Subject: I need scripts.dll 1.9 ideas
Posted by jonwil on Wed, 04 Aug 2004 22:33:34 GMT
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Unfortunatly, some people decided to turn my last scripts.dll thread into a "lets bash JW" thread.

See here:
http://www.renegadeforums.com/viewtopic.php?t=11649
for what I already have in mind for the scripts.dll

Post in that thread (or this one) if you have any ideas for the scripts.dll (for example, if you want specific items from my to-do list, post and I will put them higher on my priority list). Also, if anyone has any ideas for how I should do the new CTF script (what it should do etc), post and let me know.

Dont post here if you want to do is bash or flame people (if you really feel the need to do that, I guessyou could post in the linked thread, since its already degenerated into a flamewar)

Subject: I need scripts.dll 1.9 ideas
Posted by Madtone on Wed, 04 Aug 2004 23:02:52 GMT
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Really would like to have that group purchase script so i can implement buildable defense's, would be awesome.

Could it work on a poke system? Like you walk up to the group purchase terminal, hit E and then it subtracts the money and puts into the purchase account, once purcahse amount is reached the preset is built and placed at the XYZ location specified and a maybe a team message saying that "XXX Has been purchased for the team".

Subject: I need scripts.dll 1.9 ideas
Posted by jonwil on Wed, 04 Aug 2004 23:09:10 GMT
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didnt think of that.
If I get poke going, I will add JFW_Group_Purchase_Poke to the list.
I cant make it send the message though (because I dont know how).

Also, I will do poke versions of the JFW_xxx_Buy scripts.

However, I suspect that getting poke to work will be a challenge.

Subject: I need scripts.dll 1.9 ideas

Posted by jonwil on Thu, 05 Aug 2004 01:05:06 GMT
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also JFW_Flying_Infantry_Sound.
Dont know exactly if it will work/how it will work but it will play a sound in conjunction with the flying.

Subject: I need scripts.dll 1.9 ideas
Posted by Everyone on Thu, 05 Aug 2004 02:21:07 GMT
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I know its been asked many times by me but are we going to have airborne ai units without any pathfinding attached like M01_Hunt_The_Player?

Subject: I need scripts.dll 1.9 ideas
Posted by jonwil on Thu, 05 Aug 2004 02:23:22 GMT
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And I already answered it, its not possible.

Subject: I need scripts.dll 1.9 ideas
Posted by Madtone on Thu, 05 Aug 2004 07:26:05 GMT
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Hmm, im preety sure this isn't possible but who knows if i don't ask..

Not sure how to best describe it so i'll just say how and where it could be used.

Ok the game starts and a player is automaticly randomly selected to be a commando, he has star above his head or something to show he is a commando and (if possible) a helmet/hat/item of clothing to also signify he is a commando.

then some kind of if_commando give particular_weapon

Yes, no or not sure?

Subject: I need scripts.dll 1.9 ideas
Posted by jonwil on Thu, 05 Aug 2004 08:27:28 GMT
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ok, I tried to fix Get_Skin, Set_Skin and Get_Shield_Type but I cant for the life of me see whats going wrong

The code appears to be right but for some reason, it just isnt working.
Whether DefenceObjectClass has a totally wierd layout or what I dont know.
That also means that JFW_Invulnerable_On_Custom_3 wont be added.

Unless of course, someone wants to help me figure out why Get_Skin, Get_Shield_Type and Set_Skin are broken

---

Subject: I need scripts.dll 1.9 ideas
Posted by jonwil on Thu, 05 Aug 2004 09:22:25 GMT
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ok, JFW_Death_Send_Custom_ID is finished.
JFW_Death_Send_Custom_Driver_ID is also finished.
JFW_Blow_Up_On_Death_Driver is finished
JFW_Random_DriverDeath is also finished
and JFW_Cinematic_Attack_Position is finished
Testing still to do on these things but this time testing should be easier (now that I have a nice easy to use test setup I can play with)

Also, I looked into JFW_Flying_Infantry_Sound and I cant make it work right.
But, what you can do is use a Sound Render Object and link that to the model of whatever flying infantry you have, then it will play that sound when the infantry exists.
Thats the best that I can do.

