
Subject: Re: Changelist for scripts.dll 4.0

Posted by [jonwil](#) on Sun, 22 Jun 2008 11:16:30 GMT

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Add an option to the JFW_Flying_Infantry script to select an animations twiddler for movement, not sure on this one, most likely no (unless its covered by the already done JFW_Jetpack fixes)
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.

Not going to be done

Add the option for object rotation to the JFW_Vehicle_Buy_Poke script. Not going to be done.

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

What options would you want to disable?

Fix the sniper-scope uncloaking bug. Don't know if this will be fixed or not. Depends on if we can reproduce it in the current code or not.

Fix weapon projectiles so that they display where they are actually calculated to hit. Don't know about this one.

Stop players from deploying beacons higher than X units above the nearest buildings MCT (X changes on maps with flying buildings). This one isn't going to be fixed I dont think.

Add engine hook HOOK_PLAYER_DRUGS. What should this do?
