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Subject: scripts.dll 2.0, what will be in it

Posted by [jonwil](#) on Sun, 26 Sep 2004 00:16:43 GMT

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Stuff that is definatly going to be in it: (unless something goes wrong with my method)

scripts:

script to change the model used for a vehicle depending on if the player is GDI/NOD

script to change the model used for a vehicle depending on the preset of a player

script to change the weapon used for a vehicle depending on the preset of a player

All 3 of these will do it for the first person to enter the vehicle. The last 2 would be usefull to create a RA2-style IFV.

A script to disable beacon purchase for a specified team on custom.

A script to disable a certain preset from being purchased for a specified team on custom.

remove a script from all objects of a particular preset on custom

attach a script to all object of a particular preset on custom

remove a script from all objects of a particular type on custom

attach a script to all objects of a particular type on custom

These last 4 will take a team parameter

remove a script from a single object on custom

attach a script to a single object on custom

look at a particular location on zone entry

look at a particular angle on zone entry (pass it an angle, a distance and a z value)

All print string code will be able to do colors and newline

print a string for all players on custom

print a string for a single player on zone entry

print a string for a single player on poke

print a string for a team player on zone entry

print a string for a team player on poke

print a string for a team on custom

a new version of my Deathmatch scripts that are easier to use

a script to change the team of a vehicle on startup

a script for a stealth generator/gap generator (including optional graphical effect centered at the location of the building) and appropriate zone

play 3d sound for team on custom

play 3d sound for team on zone entry

play 3d sound for team on poke

play 3d sound for player on zone entry

play 3d sound for player on poke

play 2d sound for team on custom

play 2d sound for team on zone entry

play 2d sound for team on poke

play 2d sound for player on zone entry

play 2d sound for player on poke

play 2d sound on zone entry

one or more scripts (as needed) for a Missile Silo building and associated logic. (this will use regular purchase terminals for the beacon, not those "special" terminals like RenAlert and in fact probably wont require too many new scripts at all to pull it off)

a script for underwater logic (e.g. for submarines and stuff)

engine calls:

a means to disable beacon buy via an engine call

a means to disable certain preset buy via an engine call

a way to remove a certain script from an object (with calls to iterate the GameObjObservers attached to an object)

re-written logic for my various "search the GameObjLists" functions such that they use a callback system (making it easier to write your own code that does e.g. "search all the objects, if object = medium tank, do this to it")

stuff to iterate and work with the contents of vehicles

attach script to all instances of a particular preset

remove script from all instances of a particular preset

attach script to all instances of a particular class ID (e.g. soldiers)

remove script from all instances of a particular class ID (e.g. soldiers)

these last 4 will have a team parameter

code to send the Enable\_Vehicle\_Transitions script command over the network

code to send the Set\_Player\_Type script command over the network

code for per-player and per-team Create\_Sound

code for per-player and per-team Create\_2D\_Sound

code for per-player and per-team Create\_2D\_WAV\_Sound

code for per-player and per-team Create\_3D\_WAV\_Sound\_At\_Bone

code for per-player and per-team Create\_3D\_Sound\_At\_Bone

code to send the Force\_Camera\_Look script command over the network (per-player)

code to send the Shake\_Camera script command over the network (per-player)

code to send the Enable\_HUD script command over the network (per-player)

per-player, per-team and all over-the-network code for Set\_Display\_Color, Display\_Text, Display\_Int, Display\_Float

code to make the arms on the front of the normal renegade refinery-controlled harvester animate when it harvests (i.e. not if you are using some custom script for it, although those already have ways to animate the arms). It will rely on having the same harvester names as renegade.

console commands:

vehicle limit change

per-player 3d sound

3d sound for all players

per-team 3d sound

per-team 2d sound

disable beacon for a team

disable a specific preset for a team

commands to send text to a player, a team and all players. (with colors and newline)

Stuff that I plan to implement assuming I can find the right piece of data/figure out how to do it:

scripts:

a script for a mobile stealth generator/mobile gap generator (including optional graphical effect centered at the location of the deployed vehicle) and appropriate zone (the hard bit here is spawning the zone at runtime and also coming up with usable deploy logic)

a script or scripts for a Caryall (like in TS and in the Dune games)

a script or scripts for a TS Hunter-Seeker

a script or scripts for a vehicle thief (like in TS)  
a script for doing tiberium vein damage (like in TS)

engine calls:

a way to get the current weapon of an object  
a way to find a player given their name and get the GameObject and player ID  
code to get the name of the skeleton for an object  
code to get the sex of a soldier (male/female)  
code to spawn a script zone at runtime and set its size (must study ScriptZoneGameObj for this)

console commands:

mine limit change  
player limit change  
make the commands that take player IDs also take a player name  
a command to force a change of map (i.e. to change what map is next)

If something is not on this list (ideas posted to the ideas thread will appear here if they are something I will do), its not going to be in 2.0.