Subject: I need scripts.dll 1.9 ideas
Posted by jonwil on Thu, 05 Aug 2004 12:18:25 GMT
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ok, JFW_Repair_On_Custom and JFW_Conyard_Vehicle_Buildings are finished (new scripts to make the construction yard repair things like gun turrets)
engine command Repair_All_Static_Vehicles_By_Team (sends a custom to all vechicles that have DecorationPhys physics type, used for the script above)
some new engine calls to identify if an object has a particular physics type
Is_Door
Is_Elevator
Is_DamageableStaticPhys
Is_AccessablePhys
Is_DecorationPhys
Is_HumanPhys
Is_MotorVehicle
Is_Phys3
Is_RigidBody
Is_ShakeableStatricPhys
Is_StaticAnimPhys
Is_StaticPhys

Is_TimedDecorationPhys
Is_VehiclePhys
Is_DynamicAnimPhys
Is_BuildingAggregate
Is_Projectile
an engine call Get_Player_Name_By_ID which converts a player name to a player ID
an engine call Get_Player_Count which gets the count of how many players there are
an engine call Change_Team which changes the team of a player given a GameObject
and an engine call Change_Team_By_ID which changes the team of a player given an ID

I should have 1.9 out in time for RA 0.9932

What else will be in 1.9, I havent yet decided.
But the following is definatly not going to make 1.9 (it may make 2.0 or later or it may not happen
at all)
find a player by name and do stuff with the result
JFW_Group_Purchase_Zone_Timer (like a cross between JFW_Group_Purchase_Zone and
JFW_Zone_Timer)
JFW_Vehicle_Damage_Zone_Heavy (only damages big vehicles)
reborn helipad logic
reborn missile silo logic
fancy new CTF script
hijacker logic
hunter-seeker logic
caryall logic
poke versions of the JFW_xxx_Buy scripts
JFW_Group_Purchase_Poke

As for jfw.clll, jfw.dll of 1.9 will contain the Set_Animation and Set_Animation_Frame fix.
It may contain:
Static_Anim_Phys_Goto_Frame/Static_Anim_Phys_Goto_Last_Frame fixes (if needed, I must run
a test on those)
Enable_Stealth fix
Create_Explosion and Create_Explosion_At_Bone fixes

it wont contain
logic to detect when a vehicle/soldier fires its weapon
any new dialogs stuff I may do
poke
unable to build xxx unit/soldier/whatever when xxx building is gone
logic to detect what weapon/warhead/etc was used to shoot at something
per-player versions of various commands (e.g. Enable_Radar, Set_Background_Music,
Display_Player_Terminal, Set_Screen_Fade and so on)
any other client side command fixes (mainly because I dont knowe of any other commands that
need network transfer to make them work)

Although all this depends on what SK does. Ff SK puts poke into bhs.dll (like that will ever happen
 and it can be made available in time for 1.9, I may end up writing the script ideas I have that need

poke.

Subject: I need scripts.dll 1.9 ideas
Posted by Madtone on Thu, 05 Aug 2004 12:49:54 GMT
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Do you have MSN JonWill?

Subject: I need scripts.dll 1.9 ideas
Posted by Madtone on Thu, 05 Aug 2004 13:00:00 GMT
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Beg my pardon about the double reply, but another "Is it possible" question has come to mind.

Is it possible to write a script that loads an image or a W3D from a external source.

like on startup download image.tga from http://www.blah.com/sources/ and save it to your ren data folder where the scripts.dll is located and then the next time you go on the map it will have that image in your data folder and will overide the one included in the mix.

Preety sure its not possible, but there again... Your a smart guy!

Subject: I need scripts.dll 1.9 ideas
Posted by Deactivated on Thu, 05 Aug 2004 13:31:57 GMT
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Here's my idea:
Could it possible to make a script that shows an icon when you are in range/or shoot an item (tank, weapon, powerup, whatever that can be shot at)?
Basically it would attach a preset (which is the icon) to bone (Eg. bone called Hud) where you point it with your gun.

