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Subject: complete list of scripts.dll 2.1 features

Posted by [jonwil](#) on Mon, 04 Apr 2005 08:20:24 GMT

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new scripts:

JFW\_Attach\_Script\_Preset\_Once\_Custom  
JFW\_Attach\_Script\_Type\_Once\_Custom  
JFW\_Attach\_Script\_Once\_Custom  
JFW\_Attach\_Script\_Preset\_Created  
JFW\_Attach\_Script\_Type\_Created  
JFW\_Attach\_Script\_Player\_Created  
JFW\_Attach\_Script\_Vehicle\_Created  
JFW\_Attach\_Script\_Building\_Created  
JFW\_Remove\_Script\_Preset\_Created  
JFW\_Remove\_Script\_Type\_Created  
JFW\_Remove\_Script\_Player\_Created  
JFW\_Give\_Powerup\_Create  
JFW\_Invulnerable\_On\_Create  
JFW\_Destroy\_Self\_Timer  
JFW\_Attach\_Script\_Preset\_Startup  
JFW\_Attach\_Script\_Type\_Startup  
JFW\_Attach\_Script\_Building\_Startup  
JFW\_Clear\_Weapons\_Create  
JFW\_Clear\_Money\_Create  
JFW\_Change\_Model\_Health  
JFW\_Change\_Model\_Health2  
JFW\_Hunter\_Seeker  
JFW\_Domination\_Controller\_End\_Game  
JFW\_Change\_Character\_Powerup  
JFW\_Preset\_Buy\_Poke\_Timer  
JFW\_Preset\_Buy\_Poke\_Custom  
JFW\_Slot\_Machine  
JFW\_Jetpack  
JFW\_Jetpack\_Model  
JFW\_Dpbl\_Vhcls\_Keyboard  
JFW\_Stealthable\_Object  
JFW\_Carryable\_Vehicle  
JFW\_Carry\_Control  
JFW\_CarryAll  
JFW\_Scope  
JFW\_Switch\_Door  
JFW\_Switch\_Lock\_Door  
JFW\_Toggle\_Door  
JFW\_Sensor\_Array  
JFW\_Send\_Custom\_Distance\_Objects\_Timer  
JFW\_Send\_Custom\_Distance\_Objects\_Custom  
JFW\_Send\_Custom\_All\_Objects\_Timer  
JFW\_Send\_Custom\_All\_Objects\_Custom

JFW\_Control\_Enable\_Custom  
JFW\_Control\_Enable\_Gun  
JFW\_Underground\_Logic  
SH\_ConsoleCommand  
SH\_PCT\_Powerup  
SH\_PCT\_On\_Custom

The last 3 are done by a nice guy named SaberHawk.

And also someone called E! helped me with some stuff (like the caryall)

There is also a change to make the AGT weapon, OBL weapon and OBL guns semi-invincible (if they are damaged, they will repair back to full but if they are destroyed, they wont be replaced, this is because there is no way for the weapon to notify the building controler that it has just died)

Several new engine calls (not important to mention here)

new console commands  
map name display  
mod package name display  
map number display  
map list display  
get radar mode  
music  
no music  
music private  
no music private  
get server bhs.dll version  
mine limit display  
current mine display  
eject  
map list changing  
snd3dt  
emoticon display  
currently playing song  
screenshot format selection (select between tga and png, png is the default, this setting is saved in the registry)  
end game win for particular side (i.e. its like if they killed the buildings of the other team)

bhs.dll changes

Code to not read \*.dep files (i.e. fast map loading)

new keyboard hook code

keys.cfg editor to edit keys.cfg used by new keyboard hook code

new PNG screenshot code

new code for custom scopes/binocluars

code to spit out bhs\_renlog on WFDS/game.exe as well as LFDS (necessary to make the chat hook work)

code to let you hook the chat output (f2/f3 chat) so you can do stuff with it (like implement lxxx commands to do stuff)

code to spit out a client chat log on the client

an engine call to get the current music track (same as for the console command)  
a hook for triggering when the level has just loaded  
a hook for triggering when an object is created  
code to fix the invisible harvester bug (where if you have an airstrip, go low power and your harvester is destroyed, it spawns invisible).  
However, the downside is that you can see the wheels/treads of the vehicle sticking out of the cargo plane when it flies in.  
What normally happens is that the vehicle is created and made invisible and the cinematic is started. When the vehicle is dropped off, it is made visible again.  
However, in the bug case, it is not made visible again. The fix stops it from being made invisible in the first place.  
See here:  
<http://users.tpgi.com.au/adsloptd/airstrip.png>

To-do:

- 1.write JFW\_Damage\_Animation script requested by SaberHawk
  - 2.Add code to make player damage grunt sound,player death sound and powerup collection sound play on the client as well as the server
  - 3.Fix Post\_Load\_Level and object creation hooks to actually work right.  
This will probably involve disabling the Post\_Load\_Level hook (which isnt working right) and making the Object Created scripts do it for all objects of that type that already exist as well as any future objects that get created.  
I will come up with a solution that makes things as good as possible.  
and 4.Lots of testing.
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