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Subject: scripts.dll 1.8 is being worked on (I need ideas people)

Posted by [jonwil](#) on Fri, 16 Jul 2004 15:43:31 GMT

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vehicle limit changes would require a console command in order to be usefull so they wont be in.

If anything SK would be the one to do them and put them in bhs.dll.

low gravity or higher jumping is not something scripting can do.

also, new script.

When this script recieves a certain custom, it starts a periodic timer. Said timer would, when it expires, remove a set health and/or shield strength from an object.

Another custom can be sent to say "next time the timer goes off, dont restart it".

As for VehicleFactoryGameObj::Request\_Vehicle, what it basicly means is that (in theory, I still have to various things before I am sure it works), you can have any vechicle be created via a script.

Essentially the script author passes in the vehicle preset to create plus the object that is to be the owner of the vechicle (or you can make it have no owner if you want to) as well as the ID of a valid AirstripGameObj or WarFactoryGameObj (which is the ID of the building controler) since both of those are decendants of VehicleFactoryGameObj and you need to pass in the ID of a VechicleFactoryGameObj (which is then converted into a VechicleFactoryGameObj pointer) in order for VehicleFactoryGameObj::Request\_Vehicle to work.

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