Like on this screenshott:

And this:

Subject: I need scripts.dll 1.9 ideas
Posted by jonwil on Thu, 05 Aug 2004 22:20:17 GMT
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ok, an Enable_Stealh fix wont be in 1.9 because I wont have my new "send data over the network" code ready for 1.9.
I thought there was another way to do it but I was wrong.
Probobly be in 2.0 or something though.
I still plan to check if Static_Anim_Phys_Goto_Frame/Static_Anim_Phys_Goto_Last_Frame work and try to fix if needed.
And also fix Set_Fog_Range, Set_Fog_Enable and Set_War_Blitz
Plus (hopefully) Create_Explosion and Create_Explosion_At_Bone.

EDIT: Static_Anim_Phys_Goto_Frame and Static_Anim_Phys_Goto_Last_Frame seem to have problems.
Will add JFW_Gate_Zone_2 script to 1.9

And also, since it seems that SK wont be adding poke or any of the other stuff I am after to bhs.dll, I wont be putting the stuff that uses that stuff into 1.9.

Subject: I need scripts.dll 1.9 ideas
Posted by Spice on Fri, 06 Aug 2004 00:03:39 GMT
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what about a script so a certain area will respond to the action button and play a set animation. This would be good for doors and elevators.

Subject: I need scripts.dll 1.9 ideas
Posted by jonwil on Fri, 06 Aug 2004 04:59:27 GMT
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if I get poke working, I will make JFW_Poke_Play_Animation or something.

Subject: I need scripts.dll 1.9 ideas
Posted by DaSoul on Fri, 06 Aug 2004 07:38:02 GMT
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MadtoneIs it possible to write a script that loads an image or a W3D from a external source.

That could be used to bypass RenGuard... Loading from an external source then RG wouldnt detect it (i dont think it would anyway)... If it was made I'd hate to see that go public.

Subject: I need scripts.dll 1.9 ideas
Posted by jop7821 on Fri, 06 Aug 2004 07:59:21 GMT
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How about a script that when you die you wait till next game to come alive? For Assault-like maps

Subject: I need scripts.dll 1.9 ideas
Posted by jonwil on Fri, 06 Aug 2004 08:22:58 GMT
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jop7821, that cant be done.

Subject: I need scripts.dll 1.9 ideas
Posted by jonwil on Fri, 06 Aug 2004 09:45:04 GMT
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ok, after looking at things, I dont think I can do fixes for Set_War_Blitrz, Set_Fog_Range or Set_Fog_Enable in time for 1.9.

Create_Explosion and Create_Explosion_At_Bone may make it though.

Obviously this means that my planned fog and war blitz scripts are also not going to make 1.9

Subject: I need scripts.dll 1.9 ideas
Posted by Deactivated on Fri, 06 Aug 2004 10:05:49 GMT
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jonwilok, after looking at things, I dont think I can do fixes for Set_War_Blitrz, Set_Fog_Range or Set_Fog_Enable in time for 1.9.

Create_Explosion and Create_Explosion_At_Bone may make it though.

Obviously this means that my planned fog and war blitz scripts are also not going to make 1.9

What about the targeting icon? Is that possible?

Subject: I need scripts.dll 1.9 ideas
Posted by jonwil on Fri, 06 Aug 2004 11:57:26 GMT
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targeting icon, no.
loading external w3d, no.

But I do have what I hope is a working fix for Create_Explosion and Create_Explosion_At_Bone

Subject: I need scripts.dll 1.9 ideas
Posted by jonwil on Fri, 06 Aug 2004 22:59:46 GMT
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ok, I took the "get vechicle owner" thing off the list (because I cant find the needed variable)
and I moved the various engine calls that interrogate the vechicle contents to a later version.

