
Subject: scripts.dll and bhs.dll 1.9 is almost ready
Posted by [jonwil](#) on Sun, 15 Aug 2004 12:27:33 GMT
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Just got the last scripts to test (all 40 of them... although not all of those need to be tested before I can release

For now, here is the readme file for BHS.DLL to wet your appetite.
BHS.DLL is a new dll created by Blackhand Studios to go alongside the custom scripts.dll and provide
gameplay fixes, new console commands and other enhancements. Basicly, all the stuff we are
doing that
requires code to run client-side, sending data over the network or patches to the code.

BHS.DLL adds the following new console commands:
ID displays the name and ID of all players matching a specified string (e.g. ID jon matches jonwil and jonathan and abcjon but not abcjoe). Passing no string means "print all players".
PAMSG sends an admin message to a particular player
PPAGE sends a page to a particular player
SNDP plays a .wav sound (which can be from the always.dat of whichever mod is involved or one stored directly in the renegade data folder) for a specific player
SNDA is like SNDP but plays the sound for everyone
TEAM changes the team of a given player to the specified team. If they are already that team, nothing will happen
TEAM2 changes the team of a given player to the specified team. If they are already that team, nothing will happen. Unlike TEAM, it doesnt reset their score or cash.
DONATE takes a specified amount of cash from one player and gives it to another player
EXIT exits renegade
VERSION sends a message to the client of the specified player. The client then responds with a message indicating if bhs.dll is installed (and its version), this is then displayed on the console

EXIT runs client-side only.
ID runs both client-side and server-side.
everything else is server-side only.
All commands will work even if BHS.DLL is not installed on the client except the SNDP and SNDA commands.

Also, BHS.DLL fixes the following script commands to work in multiplayer:

Set_Animation
Set_Animation_Frame
Enable_Stealth
Create_Explosion
Create_Explosion_At_Bone
Set_Fog_Enable
Set_Fog_Range
Set_War_Blitz
Fade_Background_Music
Set_Background_Music

Stop_Background_Music
Create_Sound
Create_2D_Sound
Create_2D_WAV_Sound
Create_3D_WAV_Sound_At_Bone
Create_3D_Sound_At_Bone
Play_Building_Announcement

BHS.DLL also adds versions of the following script commands (named with _Player at the end and called directly without the Commands-> in front) which take a GameObject and activate for the player represented by that object. Should that object not represent a player, nothing happens,.

Fade_Background_Music
Set_Background_Music
Stop_Background_Music
Enable_Radar
Display_GDI_Player_Terminal
Display_NOD_Player_Terminal
Set_Screen_Fade_Color
Set_Screen_Fade_Opacity

All of the commands except Create_Explosion and Create_Explosion_At_Bone require the client to have BHS.DLL (and scripts.dll) installed.

In some cases, not having it will render the map useless (e.g. they miss out on being able to access PTs because of the Display_Player_Terminal commands or they dont get their radar disabled by Enable_Radar and gain an advantage) but in others (e.g. if Create_Sound is used to play sounds), it doesnt matter.

As mentioned below, use JFW_BHS_DLL if you want BHS.DLL to be required for the map.

Also, BHS.DLL contains working Poke in multiplayer. This means that a script can respond to the Poked event and machines

other than the host can walk up to the object and use the action key on it. Like the script command fixes, this only works if the client has BHS.DLL installed.

Note that if you build a map that uses features such as Poke or Stealth or other "client is required" items

(i.e. if the client doesnt have bhs.dll installed, the map is unusable or not having it gives an advantage like with Enable_Stealth),

put the script JFW_BHS_DLL on an object in the map somewhere (something like a special Daves Arrow is good since its created on map startup).

This script prints a message to the console which regulators such as BrenBot can use to kick players without BHS.DLL installed.

BHS.DLL also features working radio command icons in multiplayer for all clients who have BHS.DLL installed.

The linux version of BHS.DLL also contains a fix to make the IP address display properly in the

PLAYER_INFO console command.

And it contains a new logfile which has the same name as the regular renlog file but with bhs_ at the front.

This file will contain all f2/f3 console messages and also all "xxx changed teams" messages. (this fixes the LFDS bugs where those messages may not be logged properly).
