Subject: Re: scripts.dll 2.4 is underway
Posted by jonwil on Wed, 01 Mar 2006 04:51:34 GMT
View Forum Message <> Reply to Message

ok, some ideas that may or may not make 2.4:
A set of scripts that is like JFW_Base_Defence_* but you send it a custom which causes it to switch from primary weapon to secondary weapon or vice versa.
A script that takes a list of presets and if anything enters the zone that is of that preset type, it is moved backwards a certain amount (i.e. prevented from entering the zone)
Same as above but blocked if it isnt in the list.
Find any remaining sounds or text messages that arent being displayed or heard on the client and make them be displayed or heard.
Make vehicle damage report sounds go over the network.
Make "Health Is Full","Armour Is Full", "Ammunition is full" messages go over the network.
Get the planter of a C4/Beacon object.
Get/Set the owner of a vehicle (same as when you first buy it).
Get the current game mode (GSA, WOL, LAN etc).
Hook for when a level is loading.
Get the time for a player (same as the Player_Info console command).
Support for the side buttons on my Microsoft USB Optical Intellimouse
Get the damage/death points for an object.
Create a script zone at runtime and to set its size.
Change the size of a script zone at runtime.
Remove <gun> from <player>.
Get/Set/Add to the ammo for <player> <gun>.
Get the mode of a C4 object (remote, timed, proximity).

These are things I am considering for 2.4