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Subject: scripts.dll 2.0, what will be in it  
Posted by [jonwil](#) on Sun, 26 Sep 2004 06:23:55 GMT  
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stuff I now know how to do (I hope):  
code to spawn a script zone at runtime and set its size.

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Subject: scripts.dll 2.0, what will be in it  
Posted by [jonwil](#) on Sun, 26 Sep 2004 07:05:52 GMT  
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ok, found the mine limit so I can change that now too.

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Subject: scripts.dll 2.0, what will be in it  
Posted by [jonwil](#) on Sun, 26 Sep 2004 09:13:16 GMT  
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ok, found the player limit.  
And the map rotation.  
And a way to get the htree name for an object  
Plus, I now know why my Set\_Skin, Get\_Skin and Get\_Shield\_Type functions were failing so I should be able to fix them...  
And I know how to get the weapon for an object.

For the tiberium vein script, it will just be a "do damage to all vehicles with a mass value greater

than <some parameter> script.

For the caryall, this is how it is currently planned to work:

It flies over the vehicle to be carried.

Then the gunner of the caryall "shoots" the vehicle (via a special downward pointing gun that fires invisible bullets and has a really short range)

Then, this triggers a script on the vehicle which then attaches the vehicle to the caryall. Then, the caryall can fly off to wherever.

To release, the "gun" is fired again which triggers detach.

The contents of the vehicle being carried will stay inside it while its being carried and are prevented from exiting in order to prevent them from falling to their deaths.

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Subject: scripts.dll 2.0, what will be in it

Posted by [jonwil](#) on Sun, 26 Sep 2004 10:34:11 GMT

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ok, more stuff:

scripts:

a means to turn a vehicle on and off (i.e. send it one custom to disable the vehicle and another to enable it, used for e.g. the Robot Tanks in RA2 and the EMP Cannon in TS)

Appropriate calls and stuff will be made to do all the right things too.

Also, a Mobile Sensor Array script/calls/etc will be considered.

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Subject: scripts.dll 2.0, what will be in it

Posted by [jonwil](#) on Sun, 26 Sep 2004 10:36:47 GMT

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also, the harvester animation fix will work for any harvester in any mod assuming the animation name and the hierarchy name are the same (which is true for pretty much all vehicle w3ds)

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Subject: scripts.dll 2.0, what will be in it

Posted by [jonwil](#) on Sun, 26 Sep 2004 22:17:08 GMT

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the vehicle destruction animations thing I dont know how to fix since I dont know how to get any rotation stuff other than what Get\_Facing gets (which is a rotate about Z value)

Cant do the WOL thing either.

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Subject: scripts.dll 2.0, what will be in it

Posted by [jonwil](#) on Sun, 26 Sep 2004 22:37:34 GMT

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ok, new stuff that will be added to the todo list for 2.0:

a script that, when damage <= <some value>, it will start damaging it further. (with a timer tick and a damage value passed in)

Will stop damaging it when <damage> goes back over the damage value. (i.e. repair/heal)

a script that will (on custom) set the screen fade to <some setting> for all players then start a timer. Timer expires, it resets it back to no fade.

a script that will take a damage value and 2 animation settings. Will use the first setting if <health> goes less than the damage value and the second setting if <health> goes more than the damage value.

a script that is like JFW\_3D\_Sound\_Damage but takes a range. When the soldier is damaged, if the new health is within the range, it will play the sound.

a script that is like JFW\_Random\_Timer\_Play\_Cinematic but only resets itself (i.e. restarts the timer) when a custom is sent.

a script like JFW\_Vehicle\_Animation\_2 except it triggers the "up" and "down" animations on custom, not on movement. (you can use this one for vehicle entry e.g. landing gears)

also, an engine call to force someone to exit a vehicle will be done if I can figure out how (dont think force enter is doable).

Plus, if its possible, a way to prevent people from exiting a vehicle. (maint so people dont leave the tank when its flying through the air attached to the underside of an orca caryall)

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Subject: scripts.dll 2.0, what will be in it

Posted by [Blazer](#) on Sun, 26 Sep 2004 23:29:31 GMT

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jonwil

a script that will (on custom) set the screen fade to <some setting> for all players then start a timer. Timer expires, it resets it back to no fade.

How about affecting screen fade of everyone within a certain radius? This could be used to implement a flashbang grenade

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Subject: scripts.dll 2.0, what will be in it

Posted by [jonwil](#) on Sun, 26 Sep 2004 23:33:27 GMT

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That idea should have gone into the ideas thread.

But in any case, I wont be doing it mainly because there is no decent way to hook into the weapon fire/input system to pull it off.

