Subject: Re: scripts.dll 2.4 is underway
Posted by jonwil on Sun, 05 Mar 2006 01:11:30 GMT
View Forum Message <> Reply to Message

ok, in addition to the new team-color changing I already posted about, I have added console commands to get (and set) the value on the server corresponding to the bandwidth for a player (the value set by the sbbo command). This should help with cheaters using sbbo as an exploit.
Player join hook is in progress, player leave hook has been bumped for now because I cant find anywhere suitable to hook that will trigger in all the different possible cases of "player has left the server".
Also, those missing animations arent event referenced in the game code so I cant do anything about those.

Current "I want to do this for 2.4" list:
Scripts:
Script for construction yard with a repair radius
Script to send a PPAGE to the player that entered the zone
Script to send a MSG when someone enters the zone
Script to send a TMSG as though it came from the player that entered the zone
Script to implement a keyhook that will create an explosion and then kill the player (e.g. for a terrorist unit)
Script for a harvester that teleports back to the refinery (chronominer)
Base defence scripts that can be switched between primary weapon and secondary weapon by sending a custom.
Script to block certain presets from entering a zone
Script to allow certain presets to enter a zone
Script to block certain presets from entering a vehicle

Engine calls:
Get the current game mode
Get damage/death points for an object
Get time for a player

Hooks
Hook for load level
Hook for gameover/end level
Hook for player join

Misc
Soldier random sounds over network (need to check to see if they happen in 1-player LAN)
Make vehicle damage report sounds go over the network (need to check to see if they happen in 1-player LAN)