

---

Subject: Re: Changelist for scripts.dll 4.0  
Posted by [Veyrdite](#) on Sun, 22 Jun 2008 09:09:44 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

A few more suggestions.

Add an option to the JFW\_Flying\_Infantry script to select an animations twiddler for movement  
Advertise extra undocumented keys (EG the "Q" vehicle gunner switch and the "Shift" Vtol strafing key) and the 3rd-party keys (mine-limit, bind vehicle etc) in the multi player help (F1) image.

Add the option for object rotation to the JFW\_Vehicle\_Buy\_Poke script

Add the ability for servers to disable certain aspects of TT via a configuration file on their server

Fix the sniper-scope unclocking bug

Fix weapon projectiles so that they display where they are actually calculated to hit

Stop players from deploying beacons higher than X units above the nearest buildings MCT (X changes on maps with flying buildings)

Add engine hook HOOK\_PLAYER\_DRUGS

---