
Subject: scripts.dll 2.8 WIP update

Posted by [jonwil](#) on Mon, 22 May 2006 10:41:02 GMT

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Here are the changes since 2.7.2:

Functionality to let you use the "extras" PT pages (i.e. the ones you access with "alt") as regular PT pages (disables the "extras" command, disables the ladder server check and sets the extra PT pages to always on)

A bunch of bug-fixes to engine.cpp (thanks WD for those)

`void Power_Base(int team,bool powered);` //Power a base up or down, correctly handles the doubled build time and costs

`void Can_Generate_Soldiers(int team,bool cangenerate);` //Sets if soliders are purchasable

`void Can_Generate_Vehicles(int team,bool cangenerate);` //Sets if vehicles are purchaseable

`void Destroy_Base(int team);` //Destroys a base completly

`void Beacon_Destroyed_Base(int team, bool destroyed);` //Sets if a base was destroyed by a beacon in the beacon zone

`void Enable_Base_Radar(int team, bool enable);` //Enables radar for a base, same thing as the communications center does

All of those last engine calls work over network without bhs.dll on client.

Changes planned for 2.8:

Some UDP exploit fixes (I dont know details, I think v00d00 said he had some)

A fix for a GameSpy issue

Anything from WD, SaberHawk or anyone else that gets in in time

Anything the RenAlert guys need for their next release (whatever that might be)

Better documentation for the PT change stuff

A new script that will send a custom when poked then send a second custom when poked again and then send the first one when poked again etc.

Scrolling radar map feature

Possibly a hook to detect beacon purchase

Possibly making `Set_Camera_Host` work

Possibly better wireframe mode code that doesnt render the UI in wireframe

Subject: Re: scripts.dll 2.8 WIP update

Posted by [jonwil](#) on Wed, 24 May 2006 00:11:00 GMT

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Current changes in 2.8:

Feature to let you use the "extras" pt pages as normal pt pages

Scrolling radar map (users will need to play with the numbers to find numbers such that you appear to be on the map where you really are in the game world). This includes a script to change all this at runtime (i.e. each map has a script on it that sets the setting). Also, any players who join after map-load will get the correct map settings sent to them.

Bug-fixes to engine.cpp

`void Power_Base(int team,bool powered);` //Power a base up or down, correctly handles the

doubled build time and costs

void Can_Generate_Soldiers(int team,bool cangenerate); //Sets if soliders are purchasable

void Can_Generate_Vehicles(int team,bool cangenerate); //Sets if vehicles are purchaseable

void Destroy_Base(int team); //Destroys a base completly

void Beacon_Destroyed_Base(int team, bool destroyed); //Sets if a base was destroyed by a beacon in the beacon zone

void Enable_Base_Radar(int team, bool enable); //Enables radar for a base, same thing as the communications center does

bool Is_Harvester(GameObject *obj); //Is this object one of the 2 team AI harvesters?

void Disable_Enlisted(unsigned int team, unsigned int position); //Disable an enlisted soldier

void Disable_Preset(unsigned int team, unsigned int type, unsigned int position); //Disable a preset

GameObject *Get_GameObj_By_Player_Name(const char *name); //get the gameobject of a player given their name

unsigned long Get_Definition_Class_ID(const char *name); //get the class ID of a definition (matches the #defines above)

unsigned int Get_Vehicle_Definition_Mode(const char *preset); //get the mode of a vehicle given its preset name

new script JFW_Change_Radar_Map which goes on a daves arrow or something and sets the radar map for this map.

JFW_Poke_Send_Custom_Toggle which does the same thing as JFW_Poke_Send_Custom_2 except that it toggles between sending one

custom then sending another then sending the first etc.

Kamuix_PAMSG_Zone which sends a pamsmsg command to the player that entered the zone

Kamuix_Send_FDS_MSG_Zone which basicly does a console input when the zone is entered

Kamuix_Team_Change_Zone which changes the team of whatever entered the zone

Kamuix_Announce_Preset_Buy which sends announcements when the preset is bought

Still to add:

Better wireframe mode code (that only makes the game world wirefarme and not the UI). Objects that appear in model-viewer controls (e.g. the encyclopedia in SP) will also remain solid and not go wireframe.

Any scripting for reborn that is ready to go in

Any stuff RenAlert has to add

Any stuff RenAlert wants for their new version

UDP fixes

GSA fixes

Subject: Re: scripts.dll 2.8 WIP update

Posted by [Sir Kane](#) on Wed, 24 May 2006 18:33:33 GMT

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Stop stealing ideas (wireframe mode).

Also stop thinking that RenAlert will use any of your crap.

Subject: Re: scripts.dll 2.8 WIP update
Posted by [Titan1x77](#) on Wed, 24 May 2006 22:24:34 GMT
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wireframe mode is pretty useless for actual gameplay anyways...would probably only lead to cheats.

If you want to test a map in wireframe mode just save and export your level while you have your map in LE in wireframe mode.

This happen to me once on accident.

Subject: Re: scripts.dll 2.8 WIP update
Posted by [jonwil](#) on Wed, 24 May 2006 23:25:19 GMT
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Wireframe mode was actually an idea suggested to me by SaberHawk P4 (who also pointed me at the DirectX call to switch into wireframe mode)

Subject: Re: scripts.dll 2.8 WIP update
Posted by [saberhawk](#) on Thu, 25 May 2006 04:06:36 GMT
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Its just saberhawk. As for gameplay, I have this crazy idea.

Subject: Re: scripts.dll 2.8 WIP update
Posted by [Titan1x77](#) on Thu, 25 May 2006 21:59:36 GMT
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add_health_on_custom and the set_health scripts arent working properly...

they actually do add or subtract health and the max health seems to work too but a few issues.

it doesnt seem to work the same way the jfw_building_damage scripts work.

Those report damage, the add_set scripts don't.

Those will actually kill the building, the add_set scripts don't(they just set health to 0 and make it not targetable)

also with the add_set scripts when the building health disappears you can still buy characters or vehicles.

Subject: Re: scripts.dll 2.8 WIP update
Posted by [theplague](#) on Thu, 25 May 2006 23:08:08 GMT
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Isn't wireframe kinda like wall hack?

kinda OT: does object hook, hook building creation? cos mine aint -_-'
