
Subject: Thoughts on 2.7 and beyond

Posted by [jonwil](#) on Mon, 27 Mar 2006 23:27:41 GMT

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

Items with a * will need bhs.dll on the client

Here is a list of stuff I am considering for the next scripts.dll:

GameObject *Get_Owner(GameObject *obj); //Gets the owner of a vehicle

float Get_Lock_Time(GameObject *obj); //Gets the time a vehicle will remain locked to the owner

*void Set_Owner(GameObject *obj,GameObject *owner,float LockTime); //Sets the owner and lock time of a vehicle

*void Set_Lock_Time(GameObject *obj,float LockTime); //Sets the lock time of a vehicle

Note that entering a vehicle resets the owner, as does the expiration of the lock time (defaults to 26 seconds when you buy the vehicle)

*Send Disable_All_Collisions, Disable_Physical_Collisions & Enable_Collisions over the network.

Investigate why Action_Complete isnt being called

Engine calls to read data from PT (e.g. cost etc)

*Engine calls to change PT data at runtime

*Code to make the HUD more customizable (i.e. more hud.ini stuff).

Investigate the turret turn bug RenAlert reported.

Investigate why Daves Arrows dont work on the FDS

*A way to change the rendering mode to and from wireframe mode at runtime. (will be much like the vehicle limit change and will remain in effect untill changed again)

Possible fix to make ->Created get called for C4 objects

A new hook that will hook the "The version of player i is x.y" message output (you will recieve the player ID and the version number)

A console command to disable all C4 owned by <player>

A console command to disable all proximity C4 owned by <player>

Console commands to display information about a player and their vehicle (e.g. what preset they are, health, shield strength etc etc).

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

An engine call to resize a script zone at runtime.

I think these 2 will need bhs.dll on the client, not sure yet though.

*Changes to make "Health Is Full", "Armour Is Full", "Ammunition is full" messages go over the network (I know where to change, the hard part is finding enough code to insert my hooks and making sure I get the right player ID and other information to pass though to the client)

Changes to make any missing report (or other) sounds (e.g. "Harvester Under Attack" or the cargo plane sound) go over the network. Note that SSAOW does play some of these itself which is why some servers have these being played. I have to work out which ones already play on the client and which ones need to be sent over the network.

(these will require bhs.dll on the client but they may be able to be written to use the existing sound send code and would then work with older bhs.dll versions too)

Engine calls to change the ammunition for a given player and a given gun (not sure which ones, if any, yet, I have to find the place it keeps the ammunition values first)

Console command to change the player limit at runtime (if I can find all the places to change to make it work)

Console command and engine call to get the current player limit

Engine call to get the time for a player (like Player_Info) if I can figure out how

Console Command to change the time remaining/time limit for the game if I can figure out how

Console Command/engine call to get the time remaining/time limit for the game if I can figure out how

Console Command/Engine call to end the game by timing out if I can figure out how

A hook for when a player leaves the game. (only if I can be sure that I am catching every possible "player left game" scenario AND I can be sure that no event could cause the player leave hook to be called twice for the same player)

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

A hud.ini feature so mods can make it so that you cant see the enemies player name (if I can figure out how)

fix LFDS RenRem (if I can figure out how)

renrem logging (only if I get LFDS RenRem working)

dialog box stuff (if I can find out enough about the in-memory layout of the relevant classes)

If the lag issue someone reported is an actual problem with my dll, I want to fix that.

Also, there is a crash blazer is encountering. Looks to be an SSAOW problem but if it turns out to be a scripts.dll issue, I will fix that too.
