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Subject: Re: scripts.dll 2.6 and beoynd

Posted by [jonwil](#) on Sun, 19 Mar 2006 12:18:21 GMT

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Ok, more stuff written:

Engine call to get the translated name of the current weapon of a solder/vehicle (usefull for kill messages)

Engine call to get the translated name of a specific weapon of a solder/vehicle.

A way to send a message to the client that will appear in the same message box as messages like "unit ready" etc. You can specify a RGB color too. This (along with the texture feature I mentioned earlier) will require bhs.dll on the client.

Oh and FYI, I dont think its possible to detect (inside the killed event of a script for example) if the object was destroyed by a beacon or C4 object.

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