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Subject: scripts.dll 3.2 is in progress

Posted by [jonwil](#) on Thu, 25 Jan 2007 08:18:39 GMT

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Changes so far:

Split engine.cpp, engine.h, shadereng.h and shadereng.cpp up into multiple files.

Users of said files should just #include engine.h or shadereng.h just as before and everything will work.

This is intended to make things a lot more maintainable.

Added a sound parameter to JFW\_Radar\_Spy\_Zone that is played to the allies when the radar is brought back up.

Fixed a bug with JFW\_Infantry\_Force\_Composition\_Zone and JFW\_Vehicle\_Force\_Composition\_Zone

Added a script JFW\_Cash\_Spy\_Zone that displays the enemies cash to all friendly players when the spy enters the zone.

Added a script JFW\_Power\_Spy\_Zone that brings down enemy power for a limited time when the spy enters the zone. When the power comes back up, there is a second time period that has to elapse before the power can be brought down by another spy (or the same one a second time). Also plays a sound to the allies when the power goes down. Will not trigger if the power plant is dead before the spy enters the zone or if it is killed whilst the power is down (i.e. it wont come back up)

Changed the project files for scripts.dll to output the final dlls and exe files into a "bin" folder.

Added some new scripts by Zunnie

Added new engine call `GameObject *Find_Object_With_Script(const char *script);` //Find the first object with this script on it

Moved the code responsible for drawing the custom HUD into shaders.dll. For normal use it will function just as it always has but if you want to expand what it can do/what it draws, you can do that too via shaders.dll. There is an engine call you can use from a script to send a number to shaders.dll (of a given player) for HUD purposes.

Beginnings of a resource management system (for loading shader effect instances and such using a nice multi threaded implementation). Thanks saberhawk for this work.

Any requests for 3.2 will be taken now, I know quite a few people asked for things and I said "not now, in 3.2". So if you were one of those people, speak up now.

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