Subject: stuff I have planned for the future of the scripts.dll
Posted by jonwil on Thu, 23 Sep 2004 23:02:26 GMT
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This doesnt mean I have started work on 2.0 yet (I am waiting to get Core Patch 1 happening first, among other things), its just a "what I plan to do for the future" list.

scripts:
script to change the model used for a vehicle depending on if the player is GDI/NOD
script to change the model used for a vehicle depending on the preset of a player
script to change the weaponl used for a vehicle depending on the preset of a player
All 3 of these will do it for the first person to enter the vehicle. The last 2 would be usefull to create a RA2-style IFV.
A new fancy CTF script that someone wanted
A script to disable beacon purchase for a specified team on custom.
A script to disable a certain preset from being purchased for a specified team on custom.
remove a script from all objects of a particular preset on custom
attach a script to all object of a particular preset on custom
remove a script from all objects of a particular type on custom
attach a script to all objects of a particular type on custom
These last 4 will take a team parameter
remove a script from a single object on custom
attach a script to a single object on custom
look at a particular location on zone entry
look at a particular angle on zone entry (pass it an angle, a distance and a z value)
All print string code will hopefully be able to do colors and newline)
print a string for all players on custom
print a string for a single player on zone entry
print a string for a single player on poke
print a string for a team player on zone entry
print a string for a team player on poke
print a string for a team on custom
a new version of my Deathmatch scripts that are easier to use
a script to change the owner of a vehicle on startup
a script for a mobile stealth generator/mobile gap generator (including optional graphical effect centered at the location of the deployed vehicle) and appropriate zone
a script for a stealth generator/gap generator (including optional graphical effect centered at the location of the building) and appropriate zone
play 3d sound for team on custom
play 3d sound for team on zone entry
play 3d sound for team on poke
play 3d sound for player on zone entry
play 3d sound for player on poke
play 2d sound for team on custom
play 2d sound for team on zone entry
play 2d sound for team on poke
play 2d sound for player on zone entry
play 2d sound for player on poke

play 2d sound on zone entry
a script or scripts for a Caryall (like in TS and in the Dune games)
a script or scripts for a TS Hunter-Seeker
a script or scripts for a vehicle thief (like in TS)
a script for doing tiberium vein damage (like in TS)
one or more scripts (as needed) for a Missile Silo building and associated logic.
a script for underwater logic (e.g. for submarines and stuff)

engine calls:
a way to get the current weapon of an object
a means to disable beacon buy via an engine call
a means to disable certain preset buy via an engine call
a way to remove a certain script from an object (with calls to iterate the GameObjObservers
attatched to an object)
re-written logic for my various "search the GameObjLists" functions such that they use a callback
system (making it easier to write your own code that does e.g. "search all the objects, if object =
medium tank, do this to it"
stuff to iterate and work with the contents of vehicles
a way to find a player given their name and get the GameObject and player ID
attach script to all instances of a particular preset
remove script from all instances of a particular preset
attach script to all instances of a particular class ID (e.g. soldiers)
remove script from all instances of a particular class ID (e.g. soldiers)
these last 4 will have a team parameter
code to send the Enable_Vehicle_Transitions script command over the network
code to send the Set_Player_Type script command over the network
code for per-player and per-team Create_Sound
code for per-player and per-team Create_2D_Sound
code for per-player and per-team Create_2D_WAV_Sound
code for per-player and per-team Create_3D_WAV_Sound_At_Bone
code for per-player and per-team Create_3D_Sound_At_Bone
code to send the Force_Camera_Look script command over the network (per-player)
code to send the Shake_Camera script command over the network (per-player)
code to send the Enable_HUD script command over the network (per-player)
per-player, per-team and all over-the-network code for Set_Display_Color, Display_Text,
Display_Int, Display_Float
code to get the sex of a soldier (male/female)
code to get the name of the skelleton for an object
code to make the arms on the front of the normal renegade refinery-controled harvester animate
when it harvests (i.e. not if you are using some custom script for it, although those already have
ways to animate the arms). It will rely on having the same harvester names as renegade.
code to spawn a script zone at runtime and set its size

console commands:
vehicle limit change
mine limit change
player limit change
make the commands that take player IDs also take a player name

per-player 3d sound
3d sound for all players
per-team 3d sound
per-team 2d sound
disable beacon for a team
disable a specific preset for a team
commands to send text to a player, a team and all players. (with colors and newline)
a command to force a change of map (i.e. to change what map is next)

All of the console commands and some of what is under "engine calls" will be going into bhs.dll.
There is already a way to trigger any console command via a script, that same method will be
usable for the new commands.

Post here if you have comments, also post here if you have any ideas.
And remember, this list is in no way final so just because you see something here doesnt mean it
will be done. (some of what I list here may not be possible or may be too difficult)