
Subject: final list of stuff new to scripts.dll 2.0

Posted by [jonwil](#) on Sun, 03 Oct 2004 10:03:40 GMT

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if its not here, it wont be in 2.0, if its here it will be in 2.0 unless I find out that it doesnt work or run out of time and have to bump stuff to 2.1 or something.

new console commands:

VEHICLELIMIT <new limit> changes vehicle limit

SND2DT <team> <wav file> plays 2d sound for all members of a team

SND3DP <player> <wav file> plays 3d sound for a player

SND3DT <team> <player> <wav file> plays 3d sound for a team, the player specifies which player to use as the position

SND3D <player> <wav file> plays 3d sound for all players, the player specifies which player to use as the position

BEACON <team> disables beacon for a specific team

VEHICLE <preset position> <team> disables a vehicle for a team (the position indicates which preset to disable, the machinegun officer is position 0 then the rocket soldier is position 1 and so on)

SOLDIER <preset position> <team> disables a soldier for a team (the position indicates which preset to disable, the hummvee/buggy is position 0 then the APC is position 1 and so on)

TEXT <string> sends a text string to all players, I hope to be able to do colors too

TEXTT <team> <string> sends a text string to a team, I hope to be able to do colors too

TEXTP <player> <string> sends a text string to a player, I hope to be able to do colors too

MINELIMIT <new limit> changes mine limit

PLAYERLIMIT <new limit> changes player limit

NEXTMAP <new map> changes the next map

misc bhs.dll changes:

fixes as necessary to solve the Set_Model problems and the problems with changing the weapon of a vehicle.

fix for the harvester harvest animation

small general bhs.dll fixes that I forget

scripts from TheKGBSpy:

scripts to do fire/reload animations of various kinds (e.g. for a machine gun or for a rocket launcher or for a catapult)

scripts for deploy/undeploy of vehicles (usefull for many things)

a script to enable locking of a vehicle

an AI script for the Fist Of Fate mod

scripts from NeoSaber:

a small fix to the MAD Tank script

a new script for Vehicle AI

scripts from Dan:

random crate script

script to drop a destroyed tank on death

script to enable repairing the destroyed tank and bring it back to life

script command (in bhs.dll):

- send Enable_Vehicle_Transitions over the network
- send Set_Player_Type over the network
- send Set_Screen_Fade_Color over the network
- send Set_Screen_Fade_Opacity over the network
- send Shake_Camera over the network
- send Set_Display_Color over the network
- send Display_Text over the network
- send Display_Int over the network
- send Display_Float over the network
- per-player Create_Sound
- per-player Create_2D_Sound
- per-player Create_2D_WAV_Sound
- per-player Create_3D_WAV_Sound_At_Bone
- per-player Create_3D_Sound_At_Bone
- per-player Force_Camera_Look
- per-player Enable_HUD
- per-player Set_Display_Color
- per-player Display_Text
- per-player Display_Int
- per-player Display_Float

engine calls (in engine.cpp):

- fixes to make the Set_Skin, Get_Shield_Type and Get_Skin engine calls work
- Disable_Beacon (it changes the settings for the beacon for the specified team)
- Disable_Vehicle (it changes the settings for the specified vehicle for the specified team)
- Disable_Soldier (it changes the settings for the specified soldier for the specified team)
- Disable_Free (it changes the settings for the specified free soldier for the specified team)
- Remove_Script (removes all copies of a given script from an object)
- Remove_All_Scripts (removes all scripts from an object)
- Get_Vehicle_Occupant_Count (gets the count of people in a vehicle)
- Get_Vehicle_Occupant (gets the given occupant of a vehicle)
- Get_Vehicle_Driver (gets the driver of a vehicle)
- Get_Vehicle_Gunner (gets the gunner of a vehicle, if there is only one person in a vehicle, this will be the driver too)
- Force_Occupant_Exit (forces the specified occupant to exit a vehicle)
- Force_Occupants_Exit (forces all occupants to exit a vehicle)
- Attach_Script_Preset (attaches a script to all objects of a given preset)
- Remove_Script_Preset (removes all copies of a given script from all objects of a given preset)
- Attach_Script_Type (attaches a script to all objects of a given type)
- Remove_Script_Type (removes all copies of a given script from all objects of a given type)
- Get_Current_Weapon gets the preset name of the current weapon for an object (e.g. the pistol is Weapon_Pistol_Player)
- Get_Weapon_Count gets the count of how many weapons an object holds
- Get_Weapon returns the given weapon for an object
- Create_Sound_Team calls Create_Sound for a given team

