
Subject: scripts.dll 2.6 is out

Posted by [jonwil](#) on Sun, 26 Mar 2006 06:02:15 GMT

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scripts.dll 2.6 is out.

Get it from <http://www.sourceforge.net/projects/rentools/>

Changes:

per-player version of Set_Obj_Radar_Blip_Shape

per-player version of Set_Obj_Radar_Blip_Color

new functionality to display a texture on the users screen and hide it

new functionality to set and get the vehicle limit (as console commands and as engine calls)

new code to send colored messages to the client (console commands and engine calls)

Display_Health_Bar now gets sent over the network

bool Is_Scriptable(GameObject *obj); //is a ScriptableGameObj

void Set_Damage_Points(GameObject *obj,float points); //Set the damage points for an object

void Set_Death_Points(GameObject *obj,float points); //Set the death points for an object

void Repair_All_Buildings_By_Team_Radius(int Team,int ConstructionYardID,float Health,float Radius); //repairs all buildings in the specified radius around the object represented by

ConstructionYardID for the team except the passed in ConstructionYardID,0 = Nod,1 = GDI

const char *Get_Translated_String(unsigned long ID); //Get a string from the translation database given its ID

const char *Get_Translated_Preset_Name(GameObject *obj); //Get the translated name for the preset of this object, if it has one

int Get_C4_Count_Proximity(int Team); //Get the proximity C4 count for a team

int Get_C4_Count_Remote(int Team); //Get the remote C4 count for a team

void Attach_Script_All_Buildings_Team(int Team,const char *Script,const char *Params,bool Once); //attach a script to all buildings by team

void Attach_Script_All_Turrets_Team(int Team,const char *Script,const char *Params,bool Once); //attach a script to all static vehicles by team

const char *Get_Translated_Weapon(GameObject *obj,int position); //Get the translated name of a weapon

const char *Get_Current_Translated_Weapon(GameObject *obj); //Get the translated name of the current weapon

GameObject *Get_Part_Name(const char *name1); //Will return the player with this string as part of their name if there is exactly one player with it

int Get_Part_Names(const char *name1); //Will return the count of players with this string as part of their name

GameObject *Get_C4_Planter(GameObject *obj); //Gets the planter of a C4GameObj

GameObject *Get_C4_Attached(GameObject *obj); //Gets the object a C4GameObj is attached to (if any)

GameObject *Get_Beacon_Planter(GameObject *obj); //Gets the planter of a BeaconGameObj

void Remove_Weapon(GameObject *obj,const char *weapon); //Removes a weapon from an object

unsigned int Get_Vehicle_Mode(GameObject *obj); //Gets the mode of a vehicle

void Repair_All_Turrets_By_Team(int team,float health); //repairs all vehicles that have mode = turret

void Get_Team_Color(unsigned int team, unsigned int *red, unsigned int *blue, unsigned int *green); //get color for a team

void Get_Player_Color(int ID, unsigned int *red, unsigned int *blue, unsigned int *green); //get color for a player
void Get_Object_Color(GameObject *obj, unsigned int *red, unsigned int *blue, unsigned int *green); //get color for a player
void Get_Private_Message_Color(unsigned int *red, unsigned int *blue, unsigned int *green); //get color for private messages
void Get_Public_Message_Color(unsigned int *red, unsigned int *blue, unsigned int *green); //get color for public messages
void Disarm_C4(GameObject *obj); //Disarm a C4 object
void Disarm_All_Proxy_C4(int ID); //Disarm all proximity C4 owned by a player
void Disarm_All_C4(int ID); //Disarm all C4 owned by a player
int Get_Team_Vehicle_Count(int team); //Gets the current vehicle count for a team
bool Is_Base_Powered(int team); //Is this teams base powered
bool Can_Generate_Vehicles(int team); //Can this team buy vehicles
bool Can_Generate_Soliders(int team); //Can this team buy soldiers
Changed a bunch of scripts to check the vehicle mode instead of the physics type when checking for flying vs not flying
New scripts same as JFW_Base_Defence_xxx but which swap weapons when they recieve a custom
JFW_Pilot_Repair (script to repair any vehicles the infantry with this on gets into)
JFW_Conyard_Radius (script for a construction yard that repairs a limited radius)
JFW_Conyard_Turrets (script to repair all vehicles with type "turret")
Scripts for chrono harvester
per-team versions of JFW_Switch_Door & JFW_Toggle_Door
JFW_Suicide_Bomber (script to make someone who can blow themselves up)
JFW_Show_Info_Texture (script to show a texture on the client)
new support in keyhook code for setting a key to "none" to disable it
change to the timer for JFW_Vehicle_Block_Preset
ability to change private message and public message colors through hud.ini
SVERSION now works on the client too, to print the installed version of bhs.dll
new command like ICON but displays for the enemy only
change to TEAM and TEAM2 to destroy all C4 of the player that changed teams

Subject: Re: scripts.dll 2.6 is out

Posted by [EA-DamageEverything](#) on Sun, 26 Mar 2006 12:32:49 GMT

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Have you built-in a lagfix? Because I upgraded from 2.31 to 2.51 and my game lagged as hell. So I went back to 2.31...

Subject: Re: scripts.dll 2.6 is out

Posted by [htmlgod](#) on Sun, 26 Mar 2006 22:28:12 GMT

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<3 Jonwil.

Subject: Re: scripts.dll 2.6 is out
Posted by [jonwil](#) on Sun, 26 Mar 2006 22:30:48 GMT
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I am unaware of any lag issues but if someone can identify exactly which version introduced the lag issues, I can investigate why.

Subject: Re: scripts.dll 2.6 is out
Posted by [theplague](#) on Mon, 27 Mar 2006 00:44:59 GMT
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:S all good, exopt for no log hook or leave hook...

lol, either would be awesome

Subject: Re: scripts.dll 2.6 is out
Posted by [Titan1x77](#) on Mon, 27 Mar 2006 09:27:54 GMT
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Quote:new functionality to set and get the vehicle limit (as console commands and as engine calls)

Nice!!...Knew it was only a matter of time.

can this be set in LE with a script or is this only server side like the mine limit?

either way, great job!

Subject: Re: scripts.dll 2.6 is out
Posted by [Goztow](#) on Mon, 27 Mar 2006 09:39:37 GMT
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a feel a SSAOW function to set vehicle limit coming up (y). You spit new scripts out in no time, good work Jonwil!

Subject: Re: scripts.dll 2.6 is out
Posted by [nopol10](#) on Mon, 27 Mar 2006 09:42:01 GMT

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If I am running RA:APB, can I safely extract the scripts into the RenAlert folder?

Subject: Re: scripts.dll 2.6 is out
Posted by [jonwil](#) on Mon, 27 Mar 2006 11:49:13 GMT

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log hook is?

vehicle limit is like mine limit, when you set it it stays set until set again. Also, it needs bhs.dll on client to work.

Doubt there will be a SSAOW function to set it (because of the client-side thing)

Dont know if it will work with RA:APB or not but its certainly not officially supported by the RenAlert team

Subject: Re: scripts.dll 2.6 is out
Posted by [theplague](#) on Mon, 27 Mar 2006 20:48:14 GMT

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:S when i said log hook, i was thinking of the very basic logs... the renlogs from scripts2.dll or the FDS itself...

Subject: Re: scripts.dll 2.6 is out
Posted by [saberhawk](#) on Mon, 27 Mar 2006 23:45:06 GMT

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You can safely use the scripts on Red Alert: A Path Beyond 9935 and higher.
