
Subject: scripts.dll 1.8 progress report

Posted by [jonwil](#) on Thu, 22 Jul 2004 01:19:04 GMT

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ok, mroe completed stuff

Is_Soldier (is this a soldier)

Is_Vehicle (is this a vechicle)

Is_Cinematic (is this a cinematic object)

Is_ScriptZone (is this a script zone)

Is_TrackedVehicle (is this a tracked vehicle)

Is_VTOLVehicle (is this a VTOL vehicle)

Is_WheeledVehicle (is this a wheeled vehicle)

Is_Motorcycle (is this a motorcycle)

Set_Max_Health (sets the max health of an object and also sets the health to the new max)

Set_Max_Shield_Strength (sets the max shield strength of an object and also sets the shield strength to the new max)

Plus clones of the following WS scripts

M00_ArmorMedal_TextMessage_JDG

M00_C130_Explosion

M00_HealthMedal_TextMessage_JDG

M00_Ion_Cannon_Sound

M00_NukeStrike_Anim

M00_Send_Object_ID

M00_PlayAnimation_DestroyObject_DAY

More westwood script clones are in progress, including possibly:

M00_BuildingStateSoundSpeaker

M00_BuildingStateSoundControler

M00_Play_Sound_Object_Bone_DAY

M00_Soldier_Powerup_Disable

M00_Soldier_Powerup_Grant

Test_Cinematic (although cloning this will take forever so it probobly wont happen)

Test_Cinematic_Primary_Killed

M00_Cinematic_Attack_Command_DLS

Plus, some more scripts that I will write:

JFW_Create_Destroy_Object_On_Custom_Death (like

JFW_Create_Destroy_Object_On_Custom but destroys the created object when the object with

JFW_Create_Destroy_Object_On_Custom_Death on it dies)

JFW_Chinook_Drop (dont know about this one, it would be for a chinook ropedrop effect for multiplayer although I dont know if it will work or not and if so, how)
