
Subject: Re: scripts.dll 2.6 and beoynd

Posted by [jonwil](#) on Sun, 19 Mar 2006 05:45:22 GMT

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Written so far:

script for character that will repair vehicle anytime character is inside.

chrono harvester script (basically a clone of KAK_Harvester_xxx but which teleports to a specified location before following the Waypath_Field2Dock waypaths)

construction yard script that repairs only buildings in limited radius

engine call to repair buildings only in limited radius

infantry unit that will self-destruct when a key is pressed (blow up with a specified explosion preset then die)

clones of the JFW_Base_Defence_xxx scripts that switch between primary and secondary when send a particular custom)

clones of JFW_Switch_Door & JFW_Toggle_Door that are team specific

a clone of the ICON command but which displays only for the enemies team

an Is_Scriptable engine call (like Is_C4 etc)

per-player/per-team set_obj_radar_blip_xxx commands

set_death_points engine call

set_damage_points engine call

engine call to get a translated string given its numeric ID

engine call to get the string matching the TranslatedNameID of a given GameObject

Changed the timer for JFW_Vehicle_Block_Preset to what should hopefully be a better number.

an engine call to display a texture (same texture size etc as for scopes) for a given user.

an engine call to remove the currently displayed texture

a script that you attach to a player to display the texture then it will disappear automatically
