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Subject: Re: scripts.dll 2.7 WIP update

Posted by [jonwil](#) on Mon, 17 Apr 2006 14:36:46 GMT

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Stuff completed:

Fix the bug in Set\_Death\_Points/Set\_Damage\_Points so that they actually work

A script you can put on a map to either set wireframe mode or not set wireframe mode

A script to play one sound if the player has key x and another sound if they dont.

Engine call to get the vehicle owner (i.e. the purchaser)

An engine call to get the weapon preset that a particular PowerupGameObj will grant.

Check if the code to change bullets, add weapon or remove weapon has to go over the network in order to work 100% and if so, make it happen. (Change Bullets works 100% no network send, Remove Weaon needs network send for 100% working, Add Weapon bumped to later version and will be tested if its ever implemented)

Investigate/fix the reported blurry screenshot bug when you take a PNG screenshot in windowed mode. (I am unable to reproduce this, if anyone can show me a screenshot taken with the TGA code that is non-blurry and the same (or almost the same) taken with the PNG code that is blurry, I will investigate further.

Stuff still on the to-do list that is definatly in 2.7:

Further changes to the WOL stuff that blazer needs for LFDS WOL (expect the WOLSEND console command to go away in 2.7)

Fix the bug where the obelisk glow doesnt seem to work right in some cases

Disable options for other HUD elements (e.g. team/player info, credits/time remaining info)

Custom code to add a little icon for the health and one for the shield (like the little plus next to the health number in normal renegade). This will support the same color changeability as the other health/shield options plus it will optionally allow you to set a flashing icon (like renegade does when you have low health)

Code to read various PT related items (specifically, being able to read data from the presets listed under "Purchase Settings" and "Team Purchase Settings" in the preset tree in leveledit). This is almost finished and is definatly going to be finished soon.

A script (or more likely scripts) similar to JFW\_Vehicle\_Extra but with extra functionality so that you build both the vehicle and the "extra" with the same health, shield strength, armour, skin etc (i.e. make them identical as far as health related settings goes) then anytime damage is done to the vehicle, the extra is set to the same health & shield settings and vice versa. Not 100% perfect (in that max health changes for example wont be transfered) but good enough for the use to which HTMLGOD wants it for in SWMOD.

```
const char *Get_Definition_Name(unsigned long id); //Get the name of a definition/preset given its ID
```

```
unsigned long Get_Definition_ID(const char *name); //Get the ID of a definition/preset given its name
```

Stuff that is still planned for 2.7 at this point but might not make it:

Support for the side buttons on my Microsoft USB Optical Intellimouse. (I found most of the pieces of the renegade mouse handling code, still need to find out how the configuration dialog works though . This feature (if/when I implement it) would probably enable use of any buttons that map to directx mouse values DIMOFS\_BUTTON3 and up (e.g. the aforementioned side buttons on the aforementioned optical mouse

Various scripts that use the weapon related engine calls. (need to decide which ones are worth implementing)

Ability to change the team/player info at the top of the screen. (i.e. move it and stuff)

Look into the reported turret lag issue in RenAlert (which is where the location that the graphics engine draws the turret and any bullets etc at and the actual location are different)

Find out if Action\_Complete is or isnt being called properly and if its not, try and make it work. (if its not working, that would explain a lot of things that have been happening in tests I have done recently)

Code to change the PT data at runtime (same stuff as the read code). This will need bhs.dll on the client to work. (shouldnt be that hard, most important thing is to make sure that when a new player joins, they are sent the right data so their PT is up-to-date with what the server has.

Full customizability for the compass

Customizability for the radar (how much is unknown at this time but I want to implement the ability to use a texture of the current map like the ones in SP as a radar background and then it will scroll depending on where you are on the map. It would always stay pointing "north" though (i.e. top of texture = top of screen)

Changing the time remaining and credits display

Stuff removed from the 2.7 todo list and bumped to later version (for various reasons):

An engine call to give a specific weapon (not a powerup, the weapon preset). This one removed because it would need to send data over the network plus I havent figured out how to add a weapon given the weapon definition yet.

Engine call to get the "lock time" of a vehicle (i.e. how long before it will become unowned).

Engine calls to set the owner and lock time of a vehicle (this will need bhs.dll on the client)

This one removed because I havent figured out how to work with changing the object referenced by a ReferencerClass (I can get the object back but not change it at this point)