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Subject: scripts.dll 2.1

Posted by [jonwil](#) on Fri, 14 Jan 2005 10:52:50 GMT

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Here is the current to-do list for scripts.dll 2.1.

If anyone has anything else to add to it, please let me know ASAP so I can start to lock down the new features list.

new scripts:

the JFW\_Slot\_Machine script someone requested before.

JFW\_Attach\_Script\_Preset\_Once\_Custom

JFW\_Attach\_Script\_Type\_Once\_Custom

JFW\_Attach\_Script\_Once\_Custom

These do the same as the regular versions but wont attach if its already attached

JFW\_Domination\_Zone\_End\_Game which is designed to end the game when all the zones are held by a particular player.

JFW\_Attach\_Script\_Preset\_Created\_Custom which will attach the script to all objects of <preset> when the script starts up. And it will also attach it to any new objects of <preset> when those objects are created. Also, it will only attach the script to any given object once.

JFW\_Attach\_Script\_Type\_Created\_Custom which is like the previous one but for a specific type.

Any scripts other people write and submit to me

Any scripts required for Reborn

Engine Calls:

```
bool Is_Script_Attached(GameObject *obj,const char *script)
```

```
void Attach_Script_Once(GameObject *obj,const char *script,const char *params)
```

```
void Attach_Script_Preset_Once(const char *script, const char *params, const char *preset, int team)
```

```
void Attach_Script_Type_Once(const char *script, const char *params, int type, int team)
```

```
int Get_Radar_Mode()
```

These do just what they say.

bhs.dll patches:

the linux IP address fix fix

a hook for Post\_Load\_Level (so a script can hook into level start and do stuff)

a hook for "player has joined"

a hook for "player has left"

a hook for "object has been created"

the keyboard hook code I have mentioned before

<some stuff I dont want to reveal right now>

console commands:

Mine Linit Change fix

Mine Limit Display

Player Limit Display

Player Limit Change

Current Mine Count Display

Map Name Display  
Map Rotation Display  
Map Rotation Changing  
Change Time Remaining  
Time Remaining Display  
get radar mode  
the snd3dt command that I wasnt able to get working for 2.0  
music  
no music  
music private  
no music private  
get scripts.dll version (well actually it will get the version of bhs.dll that is on the server)  
taunt  
vehicle lock  
vehicle unlock

plus, also, the renegade bug fixing stuff (such of it as needs to go into bhs.dll/scripts.dll) being planned for Core Patch 2

If anyone wants anything else made, let me know ASAP. This includes other mod teams that want stuff for their mod.

Also remember that (as usual) this list is tentative and not everything on it will necessarily be made.

EDIT:

mac has informed me that we have a virtually complete definition of the GameData class (which is the main class used to hold data like the map rotation, player count, server name, SFPS and a bunch of other things) and that we have code to read from and write to this.

That means that we dont need a specific char \*Get\_Current\_Map() command anymore so that is gone.

There will now be commands and stuff to work with the game data.

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