Create_2D_Sound_Team calls Create_2D_Sound for a given team
Create_2D_WAV_Sound_Team calls Create_2D_WAV_Sound for a given team
Create_3D_WAV_Sound_At_Bone_Team calls Create_3D_WAV_Sound_At_Bone for a given team
Create_3D_Sound_At_Bone_Team calls Create_3D_Sound_At_Bone for a given team
Set_Display_Color_Team calls Set_Display_Color for a given team
Display_Text_Team calls Display_Text for a given team
Display_Int_Team calls Display_Int for a given team
Display_Float_Team calls Display_Float for a given team
Get_Skeleton_Name returns the hierarchy/skeleton name for a given object
Get_Sex returns the sex of an object (usefull to identify which animations to use)
Set_ScriptZone_Size sets the size of a script zone
Copy_Transform copies the complete transform (covers rotation in x,y,z and probobly also position) from one object to another.

scripts by me:

JFW_Vehicle_Animation_Custom_Trigger (like JFW_Vehicle_Animation except plays one animation when it recieves one custom (e.g. vehicle entry) and another one when it recieves another custom (e.g. vehicle exit)
JFW_Random_Timer_Play_Cinematic_2 (like JFW_Random_Timer_Play_Cinematic except that a custom must be sent after it plays to restart the timer)
JFW_3D_Sound_Damage_Range (if the health of the object is within this range, it plays the sound)
JFW_2D_Sound_Damage_Range (if the health of the object is within this range, it plays the sound)
JFW_Animation_Frame_Health (sets the animation frame for the given object to a certain frame if the health goes within a certain range)
JFW_Screen_Fade_Custom_Timer (when a custom is sent, calls Set_Screen_Fade_Color and Set_Screen_Fade_Opacity for all players then starts a timer, when the timer expires, it resets the screen fade)
JFW_Damage_Do_Damage (when damaged below a certain amount, it does x damage every y seconds. If repaired above the amount, it stops doing damage)
JFW_Vehicle_Thief (put this on all vehicles that can be stolen. When poked by an object of the specified preset, it will kick out all the soldiers in the vehicle allowing it to be taken)
JFW_Heavy_Vehicle_Damage when entered, any vehicle with more than x mass will be damaged by y damage
JFW_Under_Zone (if entered by anything other than the specified presets which would represent the submarines if this is used for underwater or the underground vehicles if this is used for underground, it kills them. Otherwise, it sends them a custom. Leaving the zone they get another custom.)
JFW_Under_Effect (when the vehicle with this on it recieves a custom, anything inside it has Set_Screen_Fade_Color and Set_Screen_Fade_Opacity called on it, when recieving another custom, the screen fade is reset)
JFW_3D_Sound_Timer (plays a 3d sound when a timer expires)
JFW_2D_Sound_Zone_Entry (plays a 2d sound on zone entry)
JFW_2D_Sound_Player_Poke (plays a 2d sound for the poker on poke)
JFW_2D_Sound_Player_Entry (plays a 2d sound for the enterer on enter)
JFW_2D_Sound_Team_Poke (plays a 2d sound for the team on poke)