I have also added these:
bool Is_Powerup(GameObject *obj); //is a PowerUpGameObj
bool Is_C4(GameObject *obj); //is a C4GameObj
bool Is_Beacon(GameObject *obj); //is a BeaconGameObj
bool Is_Armed(GameObject *obj); //is an ArmedGameObj
bool Is_Simple(GameObject *obj); //is a SimpleGameObj
bool Is_PowerPlant(GameObject *obj); //is a PowerPlantGameObj
bool Is_SoldierFactory(GameObject *obj); //is a SoldierFactoryGameObj
bool Is_VehicleFactory(GameObject *obj); //is a VehicleFactoryGameObj
bool Is_Airstrip(GameObject *obj); //is an AirstripGameObj
bool Is_WarFactory(GameObject *obj); //is a WarFactoryGameObj
bool Is_Refinery(GameObject *obj); //is a RefineryGameObj
bool Is_ComCenter(GameObject *obj); //is a ComCenterGameObj
bool Is_RepairBay(GameObject *obj); //is a RepairBayGameObj

Subject: idizzle
Posted by FynexFox on Fri, 06 Aug 2004 23:21:51 GMT
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Hey how about this, for a realism mod of some sort, like say you get shot, and your at half health,
you start walking slower, and things, and how about like when you crouch when you press your
coruch button he stays down and when you press it he comes up again, and the same concept
only in prone(laying down).

Subject: I need scripts.dll 1.9 ideas
Posted by jonwil on Sat, 07 Aug 2004 00:07:26 GMT
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FynexFox, cant be done.

Subject: I need scripts.dll 1.9 ideas
Posted by Slash0x on Sat, 07 Aug 2004 00:50:34 GMT
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SeaManjonwilok, after looking at things, I dont think I can do fixes for Set_War_Blitrz,
Set_Fog_Range or Set_Fog_Enable in time for 1.9.

Create_Explosion and Create_Explosion_At_Bone may make it though.

Obviously this means that my planned fog and war blitz scripts are also not going to make 1.9

What about the targeting icon? Is that possible?
I think that would have to be in Silent Kane's area. His h@xor powers with the game.exe.

Subject: I need scripts.dll 1.9 ideas
Posted by jonwil on Sat, 07 Aug 2004 02:19:30 GMT
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I think that the icons thing is something that cant be done without the renegade source code and/or some major coding.

JFW_Gate_Zone_2 is done
JFW_Animated_Effect is done
JFW_Animated_Effect_2 is done
JFW_Random_Animated_Effect is done
and JFW_Random_Animated_Effect_2 is done

All thats left is to do a few tests on the new stuff and add in anything RenAlert needs for 0.992 and I can release
I was orogonally planning to add generic code to "walk" the various GameObjLists (i.e. you pass in a user-defined callback and it calls that once for each item in the list) but I decided against it. If you do need to be able to do stuff with the lists, just copy my code for doing it and change it

---

Subject: I need scripts.dll 1.9 ideas
Posted by jonwil on Sat, 07 Aug 2004 06:41:44 GMT
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ok, i just added JFW_2D_Sound_Damage and JFW_3D_Sound_Damage.
They will play a sound once when health <= to <some value>.
Then if health goes back over the value, it is reset and will play again next time it goes below the value.
They can be used to play building damage notifications and stuff.

And I added
void Damage_All_Vehicles_Area(float Damage,const char *Warhead,const Vector3 &Position,float Distance,GameObject *Host,GameObject *Damager); //damages all vechicles in a given area except the host
void Damage_All_Objects_Area(float Damage,const char *Warhead,const Vector3 &Position,float Distance,GameObject *Host,GameObject *Damager); //damages all objects in a given area except the host

Big thanks to vloktboky and neosaber for various information about various script commands.

Thankyou in particular to NeoSaber for explaining what the last parameters to Create_Explosion, Create_Explosion_At_Bone and Apply_Damage meant

---

Subject: I need scripts.dll 1.9 ideas
Posted by Deactivated on Sat, 07 Aug 2004 07:55:17 GMT
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Slash0x
I think that would have to be in Silent Kane's area. His h@xor powers with the game.exe.

But of course, he is not going to share his work with anybody...

