Subject: Re: scripts.dll 2.8 WIP update
Posted by jonwil on Wed, 24 May 2006 00:11:00 GMT
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Current changes in 2.8:
Feature to let you use the "extras" pt pages as normal pt pages
Scrolling radar map (users will need to play with the numbers to find numbers such that you appear to be on the map where you really are in the game world). This includes a script to change all this at runtime (i.e. each map has a script on it that sets the setting). Also, any players who join after map-load will get the correct map settings sent to them.
Bug-fixes to engine.cpp
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
bool Is_Harvester(GameObject *obj); //Is this object one of the 2 team AI harvesters?
void Disable_Enlisted(unsigned int team, unsigned int position); //Disable an enlisted soldier
void Disable_Preset(unsigned int team, unsigned int type, unsigned int position); //Disable a preset
GameObject *Get_GameObj_By_Player_Name(const char *name); //get the gameobject of a player given their name
unsigned long Get_Definition_Class_ID(const char *name); //get the class ID of a definition (matches the #defines above)
unsigned int Get_Vehicle_Definition_Mode(const char *preset); //get the mode of a vehicle given its preset name
new script JFW_Change_Radar_Map which goes on a daves arrow or something and sets the radar map for this map.
JFW_Poke_Send_Custom_Toggle which does the same thing as JFW_Poke_Send_Custom_2 except that it toggles between sending one
custom then sending another then sending the first etc.
Kamuix_PAMSG_Zone which sends a pamsg command to the player that entered the zone
Kamuix_Send_FDS_MSG_Zone which basicly does a console input when the zone is entered
Kamuix_Team_Change_Zone which changes the team of whatever entered the zone
Kamuix_Announce_Preset_Buy which sends announcements when the preset is bought

Still to add:
Better wireframe mode code (that only makes the game world wireframe and not the UI). Objects that appear in model-viewer controls (e.g. the encyclopedia in SP) will also remain solid and not go wireframe.
Any scripting for reborn that is ready to go in
Any stuff RenAlert has to add
Any stuff RenAlert wants for their new version
UDP fixes

GSA fixes