
Subject: complete list of changes for 1.6

Posted by [jonwil](#) on Sat, 10 Apr 2004 08:10:36 GMT

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Here is a (as of now) complete list of changes for 1.6.

some have yet to be written and some need testing but all should (assuming they work) be in 1.6.

Scripts by TheKGBSpy (already coded, some tweaks left)

Ra2Ven_MirageTank script for a RA2 mirage tank.

Ra2Ven_VehicleFalling script to cause damage to a vehicle when it falls.

Ra2Ven_DemoTruck script for a Demo Truck (hopefully this will be sufficient for RenAlert)

He is working on more scripts for his RA2 mod and he has told me that he will release all scripts he writes when they are finished except for certain special ones being used for some "very special" gameplay features which I am keeping secret at his request (i.e. everything to do with specific units will be released)

also, he is going to fix a problem with the reborn deploy script (something to do with deploying on uneven terrain)

New RenAlert scripts by NeoSaber:

RA_Helipad_Zone (reload script for helipads)

RA_MineLayer (mine layer script)

RA_Mine (script for mines)

RA_Mine_Manager (manager for mines)

RA_ObjectDeath_OnCreate (This script is designed to create a new object at the location of another object's creation, then kill the script generated object to make use of its KilledExplosion setting to place a sound on the map.)

Also, fix to the thief script to take cash from the soviets.

New scripts by Spirit

NHP_Sensor_Array_Zone (script for a Sensor Array zone)

NHP_Senserable_object (script for a sensorable object)

New stuff still to do:

JFW_Object_Draw_In_Order_2 (starts at another number than 0)

JFW_X_Customs_Send_Custom (sends a custom when it receives another custom x times)

fix bugs in JFW_Visible_Person_In_Vehicle

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new script, JFW_Person_Model (this goes on the person and is used to create the person model for the per-preset visible people script)

new script, JFW_Visible_Person_In_Vehicle_Preset (this is for the vehicle)

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fix bugs in JFW_Guard_Duty

new scripts for doing a "force shield" like in YR (basically, will activate somehow, then make all buildings back to full health and stay invulnerable against all things that don't kill it in one hit then once it's over, it stops being invulnerable anymore). Works like the con yard, one script on each building and one on the central building. Effect will be triggered by walking into a zone. Settable limit for how long it will last for and how long it takes to charge up and so on.

new script, JFW_Dreate_Destroy_Object_On_Custom. Basically, this will create a preset when sent one custom and destroy it when sent another.

new script, JFW_Dreate_Destroy_Object_On_Custom_Animate. Basicly, this will create a preset when sent one custom and destroy it when sent another.

This one plays an animation on the object also (with settable loop flag)

new script, JFW_Dreate_Destroy_Object_On_Custom_Animate_2. Basicly, this will create a preset when sent one custom and destroy it when sent another.

This one plays one animation (no loop) when it starts and another one (also no loop) just before it is destroyed.

new script, JFW_Set_Model_On_Custom. Sets the model of whatever its attached to to whatever the parameter specified is.

new script, JFW_Set_Model_Animation_On_Custom. basicly, same as JFW_Set_Animation_On_Custom and JFW_Set_Model_On_Custom in one script.

new script, JFW_Custom_Send_Custom. Sends a custom to another object when it gets a custom. Great for using with System Messages (such as collect powerup)

fix to JFW_Enable_Disable_Animation_On_Custom so that if you send it the enable custom and its already enabled, it does nothing.

Same with if you send it the disable custom and its already disabled.

There are some nice effects possible with the animation scripts (specificly JFW_Set_Animation_On_Custom and JFW_Enable_Disable_Animation_On_Custom) when combined with other scripts.

For example, combining JFW_Death_Send_Custom and JFW_Set_Animation_On_Custom lets you have an animation for when the power is down. Or when the bulding itself has been destroyed.

And combining JFW_Startup_Custom, JFW_Death_Send_Custom and JFW_Enable_Disable_Animation_On_Custom allows you to have a building with an animated portion (such as a radar dish that rotates) only while the building is still alive.

I predict that, as more people figure out how to use them to their full potential, the animation scripts are going to open big doors for renegade modders.

Oh and sorry to TheKGBSpy for calling him Madlvan by mistake.
