
Subject: scripts.dll 2.6 and beoynd

Posted by [jonwil](#) on Sat, 18 Mar 2006 09:17:49 GMT

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I am currently talking to crimson/blazer about getting a bug-tracking database set up, once thats set up, I will start entering stuff into it so I can keep track of all bugs and features planned for the scripts.dll. (there will be more details of the features listed below when I enter them into the database including full design specifications & requirements documentation for the feature)

But so far, here is what I have on the "stuff to do for 2.6 and beoynd" list:

fix LFDS RenRem

renrem logging (to log anyone using renrem)

an Is_Scriptable engine call (like Is_C4 etc)

a set_damage_points engine call

a set_death_points engine call

set_obj_radar_blip_xxx commands that are per-player and per-team

versions of the JFW_Base_Defence_xxx scripts that switch weapons from primary to secondary and back when you send a custom

clones of JFW_Switch_Door & JFW_Toggle_Door that are team specific

Script to enable an AI driven RA2 chrono harvester to work

Script to enable a suicide bomber infantry unit (i.e. press a key and they blow up with a mod-maker specified explosion)

Construction yard script that only repairs in a given radius

Change the timer for the JFW_Vehicle_Block_Preset to a better value

An engine call to get the value of TranslatedNameID for a given object (if it has a value) and then read the string for the value (which will be in the language that the server/FDS is in)

A new version of the ICON command that is exactly the same as the current one but will show the ICON to the enemy of the passed in player instead of the team they are on.

Looking into why the ->Created function is not called for C4 objects.

Engine call to get the ammo for <player> <gun>.

Engine call to set the ammo for <player> <gun>.

Engine call to add to the ammo for <player> <gun>.

Engine call to remove <gun> from <player>.

Engine call to create a script zone at runtime and to set its size.

Engine call to change the size of a script zone at runtime.

More customizability with regards to the HUD (eventually, I plan to make it completely customizable, possibly even including radar like RenAlert showed off way back when)

Engine call to get the planter of a beacon.

Engine call to get the owner of a vehicle.

Engine call to set the owner of a vehicle.

Engine call to get the time for a player (same as the Player_Info console command).

Support for the side buttons on my Microsoft USB Optical Intellimouse.

Support for changing the vehicle limit at runtime

Support for changing PT buttons at runtime

A hud.ini feature so mods can make it so that you cant see the enemies player name

A script such that anytime a character with it attached is inside a vehicle, that vehicle will be slowly healed.

A script to block certain presets from entering a zone

A script to allow only certain presets to enter a zone
A hook for when a player leaves the game.
Change the player limit at runtime
Get the player limit
Change the time remaining/time limit at runtime
Get the time remaining/time limit
End the game by timing out
Make vehicle damage reports go over the network (if in fact there are any such sounds that dont go over the network properly)
Make "Health Is Full", "Armour Is Full", "Ammunition is full" messages go over the network
Engine call to get the planter of a C4 object.
Look into a way to send proper colored text to the client (displayed like the chat text but colorable by the user)
Engine calls to display a texture (texture would be the same as the scope texture) on a given players screen and remove the current texture that is displayed. Along with some scripts I plan to make, this could be used to display instructions etc.
Console commands to display information about a player and their vehicle (e.g. what preset they are, health, shield strength etc etc).

If you have any requests for 2.6 and beoynd, please add them here otherwise they wont end up on my list.