Subject: I need scripts.dll 1.9 ideas
Posted by Aircraftkiller on Sat, 07 Aug 2004 08:00:26 GMT
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Every time you talk about "waah, he wont share omg waaahhhhh" I feel like I could ram a pipe down your throat.

Subject: I need scripts.dll 1.9 ideas
Posted by Deactivated on Sat, 07 Aug 2004 08:07:56 GMT
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Okay

Subject: I need scripts.dll 1.9 ideas
Posted by jonwil on Sat, 07 Aug 2004 08:19:04 GMT
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ok, added int Get_Team_Player_Count(int Team).
Thanks to vloktboky for this as well as Damage_All_Vehicles_Area and Damage_All_Objects_Area.

And, in case its not clear enough already, thanks to NeoSaber for all the great work he has done on the scripting for Renegade Alert.

Subject: I need scripts.dll 1.9 ideas
Posted by jop7821 on Sat, 07 Aug 2004 18:47:31 GMT
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jonwiljop7821, that cant be done.

I did it but it takes very long in Rentools

Subject: I need scripts.dll 1.9 ideas
Posted by jonwil on Sun, 08 Aug 2004 05:47:09 GMT
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ok, I added new functions (thanks to vloktboky)
void Disarm_Nearest_Beacon(GameObject *Host, int Team, bool Nearest) //disarms the nearest beacon
bool Change_Player_Team(GameObject *obj, bool Retain_Score, bool Retain_Money, bool Show_Host_Message) //changes the players team

---

Subject: I need scripts.dll 1.9 ideas
Posted by jonwil on Mon, 09 Aug 2004 23:27:30 GMT
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ok, in light of what has happened (see the post on the BHS public boards), here is what bhs.dll (the new name for jfw.dll) will contain for 1.9.
The emoticons bugfix
The Create_Explosion and Create_Explosion_At_Bone fixes
The Animation fixes
The Enable_Stealth fixes
The Set_War_Blitz, Set_Fog_Enable and Set_Fog_Range fixes I am working on
The Set_Background_Music, Fade_Background_Music and Stop_Background_Music fixes I am working on.
The Create_Sound, Create_2D_Sound, Create_2D_WAV_Sound, Create_3D_WAV_Sound_At_Bone, Create_3D_Sound_At_Bone and Play_Building_Announcement fixes I am working on.

Post 1.9, I plan to add Console commands (pamsg, ppage, snda, sndp, team, team2 and id.
Also, the BHS_Renlog stuff for the Linux FDS
And working Poke logic.
As well as more script command fixes (e.g. per-player Enable_Radar, per-player Display_GDI_Player_Terminal and others)

Core Patch 1 wont be released untill the console commands and bhs_renlog stuff is ready to go.

as for the scripts.dll, into 1.9 is going the following to-be-written scripts (I hope so anyway)
JFW_Enable_Stealth_On_Custom (with a sound parameter)
JFW_Precipitation_On_Custom
JFW_Wind_On_Custom
JFW_Clouds_On_Custom
JFW_Lightning_On_Custom

JFW_War_Blitz_On_Custom
JFW_War_Blitz_Zone
JFW_War_Blitz_Create
JFW_Fog_Zone
JFW_Fog_Create
JFW_Fog_On_Custom
JFW_Set_Background_Music_On_Custom
JFW_Fade_Background_Music_On_Custom
JFW_Stop_Background_Music_On_Custom

post 1.9, I have plans to add
logic for getting the contents of a vechicle
logic to find a player by their name and get their ID/GameObject
JFW_Group_Purchase_Zone_Timer
JFW_Vehicle_Damage_Zone_Heavy
Reborn missile silo logic
JFW_CTF_Logic
JFW_Hijacker_Logic
hunter-seeker logic
caryall logic
poke versions of the JFW_xxx_Buy scripts
JFW_Group_Purchase_Poke
JFW_Poke_Animation

This code, bhs.dll and the scripts.dll use no code whatsoever from Silent_Kane

Also, we are looking into a donate console command to donate money to a team member.

