
Subject: scripts.dll 2.0 progress report

Posted by [jonwil](#) on Sun, 10 Oct 2004 23:26:20 GMT

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I am still working on lots of scripts (too many to list here plus the following:

engine calls:

void Force_Occupant_Exit(GameObject *obj,int seat)

void Force_Occupants_Exit(GameObject *obj)

void Create_Sound_Team(const char *soundname,const Vector3 & position, GameObject *obj, int team)

void Create_2D_Sound_Team(const char *soundname, int team)

void Create_2D_WAV_Sound_Team(const char *soundname, int team)

void Create_3D_WAV_Sound_At_Bone_Team(const char *soundname,GameObject *obj,const char *bonename, int team)

void Create_3D_Sound_At_Bone_Team(const char *soundname,GameObject *obj,const char *bonename, int team)

void Set_Display_Color_Team(unsigned char red,unsigned char green, unsigned char blue, int team)

void Display_Text_Team(int strnum, int team)

void Display_Int_Team(float num,const char *msg, int team)

void Display_Float_Team(float num,const char *msg,int team)

bhs.dll bits:

void Disable_Beacon(int team, char *texture, int cost, int stringid, char *preset)

void Disable_Vehicle(int team, int position, char *texture, int cost, int stringid, char *preset)

void Disable_Soldier(int team, int position, char *texture, int cost, int stringid, char *preset)

void Disable_Free(int team, int position, char *texture, int cost, int stringid, char *preset)

these 4 (and the corresponding scripts and console commands) may be dropped if I run out of time/cant make them work/whatever

fixes to make the harvester arms animate

fixes to make Set_Model work for infantry (may be dropped if I cant make it work)

fixes to make Grant_Powerup(weapon) work 100% for vehicles (these fixes will also apply to Grant_Powerup in engine.cpp)

console commands:

SND2DT <team> <wav file>

SND3DP <player> <wav file> (will use ROOTTRANSFORM bone)

SND3DT <team> <player> <wav file> (will use ROOTTRANSFORM bone)

SND3D <player> <wav file> (will use ROOTTRANSFORM bone)

BEACON <team> (will set cost to 0, preset to "none" and string to "disabled" and leave texture untouched)

VEHICLE <preset position> <team> (will set cost to 0, preset to "none" and string to "disabled" and leave texture untouched)

SOLDIER <preset position> <team> (will set cost to 0, preset to "none" and string to "disabled" and leave texture untouched)

FREE <preset position> <team> (will set cost to 0, preset to "none" and string to "disabled" and leave texture untouched)

TEXT <string>
TEXTT <team> <string>
TEXTP <player> <string>
MINELIMIT <new limit>
PLAYERLIMIT <new limit>
VEHICLELIMIT <new limit>
WOL <IRC command> (if I can figure out how to do this)

I am also still waiting for the final stuff from TheKGBSpy and DAN.
