Subject: Re: Changelist for scripts.dll 4.0
Posted by jonwil on Mon, 23 Jun 2008 02:29:59 GMT
View Forum Message <> Reply to Message

No, we aren't going to change where it reads the map name (i.e. different name to the filename)
Lightning should work, if it doesn't, its not going to get fixed for 4.0.
Wireframe mode should work just fine with scripts.dll 4.0, I tested it myself and it works for me. These 2
when a player pass thru a zone pms them a message i type in serverside but ONLY one pm per player and when they pass thru again nothing happens so one pm per person one time only
a better send custom on zone enter and make it so it dont do it again after passing thru the zone more then once.(like walk thru and sends a custom once and thats it)
we cant do because of how the game detects that you have entered a zone and triggers the zone entry function on the script.
I have added a new version of JFW_Custom_Multiple_Send_Custom, called JFW_Custom_Multiple_Send_Custom_2 which resets.
As far as I know we are not going to make the screenshot code display a message or allow you to take screenshots of anything you can't currently take screenshots of (i.e. menus)

Some other changes made since the big changelog was posted:
You can now set RadarWorldSize in the per-map scrolling radar map ini files, this is because you cannot get a usable set of overheads where every map is at the same scale so you need to change the RadarWorldSize per-map to make things fit.
Removed the recruit label.
Disabled the quickmatch button since quickmatch is broken.
Added a new hud.ini keyword to change the color of the weapon chart images (both the yellow used for empty weapons and the green used for full weapons)
Changed the shadow code to force shadows to the largest square power of 2 texture size that is smaller than the backbuffer size (previously the texture was being created too big and causing issues)
We are also changing the WOL server listing to make it easier to find your favorite server (details still being worked out)