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Subject: changes to the scripts.dll since 1.0.1

Posted by [jonwil](#) on Sun, 02 Mar 2003 11:14:26 GMT

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Anywhere where I say "x takes a float" what I mean is "x takes a float instead of an int" These are things like timer times, speeds, locations etc which are actually floats as seen by renegade. Making them integers was a mistake in the first place.

1.TDA\_Stealth\_Armour takes a float for the stealth length

2.new script (added at special request) by someone I forget: JFW\_Follow\_Waypath. Makes a unit follow a waypath. Takes a waypath ID and a speed. (Waypath ID is int, Speed is float)

3.JFW\_Guard\_Duty\_Helper now takes floats for the Attack\_Time, Wait\_Time and Range, as does JFW\_Guard\_Duty

4.JFW\_Building\_Gun and JFW\_Building\_Gun\_Weapon take floats for the Min\_Range and Max\_Range

5.JFW\_Assault\_Powerplant\_Controller takes a float for the time

6.JFW\_Aircraft\_Fuel takes a float for the time

7.JFW\_2D\_Sound\_Timer\_Random takes a float for the time\_min and time\_max values

8.JFW\_3D\_Sound\_Timer\_Random takes a float for the time\_min and time\_max values

9.JFW\_2D\_Sound\_Timer\_Health takes a float for the time

10.JFW\_Timer\_Custom takes a float for the time

11.JFW\_Base\_Defence & JFW\_User\_Controllable\_Base\_Defence take floats for the MinAttackDistance, MaxAttackDistance and AttackTimer

12.JFW\_Timer\_Play\_Cinematic takes a float for the time

13.JFW\_Timer\_Destroy\_Building takes a float for the time

14.JFW\_Poke\_Send\_Custom now takes a float for the Unknown value (I dont know what it does but thanks to the LFDS, I do know its a float)

and 15.JFW\_2D\_Sound\_Timer takes a float for the time

Also, once 1.1 is out (and all the bugs are fixed), I promise not to change anything thats visible to the user (other than the adding of new scripts of course) unless there are any errors that need to be corrected. I also probably wont change the internals of the dll unless:

1.bugs to be fixed and/or errors to correct

or 2.I come upon some new information, like all the stuff I got from the symbol table in the LFDS.

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Subject: changes to the scripts.dll since 1.0.1

Posted by [Rich\[HN\]](#) on Sun, 02 Mar 2003 11:17:14 GMT

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Cool!

Can't wait now

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