Subject: new stuff in scripts.dll 2.1 for users and/or server owners
Posted by EA-DamageEverything on Fri, 04 Mar 2005 11:00:15 GMT
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jonwilto output PNG screenshots instead of TGA (using the well-tested LIBPNG library), this means you dont need a seperate program to convert your screenshots anymore. I work with Irfan, MSpaint is crappy.
Play a music track for all players Already works with sounds and the soundtrack from the always.dat.
Stop all music playing for all players Would be new.
Play a music track for a specific player Already works.
Stop all music playing for a specific player Would be new Alkalinesome map like river canyon had music that would play in single player LAN mode but not online multiplayer. Play MutationRedux or Carnage_Club_Extreme for example, or sunken2, these maps have got a MP3 inside which you will hear if you turn the music in the Renegade settings on.online too... jonwilthe eject command is something mac wanted for proper vehicle management (like what Dragonade has) Why don´t you put more from the Dragonade Mod in the next DLLs/SS-CP? I mean the !bind/!lock commands are very useful against GTA-n00bs. Vloktboky has given the source code out in public on renEvo...some guys are fixing some bugs....and add the Veteran-System, would be a good push forward to make Renegade interesting for many more ppl

And BTW, I have texture issues with QuickDraw.mix since I upgraded from 1.93 to 2.01 DLLs.....