Subject: I need scripts.dll 1.9 ideas
Posted by Doitle on Mon, 09 Aug 2004 23:31:59 GMT
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Cool Jw... Sounds like you have alot of work in front of you. Good Luck!

Subject: I need scripts.dll 1.9 ideas
Posted by jonwil on Tue, 10 Aug 2004 01:01:47 GMT
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ok, bhs.dll now has working Enable_Stealth, Set_Animation, Set_Animation_Frame,
Create_Explosion, Create_Explosion_At_Bone, Set_Fog_Enable, Set_Fog_Range,
Set_War_Blitz, Fade_Background_Music, Set_Background_Music, Stop_Background_Music,
Create_Sound, Create_2D_Sound, Create_2D_WAV_Sound, Create_3D_WAV_Sound_At_Bone,
Create_3D_Sound_At_Bone, Play_Building_Announcement

At least I hope they work, they worked great in my test

Next up, the emoticons bugfix plus the 14 scripts listed below.

Subject: I need scripts.dll 1.9 ideas
Posted by jonwil on Tue, 10 Aug 2004 02:08:33 GMT
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ok, emoticons fix is in, as is linux RH73 player_info IP address fix.

Subject: I need scripts.dll 1.9 ideas
Posted by Doitle on Tue, 10 Aug 2004 03:22:50 GMT
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Jw if you ever need a windows box to test anything on just hit me up on AIM, MIRC, or any way you can contact me. Even Gmail. I fixed it : Doitle@gmail.com. I'm always willing to help out.

Subject: I need scripts.dll 1.9 ideas
Posted by Deactivated on Tue, 10 Aug 2004 10:51:53 GMT
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Quote:EnableStealthOnCustom_Sound
Enables stealth on custom (eg. vehicle enter) and disables stealth on another custom (eg. vehicle exit). Plays a sound whenever it receives a custom.

Differences with the standard preset stealth setting;
Eg.
-Stealth effect is applied only when somebody is in the vehicle.
-The cloaking sound can be seperate from the engine start/stop sound.

Are you doing this Jon? I think there shouldn't be a problem with that.

jonwilok, bhs.dll now has working Enable_Stealth, Set_Animation, Set_Animation_Frame, Create_Explosion, Create_Explosion_At_Bone, Set_Fog_Enable, Set_Fog_Range, Set_War_Blitz, Fade_Background_Music, Set_Background_Music, Stop_Background_Music,

Ok.. I got an idea about this...
A "jukebox" script. Basically what it does is to play a twiddler (Eg. Twiddler_Music) (to randomly pick music preset) a and repeat the task.

Currently I have implemented it by making an object that selfdestructs itself, has twiddler set as explosion sound, spawns another object that selfdestructs, and the cycle repeats.
But there is a problem: If music is turned off in Options, and it is enabled later on, it causes all the music play simultaneously (Yikes!).

Subject: I need scripts.dll 1.9 ideas
Posted by vloktboky on Wed, 11 Aug 2004 00:05:57 GMT
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SeaManOk.. I got an idea about this...
A "jukebox" script. Basically what it does is to play a twiddler (Eg. Twiddler_Music) (to randomly pick music preset) a and repeat the task.

Made this a month and a half ago, it's easy to do, but I dropped it in favor of pressing keys to choose the music I want to listen to. Currently I just have to hold down the M key and select a soundtrack using the numpad numbers.

Subject: I need scripts.dll 1.9 ideas
Posted by Deactivated on Wed, 11 Aug 2004 11:54:39 GMT
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vloktbokyMade this a month and a half ago, it's easy to do, but I dropped it in favor of pressing keys to choose the music I want to listen to. Currently I just have to hold down the M key and select a soundtrack using the numpad numbers.

I'm curious. How did you do this?

Subject: I need scripts.dll 1.9 ideas
Posted by Spice on Wed, 11 Aug 2004 20:22:44 GMT
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Seamans on the prowl , Watch it he might steal your work.

Subject: I need scripts.dll 1.9 ideas
Posted by vloktboky on Thu, 12 Aug 2004 04:16:12 GMT
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Steal my work? There is no work to be stolen.

