Subject: scripts.dll 2.5 is in progress
Posted by jonwil on Sun, 12 Mar 2006 11:45:50 GMT
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So far, I have added the following:
A new console command to send a special packet needed for LFDS WOL (only on linux)
Code to disable the cd-key checking on GameSpy (since XWIS doesnt do it and since The First Decade CD keys are missing from the database GameSpy uses to check and since it is needed for LFDS WOL). Thanks to Silent_Kane for finding these offsets.
Fix a bug with the code to send Set_Obj_Radar_Blip_Color and Set_Obj_Radar_Blip_Shape over the network
Changed several places in engine.cpp to use As_xxxGameObj instead of Is_xxx (which removes one level of indirection)
Fixed a bug in Attach_Script_Building
Moved JFW_Key_Hook_Base & JFW_Object_Created_Hook_Base to engine.h (so they can be accessed from any source file)
Added the following engine calls, all of which take a player ID:
Get_Team (gets the team of a player)
Get_Rank (gets the rank of a player, i.e. the position in the player list)
Get_Kills (gets the current kills of a player)
Get_Deaths (gets the current deaths of a player)
Get_Score (gets the current score of a player)
Get_Money (gets the current money of a player)
Get_Kill_To_Death_Ratio (gets the kill/death ratio of a player)
Added Get_Damage_Points and Get_Death_Points which get the damage and death points of an object
Added Get_C4_Mode which gets the C4 mode (i.e. remote, timed, proximity) of a C4 object
Fixed some bugs with the visible person in vehicle script
Added some stuff to keycfg.cpp to make it compile on Visual C++ 2005 (SaberHawk is compiling with 2005 and submitted these fixes)
Fixed some bugs with the renalert defence script (thanks SaberHawk and NeoSaber for these fixes)

I am also planning a new console command that will be a bit like Player_Info but it will print more information (hence all the new engine calls .
It will print the following (not necessarily in this order):
Player ID
Player Name
Player Score
Player Team (as an integer, not as a string like GDI or NOD)
Player Ping
Player Address
Player KB/s
Player Rank
Player Kills
Player Deaths
Player Money
Player Kill/Death Ratio

It wont print the player time because I have yet to figure out how to correctly read that value

EDIT: new console command complete & undergoing testing now plus new engine call Get_IP_Port which returns string like 1.2.3.4;5

Subject: Re: scripts.dll 2.5 is in progress
Posted by AmunRa on Sun, 12 Mar 2006 22:21:37 GMT
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nicely done, it just keeps getting better and better

Subject: Re: scripts.dll 2.5 is in progress
Posted by theplague on Mon, 13 Mar 2006 00:17:39 GMT
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well, again, hope this isn't getting anoying, but how about the leave hook and also the page hook?

edit: volk did the player quit thing with RenDEC... (http://ircd2.lomag.net/~wtdragon5/forum/index.php?showtopic= 5863)

Subject: Re: scripts.dll 2.5 is in progress
Posted by jonwil on Mon, 13 Mar 2006 01:07:57 GMT
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WOL page hook is not going to happen.
The hard part with player leave hook is making sure you detect all the leave events (such as if the client was to loose network connectivity all of a sudden and not send any events to the server). I would like to do it but only if it can be done such that it catches all events.

Subject: Re: scripts.dll 2.5 is in progress
Posted by theplague on Mon, 13 Mar 2006 23:14:58 GMT
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how about just having a thing where it (dono if it's possible) but hook onto the write log event for "Player Blah Has Left The Game"? then maybe a compleat log hook is possible? hope it is...