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Subject: Re: scripts.dll 2.6 and beyynd

Posted by [jonwil](#) on Sun, 19 Mar 2006 14:48:56 GMT

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ok, further changes:

the SVERSION console command now works on clients too and will tell you your current version (e.g. 2.6 or 2.7)

Changes to make the <xxx> has joined the game, <xxx> has left the game and <xxx> has bought a vehicle messages more likely to correctly appear.

Plus a new engine call and console command to get the vehicle limit and and engine call and console command to set it. Note that all players will require bhs.dll on the client for this to work.

Also, when its set, it stays set untill you set it to something else. There is one limit for both teams (so no, you cant give Nod a different limit to GDI

Got a bunch more things on the to-do list, some of which will probobly be in 2.6.

I will just keep going and then release when I am ready to do so (or if we need something for a specific purpose e.g. a mod needs <feature> now or if we need more stuff for LFDS WOL)

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