JFW_2D_Sound_Team_Entry (plays a 2d sound for the team on enter)
JFW_2D_Sound_Team_Custom (plays a 2d sound for the team on custom)
JFW_3D_Sound_Zone_Entry (plays a 3d sound on zone entry)
JFW_3D_Sound_Player_Poke (plays a 3d sound for the poker on poke)
JFW_3D_Sound_Player_Entry (plays a 3d sound for the enterer on enter)
JFW_3D_Sound_Team_Poke (plays a 3d sound for the team on poke)
JFW_3D_Sound_Team_Entry (plays a 3d sound for the team on enter)
JFW_3D_Sound_Team_Custom (plays a 3d sound for the team on custom)
JFW_Change_Team_On_Custom (changes the team of whatever its attached to on custom)
JFW_Stealth_Zone (zone for a stealth generator/gap generator)
JFW_Stealth_Generator (generator script for a stealth generator/gap generator)
The stealth/gap generator scripts will allow you to set an "effect" preset to be spawned whilst the generator is active. Anything entering the zone is made stealth, anything leaving it is made visible again.
Buildings within the zone do not get made stealth. Dont know if stuff that spawns in the zone will be made stealth or not.
JFW_Team_DM_Controller_2 new version of JFW_Team_DM_Controller that doesnt require you to specify the buildings to destroy to end the game.
JFW_Team_DM_Zone_2 new version of JFW_Team_DM_Zone that is easier to use (dont need to set up fancy zones)
JFW_Print_String_Team_Poke (prints a string for a team on poke)
JFW_Print_String_Team_Entry (prints a string for a team on zone entry)
JFW_Print_String_Team_Custom (prints a string for a team on custom)
JFW_Print_String_Player_Poke (prints a string for a player on poke)
JFW_Print_String_Player_Entry (prints a string for a player on zone entry)
JFW_Print_String_All_Custom (prints a string for all players on custom)
JFW_Look_At_Angle_Entry (makes a player look in a particular direction on zone entry)
JFW_Look_At_Location_Entry (makes a player look at a particular location on zone entry)
JFW_Look_At_Object_Entry (makes a player look at a particular object on zone enrtry)
JFW_Look_At_Object_Poke (makes a player look at a particular object on poke)
JFW_Look_At_Location_Poke (makes a player look at a particular location on poke)
JFW_Look_At_Angle_Poke (makes a player look in a particular direction on poke)
JFW_Remove_All_Scripts_Custom (remove all scripts from an object when a custom is recieved)
JFW_Attach_Script_Custom (attach a script to an object when a custom is recieved)
JFW_Remove_Script_Custom (removes all instances of a script from an object when a custom is recieved)
JFW_Attach_Script_Type_Custom (attaches a script to all objects of a particular type when a custom is recieved)
JFW_Remove_Script_Type_Custom (removes all instances of a script from all objects of a particular type when a custom is recieved)
JFW_Attach_Script_Preset_Custom (attaches a script to all objects of a particular preset when a custom is recieved)
JFW_Remove_Script_Preset_Custom (removes all instances of a script from all objects of a particular preset when a custom is recieved)
JFW_Free_Disable (changes the settings for the specified free soldier on custom)
JFW_Soldier_Disable (changes the settings for the specified soldier on custom)
JFW_Vehicle_Disable (changes the settings for the specified vehicle on custom)
JFW_Beacon_Disable (changes the settings for the specified beacon on custom)

JFW_Vehicle_Weapon_Preset (if object that entered the vehicle = xxx preset, changes the vehicle weapon to xxx)

JFW_Vehicle_Model_Preset (if object that entered the vehicle = xxx preset, changes the vehicle model to xxx)

JFW_Vehicle_Model_Team (if team of object that entered the vehicle is x, changes the vehicle model to xxx)

JFW_Invulnerable_On_Custom_3 (like JFW_Invulnerable_On_Custom_2 except it changes the skin type instead of the shield type)

JFW_Powerup_Buy_Poke_Timer (like JFW_Powerup_Buy_Poke but with a time delay before you can buy the powerup again, intended for beacons and such)

Subject: final list of stuff new to scripts.dll 2.0

Posted by [ohnou812](#) on Mon, 04 Oct 2004 00:24:33 GMT

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Holy Cow JW!

