

---

Subject: Re: scripts.dll 2.4

Posted by [theplague](#) on Mon, 30 Jan 2006 10:56:43 GMT

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

---

might be a little off topic, but with the client scripts, perhaps you can add a option where hosts can send files to clients automaticly, maybe map files, maybe sound files, however i do realise that there will be a major client security risk, maybe something can be put into place to stop it. (maybe limit it to .wav and .mix only and make it so it can't over write original map and sound files)

how about a Page hook? i know theres already a PPage hook, just need a page hook

also, gameover hook you can do already (unless you got it set to `buildingDestructionEndsGame=no`) just everytime a building gets killed, check how many buildings are left on that buildings team, if it's 0, then you can do gameover stuff, cos the players haven't been destroy objected yet.

if your server has a time limit, create a `invisible_object` and attach a timer to it, read the time limit out of the config file with `getProfileInt` and set the timer to `timeLimit - 0.5`, thats when game will be over

---