
Subject: new stuff in scripts.dll 2.1 for users and/or server owners

Posted by [jonwil](#) on Sun, 30 Jan 2005 06:16:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

1. Renegade has been changed so that it wont look for *.dep files anymore (it looks for something else).

This cuts loading time right down.

2. Renegade has been changed to output PNG screenshots instead of TGA (using the well-tested LIBPNG library), this means you dont need a seperate program to convert your screenshots anymore.

Although its impossible to tell from just the image,

<http://www.n00bstories.com/image.view.php?id=1352131339> is a screenshot I took via the new code

Also, there are new console commands that server owners (and those writing server tools) can use:

Display current map name

Display current mod package name

Display the map at a given index in the map list

Display the index within the list of the current map

Change the map at a given index in the map list

Display the current radar mode

Play a music track for all players (obviously if they dont have bhs.dll and the music file, it wont work)

Stop all music playing for all players (again if they dont have bhs.dll it wont work)

Play a music track for a specific player (obviously if they dont have bhs.dll and the music file, it wont work)

Stop all music playing for a specific player (again if they dont have bhs.dll it wont work)

Display the current version of bhs.dll installed on the server

Display the current mine limit

Display the count of mines for a given team

Eject a given player from whatever vehicle they are in

Play a 3d sound for a given team (this was going to be in 2.0 but didnt get in in time, it works now)

Display an emoticon for a given player (like the radio command icons except no sound or text display and you can specify the w3d file to display)

I am also working on implementing these console commands (they may make 2.1 or they may be in a later version)

Display the current player limit

Change the current player limit

Display the time remaining

Change the time remaining/time limit
