Subject: Re: scripts.dll 2.4
Posted by jonwil on Mon, 30 Jan 2006 05:44:46 GMT
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Join/Leave hook I can do (I know how to do join already, leave just requires finding all the places where leave/disconnect happens)

Client command for sending console commands and other stuff to the server I refuse to do since its a huge security hole. (if you really want the client to be able to run a command on the server, do what SSAOW does, implement a chat hook. You can then use the player ID passed to the chathook to check the players name, IP address or whatever else to verify that they are allowed to use that command.

Gameplay pending control I cant do since I dont know anything about that code.
UDP flooding check I dont know anything about so I cant do it.
Gameover hook I can do once I find the right code to do it.
More ways to change settings on the server you would otherwise need to change in LE/objects.ddb I can look at if people can tell me settings I should consider making changeable.
Client bandwidth-change reporting/logging I can look into.

Scripts that kill spawners on the event of an objects death. Something like JFW_Death_Destroy_Object should do this.
A way to make more than one repair building for a base. This is easy enough, you could probobly use TDA_ConYard or so right now (since that takes a list of buildings to repair IIRC) or I could do up one that uses a radius value to find the buildings to repair.

As for bots, not much is known about the whole area of waypaths and ActionParamsStruct and related areas. The scripts I have now for bots (e.g. JFW_Guard_Duty & others) are probobly as good as they are going to get.

Keep the ideas comming folks