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Subject: scripts.dll 2.0, what will be in it

Posted by [jonwil](#) on Tue, 28 Sep 2004 01:13:04 GMT

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ok the "use a callback system (making it easier to write your own code that does e.g. "search all the objects, if object = medium tank, do this to it" " idea is not going to happen.  
Mainly because there are too many functions that do various different things to make the idea work.

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Subject: scripts.dll 2.0, what will be in it  
Posted by [Oblivion165](#) on Tue, 28 Sep 2004 03:16:43 GMT  
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good to see that the script i want to use is first

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Subject: scripts.dll 2.0, what will be in it  
Posted by [Spice](#) on Tue, 28 Sep 2004 21:13:46 GMT  
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Did you ever find out if it was possible to make animation play on vehicle movement? Preferably different animations for forwards and backwards.

That would be soo helpful.

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Subject: scripts.dll 2.0, what will be in it  
Posted by [jonwil](#) on Tue, 28 Sep 2004 21:58:57 GMT  
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use JFW\_Vehicle\_Animation and JFW\_Vehicle\_Animation\_2 for that.

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Subject: scripts.dll 2.0, what will be in it  
Posted by [Slash0x](#) on Wed, 29 Sep 2004 15:38:26 GMT  
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jonwiluse JFW\_Vehicle\_Animation and JFW\_Vehicle\_Animation\_2 for that.  
If you can figure out how to use it, lol.

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Subject: scripts.dll 2.0, what will be in it  
Posted by [jonwil](#) on Sat, 02 Oct 2004 07:01:31 GMT  
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ok, some updates:

I have tested the logic for changing the weapon of a vehicle via script and so far it seems to work  
I am still looking into what happens when Set\_Model gets used on a vehicle and on an infantry

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unit and stuff (and fixing it if it needs to be/if I can)

Also, some new scripts:

When poked by a certain team and a certain preset, change the team of the object that was poked.

remove all scripts from a single object on custom (with associated engine stuff in engine.cpp to do the actual work)

Neither will the mobile stealth generator

The vehicle thief script should be in there.

As should the tiberium vein damage.

and the way to get the current weapon of an object

the way to find a player given their name and get the GameObject and player ID will also be in 2.0

as will the code to get the name of the skeleton for an object

and the code to get the sex of a soldier (male/female)

and hopefully the code to spawn a script zone at runtime and set its size (must study ScriptZoneGameObj for this), I know where to change to do it, I just have to test my theories and see if how I want to do it will work right or not (in particular, does changing the size of a script zone at runtime work or not)

the mine limit change and player limit change console commands will be in

as will the "make the commands that take player IDs also take a player name" change.

the force map change command may or may not be in there.

The EMP stuff and the mobile sensor array stuff are cut from 2.0 as is the mobile radar jammer.

I am going to add an engine call that calls PhysicalGameObj::Get\_Transform on one object then passes the result to PhysicalGameObj::Set\_Transform for another object. I think this will set the complete rotation, position, etc for the object (so it would be of use for the person that wanted the vehicle destruction animation changes)

The hunter-seeker and caryall ideas wont be in 2.0.

Also, there are a couple of BIG features created by TheKGBSpy and enhanced/made working by me that will be going into 2.0 that I cant talk about just yet (as soon as TheKGBSpy gives the OK, I will tell you all what they are)

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Subject: scripts.dll 2.0, what will be in it  
Posted by [jonwil](#) on Sat, 02 Oct 2004 09:20:49 GMT  
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ok, the "change team of something on startup" and the "capture" scripts are gone.

To do "change team on startup", use the "send custom on startup" script plus the "change team on custom" script (which I will write)

To do "capture", use one of the JFW\_Poke\_Send\_Custom scripts.

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Subject: scripts.dll 2.0, what will be in it  
Posted by [jonwil](#) on Sun, 03 Oct 2004 01:26:43 GMT  
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ok, I removed the stuff about making the player-id taking commands also take player names. Mainly because there is no way for my code to tell where the player name ends and where the rest of the passed in data begins (given that a space character is valid in a player name)

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Subject: scripts.dll 2.0, what will be in it  
Posted by [Blazer](#) on Sun, 03 Oct 2004 01:58:20 GMT  
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What if you let people specify a replacement character for a space, like "Some Cool Guy" could be typed as Some~Cool~Guy. I know that there could also be an instance where someones name actually has ~'s in it....but the odds of two people in the same server with spaces and tildes is slim. Just an idea.

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Subject: scripts.dll 2.0, what will be in it  
Posted by [jonwil](#) on Sun, 03 Oct 2004 06:34:56 GMT  
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oh and btw, the CTF script has been cut from 2.0  
Mainly because its too big and I dont have time for it  
sorry

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Subject: scripts.dll 2.0, what will be in it  
Posted by [laeubi](#) on Sun, 03 Oct 2004 08:30:05 GMT  
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Anyways gret work as always!

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