Subject: scripts.dll 2.4 is out
Posted by jonwil on Mon, 06 Mar 2006 07:26:17 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 Goztow on Mon, 06 Mar 2006 07:34:18 GMT
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A n00b question probably, but... Does this mean we'll be able to do !getBW in Brenbot or do we need to wait until the new Brenbot will be released and incorporate it...

Subject: Re: scripts.dll 2.4 is out
Posted by Fifaheld on Mon, 06 Mar 2006 08:00:14 GMT
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when comes please a new server side version out of scripts.dll und bhs.dll?

Subject: Re: scripts.dll 2.4 is out
Posted by Oblivion165 on Mon, 06 Mar 2006 08:06:02 GMT
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And Jon, great work man.

Subject: Re: scripts.dll 2.4 is out
Posted by Spice on Mon, 06 Mar 2006 08:14:37 GMT
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Nice work. There is a problem with the Vehicle_block_preset script I found, when you go to enter the vehicle, it allows you inside, lets you drive around, then kicks you out about 5 seconds later. I'm not sure if this is a script limitation or what?

Subject: Re: scripts.dll 2.4 is out
Posted by reborn on Mon, 06 Mar 2006 09:13:04 GMT
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very nice

Subject: Re: scripts.dll 2.4 is out
Posted by jonwil on Mon, 06 Mar 2006 15:13:31 GMT
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ok, looks like the number for the timer is wrong.
I need to find a number that allows enough delay so that the character is definatly in the vehicle but doesnt let them do anything...

Subject: Re: scripts.dll 2.4 is out
Posted by Oblivion165 on Mon, 06 Mar 2006 20:39:18 GMT
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By now we should really have a script that makes a Engineer repair a scriptzone.

I know your Engineer_Target and Repair, work off of a "scream" that only the Engineer_Repair holder can hear, but it requires the logical sound, and all that mess.

Is it possible to have an engineer just stand there and repair a script zone?

Subject: Re: scripts.dll 2.4 is out
Posted by Whitedragon on Mon, 06 Mar 2006 21:40:06 GMT
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The next version of SSAOW will include a bw exploiter detector.
For now, you can use the new bhs.dll from the scripts 2.4 download with SSAOW to gain access to the new console commands.