
Subject: complete list of scripts.dll 2.9 features

Posted by [jonwil](#) on Thu, 06 Jul 2006 16:09:46 GMT

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Stuff I have already put in 2.9:

Improve nickname exploit fixes to block anyone with space as the last character or with more than one space in their name.

New hud.ini keyword to disable the normal "building" logic of the weapons factory.

More output for the RenLogMon console commands (to let you know that they worked properly)

Console output hook that gets the same strings as RenLogMon (like RenLogMon, this is for dedicated servers only)

Feature/engine calls that lets you change the 2 reticle textures.

Engine calls to do fog color/mode/density changes (per-player and global)

Set_Camera_Host goes over the network (and is per-player).

Better definition for Dirty Bits in NetworkObjectClass

```
GameObject *Create_Building(const char *preset,const Vector3 & Position); //Create a building  
controler
```

```
unsigned int Get_Zone_Type(GameObject *obj); //Get the type of a script zone
```

```
OBBBoxClass *Get_Zone_Box(GameObject *obj); //Get the box (size/position) of a
```

```
ScriptZoneGameObj
```

```
void Set_Zone_Box(GameObject *obj,const OBBBoxClass &box); //Set the box (size/position) of a  
ScriptZoneGameObj
```

```
GameObject *Create_Zone(const char *preset,const OBBBoxClass &box); //Create a script zone  
and set its box
```

```
void Set_Money(unsigned int ID,float amount); //Set the money of a player
```

```
void Set_Score(unsigned int ID,float amount); //Set the score of a player
```

JFW_Reticle script, put this on every soldier to give them all a reticle (or you could do like the per-weapon hud stuff WD did and do a per-weapon reticle script too)

JFW_Poke_Play_2D_Sound_Timer. Poke this to play a 2d sound but with a timer to set how often the sound can be triggered

JFW_Poke_Play_3D_Sound_Timer. Poke this to play a 3d sound but with a timer to set how often the sound can be triggered

A bug fix for the hidebottomtext hud.ini keyword

A new method to change the player limit Basicly you set a player limit in svrcfg_cnc.ini and then you use the new console commands, engine calls etc to change the limit anywhere from 0 to <svrcfg_cnc.ini limit>. The new limit will be correctly reported to GameSpy and Westwood Online as well as being displayed as the actual limit for anywhere the limit is displayed.

As of 2.9, the months for bhs_renlog match renlog (on both platforms). the client chat log matches both bhs_renlog and renlog.

hud.ini keywords to change the various colors that are used by the dialog box code.

New code to allow for unsquishable infantry. Basicly, it will take the "if vehicle > some speed, crush infantry" code and changes it to "if vehicle > some speed and infantry armour is not <some special value>, crush infantry"

Fix for the "start button" XWIS issue

Still to do:

Fix any bugs that get reported or that show up.

Check that the keyhooks still work (someone said they dont)

Look into Get_Current_Game_Mode and see if its broken
Check that RenLogMon is working properly
Look into the repoted CMSG console command colors issue
Engine call to display a given PT page
Better building engineer repair script
Script to make object on timer go to the closest player object
A way to send data from client to server that would be set client side in ini file
A refill hook
Engine calls and console commands to change game time
Test all 2.9 features

And the big feature. I am going to produce (and release for all mods to use) a WORKING sidebar style purchase dialog for C&C Renegade. ALL mods (Reborn, the RA2 mod etc) will be able to use my feature.

This feature is so big that I may end up releasing 2.9 with everything else (just so that people can start using it all) and following up shortly thereafter with scripts.dll 3.0 containing the sidebar.