Get how long the sound file is, and call a timerproc on it to kill/switch the background music. Call a random number and load the next music piece off of that.

Subject: I need scripts.dll 1.9 ideas
Posted by Alkaline on Thu, 12 Aug 2004 05:29:29 GMT
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So scripts.dll 1.9 will have all the features of the ssaow from black-cell?

I'm wondering this because the latest ssaow did not have a working weapon drop for many people... and New maps that use scripts.dll 1.9 won't work with the ssaow dll...

Subject: I need scripts.dll 1.9 ideas
Posted by vloktboky on Thu, 12 Aug 2004 06:04:33 GMT
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It would be nice if someone could take over the whole project and work on it on their own. I simply do not have the time to do anything with it, and once HL2 comes out, I'll have 0 time for making anything for Renegade.

Subject: I need scripts.dll 1.9 ideas
Posted by mac on Thu, 12 Aug 2004 10:00:57 GMT
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When brenbot 1.36 comes out, I will take the newest versions of scripts.dll (1.9 I think) and the SSAOW mod, and will merge it together with my gamelog mod, and putting up downloads for win32, and both linux fds versions.

brenbot uses gamelog to display various ingame statistics..

Subject: I need scripts.dll 1.9 ideas
Posted by Alkaline on Thu, 12 Aug 2004 18:01:20 GMT
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Thats sounds really nice mac, a lot of people are waiting for brenbot 1.36..

hey will you be able to msg /host to authenticate username. I heard the new version has a host msg to clients feature, but does it also allow users to message the host?

This is gamespy ofcourse as everyone already knows wol has the page feature

---

Subject: I need scripts.dll 1.9 ideas
Posted by mac on Thu, 12 Aug 2004 23:08:05 GMT
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No, paging the host from the client is not possible.

Subject: I need scripts.dll 1.9 ideas
Posted by flyingfox on Fri, 13 Aug 2004 01:08:17 GMT

well, here's a quick thought idea. You know the black-cell mod that lets low key defenses be rebuilt via a blue icon? Well, what if you were to apply this to every building, but quirk it up a little. Let's say your weapons fact. was destroyed. Your team donated like 3000 credits to the blue moneybox, and it "re-enabled" the weapons factory. But, it only allowed you to purchase weaker vehicle like the humm-vee and apc. More money being donated would allow the better vehicles to become available, and if it was re-destroyed then everything would become unavailable again. I suppose you would have to "undestruct" the structure models which I'm not sure is possible. But it would be good for a barracks/hand of Nod, to be able to buy into officer class when you've lost it so that you don't have to use standard soldiers for the rest of the game.

Subject: I need scripts.dll 1.9 ideas
Posted by vloktboky on Fri, 13 Aug 2004 02:40:12 GMT

A.) It isn't possible as of yet. Unless you can reenable the PT menus or whatever settings the building retained before it was killed, you aren't going to do anything but allow it to be killed again.

B.) Horrible gameplay idea. The object of the game is to destroy the enemy base. If you could rebuy your buildings everytime you lose one, the game would never end, and would lose any fun it once had.

Subject: I need scripts.dll 1.9 ideas
Posted by PiMuRho on Fri, 13 Aug 2004 05:42:45 GMT

It just leads to longer games, but it's still govenered by money. If a building requires everyone to chip in $1000, some might not have it, some might not want to.

I agree that it's not suited for Renegade though.

Subject: I need scripts.dll 1.9 ideas
Posted by Dishman on Sun, 15 Aug 2004 16:05:34 GMT

The rebuilding idea is interesting, but I also agree that it's not usefull in renegade. That would make it more like an MMOFPS, where you can run around making bases with 200+ players on a huge island that's always online. I dunno if this is what MMO games are generally like, but that's what i'd play .

Subject: I need scripts.dll 1.9 ideas

Posted by Whitedragon on Mon, 16 Aug 2004 23:36:17 GMT

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For 1.92 or 2.0 how about looking into a way to force people to enter/exit vehicles? This would make the bind and lock commands on BC much better.