Subject: scripts.dll 2.4 is underway
Posted by jonwil on Tue, 28 Feb 2006 14:08:54 GMT
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I havent done very much so far, the main thing so far is that I made it possible to build scripts.dll
without bhs.dll (this is specifically so that the RenAlert team, who dont use bhs.dll, can use the
more
recent scripts and engine calls and isnt intended for general use since it relies on the fact that
certain
features like working multiplayer Poke are provided by renalert.dll). Also, I have started work on
making it possible for bhs.dll to access various file related classes (needed for the HUD code I
have
in mind, among other things)

I have a bunch of stuff in mind for 2.4 but how much I do and what I do depends on how much
time
I have available. Something I plan to do as soon as I have some time is to play around inside
RenRem and see if I can make RenRem work with the Linux FDS (Acording to Greg Underwood
who
wrote the LFDS, the only thing preventing RenRem from working was a memory corruption issue
of
some kind, at least thats what I think he said
I plan to continue towards full HUD replacements (like what RenAlert showed off a while back only

better
Also, I want to implement code to let you change the PT buttons at runtime (i.e. for each
purchasable item, you would be able to change what preset it purchases, how much it costs, what

icon it displays and what text string it uses)
I would like to work on custom dialogs, I know most of what I need, the hard part is finding out
enough about the in-memory layout of the classes involved such that I can create instances of
them.
I will also be adding any scripts and engine stuff that comes from WhiteDragon (e.g. for Reborn)
and SaberHawk P4/NeoSaber (on the RenAlert team)
Hooks to detect player join and player leave are on the to-do list (I have a couple ideas to try).
This is going to be necessary for things like vehicle limit change and PT change and such things
that aer game global but require sending data to the client, otherwise if a client joins mid-game,
they wont get the right data sent to them. With these hooks, WD (or whoever) can add player
join/leave logging to SSAOW/gamelog.
Reporting client bandwidth changes (I believe peope are using it to cheat) I want to look into.
Also, a hook for gameover (which would detect settings like who won and how) is something I
want to look at.
I also plan for a construction yard that repairs buildings in a certain radius instead of all buildings
(if more than one construction yard was close enough to the building, it would be repaired twice
Also, I plan a script such that when you enter a script zone, it sends a message (using the PPAGE
console command) to the player that entered the zone.
I plan a script that will make an infantry unit self-destruct (keyhook triggered). Demo trucks should
already be possible.

Scripts that are copies of KAK_Harvester_xxx but which will use "teleporting" to move back to the refinery (specifically, you set the scripts up as normal except that there is only one field2dock waypath and it goes from a place right next to the dock. There would also be a location specified. When the harvester has finished, it "teleports" to the location before taking the field2dock waypath back to the dock.) This script would be used to make a working chronominer.

Obviously some of this stuff (PT changing, vehicle limit changing, HUD code etc) requires bhs.dll on
the client side.
Also, some of it is "permanent" (i.e. once you change the vehicle limit or the PT or the HUD, it stays that
way until you change it to something else.) So its really only suitable for mods (since every map in

the mod can set the vehicle limit to something suitable on startup and can reset the PT settings for

any icons you change at runtime etc)

Just so you guys know, here are a few things I will NOT be adding to the scripts.dll/bhs.dll (at least at this point in time)
Abillity to send console commands to the server from a client
Anything to do with changing or messing with Gameplay Pending (I want to look into a "is server currently in gameplay pending" engine call though
Any console commands for killing players
Any console commands for moving or warping or teleporting players
Anything for file transfer (things like map download are best handled with RenGuard and with 1.04, it will be easier to implement such things)
I will not be adding any more door scripts (except possibly a poke-to-open that is team specific if such a thing doesnt already exist)

Also, note that this list is by no means final (nor do I know when 2.4 will be out so dont ask)

Anyone with requests can post them here (if you dont post them here, I wont implement them for 2.4. Asking me on ICQ/AIM/MSN/Yahoo is no good because then I forget what they are

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