What I need now is any script ideas you may have.
Also, I need any code you may have and want to contribute.