Subject: Re: A notice to anyone planning to write code for scripts 4.0
Posted by Jerad2142 on Wed, 31 Aug 2011 20:28:44 GMT
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Double post... haven't seen one of those in a long time.

File Attachments

1) Untitled.png, downloaded 670 times

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⊞ void JMG_RP2_Phone_Create_AI_Swarm_One::Create_AI(GameObject *AI,GameObject *sender,Vector3 Location) {

⊞ GameObject *JMG_RP2_Phone_Create_AI_Swarm_One::Soldier_Twiddler(Vector3 Pos) { ... }

⊞ Vector3 JMG_RP2_Phone_Create_AI_Swarm_One::Spawn_Pos_Twiddler() { ... }
⊞ void JMG_RP2_Tutorial_Door_Teleport::Entered(GameObject *obj,GameObject *enter) { ... }

⊞ void JMG_RP2_Tutorial_Message_Zone::Created(GameObject *obj) { ... }

⊞ void JMG_RP2_Tutorial_Message_Zone::Entered(GameObject *obj,GameObject *enter) { ... }

⊞ void JMG_RP2_Tutorial_Message_Zone::Exit(GameObject *obj,GameObject *exiter) { ... }

⊞ void JMG_RP2_Tutorial_Message_Zone::Custom(GameObject *obj,int message,int param,GameObject *sender) {

⊞ void JMG_RP2_Zone_Debug_Script::Created(GameObject *obj) { ... }

⊞ void JMG_RP2_Load_Player_Characters::Created(GameObject *obj) { ... }

⊞ void JMG_RP2_Load_Player_Characters::Player_Character_Node(const char *PlayerName,const char *PresetName

⊞ void JMG_RP2_Phone_House_Security_System_Config_Number::Created(GameObject *obj) { ... }

⊞ void JMG_RP2_Phone_House_Security_System_Config_Number::Custom(GameObject *obj,int message,int param,Gam

⊞ void JMG_RP2_Phone_House_Security_System_Config_Number::AutoCancelCall(GameObject *obj,GameObject *playe

⊞ void JMG_RP2_Phone_House_Security_System_Config_Number::ChargeForCall(GameObject *obj) { ... }

⊞ char *JMG_RP2_Phone_House_Security_System_Config_Number::ReturnEnabled(bool value) { ... }

⊞ float JMG_RP2_Phone_House_Security_System_Config_Number::SecurityPrice(float Price) { ... }

⊞ void JMG_RP2_Phone_House_Security_System_Config_Number::TogglePlanSettings(GameObject *obj,GameObject *s

⊞ void JMG_RP2_Phone_House_Security_System_Config_Number::EnableObjectSpawn(int SecurityObjectType) { ...

⊞ void JMG_RP2_Phone_House_Security_System_Config_Number::DisableObjectSpawn(int SecurityObjectType) { ..
```