
Subject: scripts.dll 2.0, what will be in it

Posted by [jonwil](#) on Sun, 26 Sep 2004 09:13:16 GMT

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ok, found the player limit.

And the map rotation.

And a way to get the htree name for an object

Plus, I now know why my Set_Skin, Get_Skin and Get_Shield_Type functions were failing so I should be able to fix them...

And I know how to get the weapon for an object.

For the tiberium vein script, it will just be a "do damage to all vehicles with a mass value greater than <some parameter> script.

For the caryall, this is how it is currently planned to work:

It flies over the vehicle to be caried.

Then the gunner of the caryall "shoots" the vehicle (via a special downward pointing gun that fires invisible bullets and has a really short range)

Then, this triggers a script on the vehicle which then attaches the vehicle to the caryall. Then, the caryall can fly off to wherever.

To release, the "gun" is fired again which triggers detach.

The contents of the vehicle being carried will stay inside it while its being carried and are prevented from exiting in order to prevent them from falling to their deaths.
