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Subject: Re: scripts.dll 2.7 WIP update

Posted by [jonwil](#) on Sun, 23 Apr 2006 11:57:15 GMT

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I have made quite a bit of progress on 2.7, including further HUD changes, the new stuff blazer wanted for LFDS XWIS plus the new advanced guard tower functionality.

Stuff Still to do for 2.7 (hopefully I will get all of this done, maybe a few things will be dropped):

Document all the new stuff (documenting all the hud.ini stuff is going to be a pain in the ass

Write a complete 2.7 changelog

Test anything that needs to be tested (i.e. anything that hasnt yet been tested)

New script that HTMLGOD wanted for swmod.

Customziable compass (i.e. being able to change its location on the screen, its font and its color).

Customizable credits/time remaining display (i.e. being able to display credits/time remaining anywhere on the screen with optional text before and after it)

Abillity to change the PT data at runtime (i.e. being able to change the textures, strings, presets and costs).

A script that, when an object dies, will empty a given PT slot (i.e. make it totally blank) so you cant buy it anymore.

Customizable radar (So far the hard part is getting all the radar blips drawn in the right place and also the scrollable map functionality). I may drop the scrollable map functionality from 2.7.

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