Subject: scripts.dll 1.5 progress (all cript developer read this)
Posted by jonwil on Mon, 01 Mar 2004 14:28:16 GMT
View Forum Message <> Reply to Message

All the scripts are coded, just need to:
1.test and fix if needed all the new scripts in 1.5 except the few that are already tested (hence the requests for testers
2.test and fix if needed, the change to JFW_Preset_Buy to make it only buy if the person has enough $$$.
3.investigate what is wrong with JFW_Building_Gun and JFW_Building_Gun_Weapon that makes them not work in RenAlert for the Tesla Coil.
4.get answers to the last questions about how the Chronosphere and Iron Curtain scripts should work (from ACK/dante)
then 5.release

Also, here is what I have figured out scripts-internals wise for 1.5:
Firstly, I removed the use of the DWORD type from everywhere it was used and replaced it with using int or unsigned int as appropriate.
Also, I changed the GameObject typedef from int to unsigned int (which also helps catch people doing the wrong thing with a GameObject, I found & fixed one such bug in Reborn scripts)
Plus, I added dummy definitions for the ScriptSaver and ScriptLoader classes (like GameObject, since they are never acted on directly, only via passing them backwards and forwards, they can be dummy definitions and get away with it).
Also, added a (fully verified through testing) definition for the CombatSound structure which is passed into the Sound_Heard script callback.
Changed the data type of the one data member of the GameObjObservable class to int (after finally finding out what its type was through research in the LFDS and its symbol table)
Changed the Sound_Heard script callback to accept a CombatSound, like it should be.
Changed the name of what used to be called OwnerAddr to call it Attatched (better reflects what it is for)
Changed the Save, Load, Save_Data and Load_Data functions to accept a ScriptSaver/ScriptLoader as appropriate.
Made 2 changes to the ActionParamsStruct class to remove the use of DWORD and switch to unsigned int instead
Figured out one parameter for the Set_Animation script command
Worked out how to use the Create_Logical_Sound script command and how the parameters to that script match with the contents of the CombatSound structure. Dont know if it works in MP or not though (i.e. the sound playing bit, the Sound_Heard bit definatly does)
Changed the various script commands that needed changing so that they take a ScriptSaver/ScriptLoader as appropriate
Figured out some parameters for the weather-related scripts
Tested Set_Model and verified that it works in MP
Tested Set_Animation and verified that it works in MP (since its what the cinematics use, it has to work in MP since the cinematic command works in MP)
Tested the Enable_Spawner script command

Most of that probobly doesnt much to anyone that doesnt know scripts.dll coding
And even then, a fair bit of it probobly doesnt mean much.

But the gist of it is that it makes the custom scripts.dll just that much closer to the real westwood dll. (plus other stuff)

BTW, work continues on methods of using custom scripts with the LFDS.