
Subject: Re: A notice to anyone planning to write code for scripts 4.0

Posted by [Jerad2142](#) on Wed, 31 Aug 2011 20:28:44 GMT

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Double post... haven't seen one of those in a long time.

File Attachments

1) [Untitled.png](#), downloaded 732 times

```
⊕ void JMG_RP2_Phone_Create_AI_Swarm_One::Create_AI(GameObject *AI,GameObject *sender,Vector3 Location){...}
⊕ GameObject *JMG_RP2_Phone_Create_AI_Swarm_One::Soldier_Twiddler(Vector3 Pos){...}
⊕ Vector3 JMG_RP2_Phone_Create_AI_Swarm_One::Spawn_Pos_Twiddler(){...}
⊕ void JMG_RP2_Tutorial_Door_Teleport::Entered(GameObject *obj,GameObject *enter){...}
⊕ void JMG_RP2_Tutorial_Message_Zone::Created(GameObject *obj){...}
⊕ void JMG_RP2_Tutorial_Message_Zone::Entered(GameObject *obj,GameObject *enter){...}
⊕ void JMG_RP2_Tutorial_Message_Zone::Exit(GameObject *obj,GameObject *exiter){...}
⊕ void JMG_RP2_Tutorial_Message_Zone::Custom(GameObject *obj,int message,int param,GameObject *sender){...}
⊕ void JMG_RP2_Zone_Debug_Script::Created(GameObject *obj){...}
⊕ void JMG_RP2_Load_Player_Characters::Created(GameObject *obj){...}
⊕ void JMG_RP2_Load_Player_Characters::Player_Character_Node(const char *PlayerName,const char *PresetName)
⊕ void JMG_RP2_Phone_House_Security_System_Config_Number::Created(GameObject *obj){...}
⊕ void JMG_RP2_Phone_House_Security_System_Config_Number::Custom(GameObject *obj,int message,int param,GameObject *sender)
⊕ void JMG_RP2_Phone_House_Security_System_Config_Number::AutoCancelCall(GameObject *obj,GameObject *player)
⊕ void JMG_RP2_Phone_House_Security_System_Config_Number::ChargeForCall(GameObject *obj){...}
⊕ char *JMG_RP2_Phone_House_Security_System_Config_Number::ReturnEnabled(bool value){...}
⊕ float JMG_RP2_Phone_House_Security_System_Config_Number::SecurityPrice(float Price){...}
⊕ void JMG_RP2_Phone_House_Security_System_Config_Number::TogglePlanSettings(GameObject *obj,GameObject *sender)
⊕ void JMG_RP2_Phone_House_Security_System_Config_Number::EnableObjectSpawn(int SecurityObjectType){...}
⊕ void JMG_RP2_Phone_House_Security_System_Config_Number::DisableObjectSpawn(int SecurityObjectType){...}
```