
Subject: scripts.dll 2.7.1 is out

Posted by [jonwil](#) on Sat, 06 May 2006 04:54:22 GMT

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This is just a bug-fix release on top of scripts.dll 2.7.

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

Changes in 2.7.1:

Made the ID console command server-only (i.e. it wont work on the client anymore). A change I made in 2.7 doesnt work on the client.

Updated the documentation for the Set_Wireframe_Mode console command and hte JFW_Wireframe_Mode script.

Fixed an issue that caused the Is_Base_Powered, Can_Generate_Vehicles, Can_Generate_Soliders and Find_Harvester engine calls to fail on linux.

Fixed the engine calls that get the max bullets and max clip bullets to work correctly.

Fixed a typo in Find_Harvester that caused it to not work on win32

Corrected the order the parameters are passed to PurchaseSettingsDefClass::Find_Definition in Get_Purchase_Definition.

Added better parameter checking to Get_Definition_Name & Get_Definition_ID.

Corrected the order the parameters are passed to Get_Purchase_Definition in Get_Team_Cost.

Added better parameter checking to Set_Enlisted, Set_Beacon, Set_Refill, Set_Preset and Set_Alternate.

Changed Set_Preset so that if the preset you remove is not the last one in the list, all the other presets are moved backwards. (if you dont do this, things break)

Corrected an issue in the definition for DefinitionClass that was causing crashes after a certain number of maps had been loaded.

Better notes for Get_Vehicle_Owner and Set_Refill in engine.h

Changed JFW_PT_Disable and JFW_PT_Disable_Death to properly call Update_PT_Data.
