
Subject: complete list of scripts.dll 2.1 features

Posted by [jonwil](#) on Mon, 04 Apr 2005 08:20:24 GMT

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new scripts:

JFW_Attach_Script_Preset_Once_Custom
JFW_Attach_Script_Type_Once_Custom
JFW_Attach_Script_Once_Custom
JFW_Attach_Script_Preset_Created
JFW_Attach_Script_Type_Created
JFW_Attach_Script_Player_Created
JFW_Attach_Script_Vehicle_Created
JFW_Attach_Script_Building_Created
JFW_Remove_Script_Preset_Created
JFW_Remove_Script_Type_Created
JFW_Remove_Script_Player_Created
JFW_Give_Powerup_Create
JFW_Invulnerable_On_Create
JFW_Destroy_Self_Timer
JFW_Attach_Script_Preset_Startup
JFW_Attach_Script_Type_Startup
JFW_Attach_Script_Building_Startup
JFW_Clear_Weapons_Create
JFW_Clear_Money_Create
JFW_Change_Model_Health
JFW_Change_Model_Health2
JFW_Hunter_Seeker
JFW_Domination_Controller_End_Game
JFW_Change_Character_Powerup
JFW_Preset_Buy_Poke_Timer
JFW_Preset_Buy_Poke_Custom
JFW_Slot_Machine
JFW_Jetpack
JFW_Jetpack_Model
JFW_Dpbl_Vhcls_Keyboard
JFW_Stealthable_Object
JFW_Carryable_Vehicle
JFW_Carry_Control
JFW_CarryAll
JFW_Scope
JFW_Switch_Door
JFW_Switch_Lock_Door
JFW_Toggle_Door
JFW_Sensor_Array
JFW_Send_Custom_Distance_Objects_Timer
JFW_Send_Custom_Distance_Objects_Custom
JFW_Send_Custom_All_Objects_Timer
JFW_Send_Custom_All_Objects_Custom

JFW_Control_Enable_Custom
JFW_Control_Enable_Gun
JFW_Underground_Logic
SH_ConsoleCommand
SH_PCT_Powerup
SH_PCT_On_Custom

The last 3 are done by a nice guy named SaberHawk.

And also someone called E! helped me with some stuff (like the caryall)

There is also a change to make the AGT weapon, OBL weapon and OBL guns semi-invincible (if they are damaged, they will repair back to full but if they are destroyed, they wont be replaced, this is because there is no way for the weapon to notify the building controller that it has just died)

Several new engine calls (not important to mention here)

new console commands

map name display

mod package name display

map number display

map list display

get radar mode

music

no music

music private

no music private

get server bhs.dll version

mine limit display

current mine display

eject

map list changing

snd3dt

emoticon display

currently playing song

screenshot format selection (select between tga and png, png is the default, this setting is saved in the registry)

end game win for particular side (i.e. its like if they killed the buildings of the other team)

bhs.dll changes

Code to not read *.dep files (i.e. fast map loading)

new keyboard hook code

keys.cfg editor to edit keys.cfg used by new keyboard hook code

new PNG screenshot code

new code for custom scopes/binocluars

code to spit out bhs_renlog on WFDS/game.exe as well as LFDS (necessary to make the chat hook work)

code to let you hook the chat output (f2/f3 chat) so you can do stuff with it (like implement lxxx commands to do stuff)

code to spit out a client chat log on the client

an engine call to get the current music track (same as for the console command)
a hook for triggering when the level has just loaded
a hook for triggering when an object is created
code to fix the invisible harvester bug (where if you have an airstrip, go low power and your harvester is destroyed, it spawns invisible).
However, the downside is that you can see the wheels/treads of the vehicle sticking out of the cargo plane when it flies in.
What normally happens is that the vehicle is created and made invisible and the cinematic is started. When the vehicle is dropped off, it is made visible again.
However, in the bug case, it is not made visible again. The fix stops it from being made invisible in the first place.
See here:
<http://users.tpgi.com.au/adsloptd/airstrip.png>

To-do:

- 1.write JFW_Damage_Animation script requested by SaberHawk
- 2.Add code to make player damage grunt sound,player death sound and powerup collection sound play on the client as well as the server
- 3.Fix Post_Load_Level and object creation hooks to actually work right.
This will probably involve disabling the Post_Load_Level hook (which isnt working right) and making the Object Created scripts do it for all objects of that type that already exist as well as any future objects that get created.
I will come up with a solution that makes things as good as possible.
and 4.Lots of testing.

Subject: complete list of scripts.dll 2.1 features
Posted by [htmlgod](#) on Mon, 04 Apr 2005 11:03:06 GMT
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This is just a thought but....You always write these really long lists of script names for additions to your scripts.dll. But let me ask you, how much does something like "JFW_Send_Custom_Distance_Objects_Timer" mean to the average visitor to these forums? Why not do give one or two line descriptions for each script so that your neverending lists of script additions have some meaning.

Subject: complete list of scripts.dll 2.1 features
Posted by [Cat998](#) on Mon, 04 Apr 2005 12:15:38 GMT
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Thanks to jonwil, for making all this great stuff. Dont give up

Subject: complete list of scripts.dll 2.1 features
Posted by [PhrozenUnit](#) on Mon, 04 Apr 2005 17:13:30 GMT

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SH_ConsoleCommand: Attach this to an invisible object and it starts reading stuff from ConsoleCommand.txt. Any command you put in there gets forwarded straight to the console.
SH_PCT_Powerup: Attach this to a powerup and whenever someone grabs it, their PCT appears
SH_PCT_On_Custom: Send a custom defined by Message to it and the PCT appears on the sender's screen.
JFW_Damage_Animation: Play an animation when the object is damaged, then set a timer. when the timer is up, replay the animation. Timer is reset whenever damaged, but animation is not played over again.

Subject: complete list of scripts.dll 2.1 features
Posted by [Oblivion165](#) on Mon, 04 Apr 2005 17:21:53 GMT
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Did you ever make it so we could assign keys to a new animation? Like if we hit "y" it makes the character model do a custom bone animation.

Subject: complete list of scripts.dll 2.1 features
Posted by [idebo](#) on Mon, 04 Apr 2005 21:04:01 GMT
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Awsome stuff right there.

Subject: complete list of scripts.dll 2.1 features
Posted by [jonwil](#) on Tue, 05 Apr 2005 03:57:11 GMT
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A little bit of bad news
I cant make the infantry hurt/pain sound play on the client.
Basicly, what happens is that when the infantry damage related code runs, it says "Have I been damaged" and if it has, it goes into the code to do the pain sound etc. If the code doesnt detect that it has been damaged, it doesnt go into the pain sound code.
Problem is, on the client, it doesnt recognize it has been damaged at that point in the code (like the cargo plane object not existing on the client at the time the cargo plane sound plays). Like the cago plane sound, this would require source code access to fix (or alternatively a HUGE amount of effort).

Both the death sound and powerup collect sound do work though.