This will be awesome! Great Job in advance! Who says christmas only comes once a year! I'm so excited....I just can't hide it!

Subject: final list of stuff new to scripts.dll 2.0

Posted by [Majiin Vegeta](#) on Mon, 04 Oct 2004 00:27:05 GMT

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soooo much

Subject: final list of stuff new to scripts.dll 2.0

Posted by [Havoc 89](#) on Mon, 04 Oct 2004 02:07:23 GMT

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wowzers... quite along list. keep em coming jw.

Subject: final list of stuff new to scripts.dll 2.0

Posted by [Doitle](#) on Mon, 04 Oct 2004 02:26:08 GMT

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Are your fingers like smoking? Awesome job! Keep it up you Dynamo! lol

Subject: Re: final list of stuff new to scripts.dll 2.0

Posted by [weetbix](#) on Mon, 04 Oct 2004 04:01:28 GMT

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jonwilscripts from Dan:

script to drop a destroyed tank on death
script to enable repairing the destroyed tank and bring it back to life

Do those scripts do the same thing as TFX_Spawn_When_Killed and TFX_Replace_When_Repaired (which are already in scripts 1.9.3)?

Subject: final list of stuff new to scripts.dll 2.0
Posted by [Dan](#) on Mon, 04 Oct 2004 05:35:41 GMT

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Its basically the exact same thing as Black Cell have in their servers, when a tank is destroyed that has the script attached to it, then it will drop a destroyed tank model that you have specified. When it is repaired, the tank is brought back to life again (only brings it up to working order so you have to fully repair it). The 2nd part of the script enables you to attach it to an already placed wreckage so that when it is repaired, it will drop a tank.

Subject: final list of stuff new to scripts.dll 2.0
Posted by [ohnou812](#) on Mon, 04 Oct 2004 09:02:38 GMT

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Dan that is awesome! When I saw that you made the tank drop I wondered if it would be released! Thanks

Subject: final list of stuff new to scripts.dll 2.0
Posted by [weetbix](#) on Mon, 04 Oct 2004 09:03:54 GMT

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Well thats exactly what TFX_Spawn_When_Killed and TFX_Replace_When_Repaired do.

I personally don't see a reason to have two scripts that do the exact same thing but if they are put in then it doesn't matter.

Subject: final list of stuff new to scripts.dll 2.0
Posted by [zunnie](#) on Mon, 04 Oct 2004 12:24:01 GMT

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I hear from several people that the TFX_SpawnWhenKilled / TFX_ReplaceWhenRepaired scripts are 'unstable', so i dunno if Jonwil made any changes to improve the scripts?
Either way VERY nice work dude!!!

[zunnie]

Subject: final list of stuff new to scripts.dll 2.0
Posted by [Naamloos](#) on Mon, 04 Oct 2004 13:06:21 GMT
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Quote:script to drop a destroyed tank on death
script to enable repairing the destroyed tank and bring it back to life

Cool. Always wanted that.

Subject: final list of stuff new to scripts.dll 2.0
Posted by [Dan](#) on Mon, 04 Oct 2004 13:33:55 GMT
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weetbixWell thats exactly what TFX_Spawn_When_Killed and TFX_Replace_When_Repaired do.

I personally don't see a reason to have two scripts that do the exact same thing but if they are put in then it doesn't matter.

Well, the 2 scripts work with each other to do what they do. The first one is attached to a vehicle with the preset of a wreckage to drop when the tank dies. When the tank dies, it drops a wreckage, and attaches the second script to it, which enables the wreckage to make a new tank when it is rebuilt. The joy of having the 2 separate scripts, is that if you have a map/level where there are tanks around that you want to be rebuildable, then you can attach the 2nd script to it and tell it what thing to make when it is repaired.

I also have a few improvements in mind for the next scripts.dll version. Depends on how much other work I have.
