Subject: Re: complete list of scripts.dll 2.9 features
Posted by Blazea58 on Sat, 08 Jul 2006 06:23:46 GMT
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jonwil wrote on Thu, 06 July 2006 12:09Stuff I have already put in 2.9:
Feature/engine calls that lets you change the 2 reticle textures.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)

Seems like a very useful features considering rectiles are also usually low resolution and don't take up extra space if you had one per weapon, or player for that matter.

Quote:Engine calls to do fog color/mode/density changes (per-player and global) What exactly would this feature be key for?
Seems to me this means if any thing is moving it can also render the fog? example: A invisible bot that has the fog around it to make a ghost? o.O

Quote: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
Can these also be done the same way as say a slot machine winning then the sounds being triggered upon that? Seems intresting, could really spruce up a map with more sounds like being able to poke a stove and see steam/hear sounds from it.

Quote: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.
Hate to ask, what exactly is working sidebar, is this more so like the classic cnc games where you pick your units from a menu on the side of the screen, and still see gameplay in the middle?

Lots of great features, it makes me wonder how much more can possibly be done in this game lol