Subject: scripts.dll 2.8 WIP update
Posted by jonwil on Mon, 22 May 2006 10:41:02 GMT
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Here are the changes since 2.7.2:
Functionality to let you use the "extras" PT pages (i.e. the ones you access with "alt") as regular
PT pages (disables the "extras" command, disables the laddered server check and sets the extra
PT pages to always on)
A bunch of bug-fixes to engine.cpp (thanks WD for those)
void Power_Base(int team,bool powered); //Power a base up or down, correctly handles the
doubled build time and costs
void Can_Generate_Soldiers(int team,bool cangenerate); //Sets if soliders are purchasable
void Can_Generate_Vehicles(int team,bool cangenerate); //Sets if vehicles are purchaseable
void Destroy_Base(int team); //Destroys a base completly
void Beacon_Destroyed_Base(int team, bool destroyed); //Sets if a base was destroyed by a
beacon in the beacon zone
void Enable_Base_Radar(int team, bool enable); //Enables radar for a base, same thing as the
communications center does
All of those last engine calls work over network without bhs.dll on client.

Changes planned for 2.8:
Some UDP exploit fixes (I dont know details, I think v00d00 said he had some)
A fix for a GameSpy issue
Anything from WD, SaberHawk or anyone else that gets in in time
Anything the RenAlert guys need for their next release (whatever that might be)
Better documentation for the PT change stuff
A new script that will send a custom when poked then send a second custom when poked again
and then send the first one when poked again etc.
Scrolling radar map feature
Possibly a hook to detect beacon purchase
Possibly making Set_Camera_Host work
Possibly better wireframe mode code that doesnt render the UI in wireframe