Subject: scripts.dll 2.4 is out
Posted by jonwil on Mon, 06 Mar 2006 07:22:30 GMT
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get it from http://www.sourceforge.net/projects/rentools/

Complete changelog for 2.4:
new console commands:
GETBW will print the current bandwidth for a player (same thing as what the sbbo command sets)
SETBW will set the current bandwidth for a player (same thing as what the sbbo command sets)
Neither command will send anything to the client.
new hook for player join
new hook for level load
new hook for gameover
new code to change the team colors
bug fix to switch team engine call
new engine calls:
void Ranged_Percentage_Damage_To_Vehicles(float Percentage,const char *Warhead,Vector3
Location,float DamageRadius,GameObject *Damager); //damage vehicles based on a percentage
factor
int Get_Bandwidth(int PlayerID); //Get players current bandwidth (same as set by sbbo)
bool Is_Dedicated(); //returns false if game.exe, true if WFDS/LFDS
void Soldier_Transition_Vehicle(GameObject *obj); //makes the soldier exit the vehicle they are in
(or if right next to a vehicle, get in)
bool Is_Linux(); //returns true if linux, false if win32
unsigned int Get_Current_Game_Mode(); //Get the current game mode, 0 = function error, 1 =
single player, 2 = skirmish, 3 = WOL, 4 = GameSpy, 5 = LAN. May not always differentiate
correctly between WOL, Gamespy and LAN.

new scripts:
JFW_Vehicle_Thief_2 (stick this on a vehicle to make that vehicle stealable)
JFW_Vehicle_Block_Preset (script to block a preset from entering a vehicle)
JFW_PPAGE_Zone (sends a PPAGE to the player that entered the zone)
JFW_MSG_Zone (sends a MSG when a player enters the zone)
JFW_TMSG_Zone (sends a TMSG as though it came from the player that entered the zone)

bug-fixes to scripts in RenAlert.cpp
New renalert script RA_Base_Defense_Simple
Several RenAlert scripts formerly in the closed scripts.dll:
RA_ABomb_Beacon
RA_Missile_Silo
RA_Missile_Manager
RA_Silo_Animation
RA_ABomb_Terminal
RA_CanyonRiver_Weather
RA_Metro_Weather
RA_Underwater_OnCustom
RA_Underwater_Zone

RA_Submarine
RA_Vehicle

Yes, there will be a 2.5. No, I dont know when it will be out or what will be in it. No I dont know if there will be a new SSAOW version based on 2.4 (but, knowing WhiteDragon, there probobly will be)

Subject: Re: scripts.dll 2.4 is out
Posted by PackHunter on Mon, 06 Mar 2006 07:29:52 GMT
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Quote:GETBW will print the current bandwidth for a player (same thing as what the sbbo command sets)
SETBW will set the current bandwidth for a player (same thing as what the sbbo command sets)

I was waiting for those. Tnx.