
Subject: scripts.dll 2.8 WIP update

Posted by [jonwil](#) on Mon, 29 May 2006 14:19:37 GMT

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Items with a * require bhs.dll on the client

Here is what is currently in scripts.dll 2.8:

*A hud.ini keyword that disables the "extras" command, disables the ladder server check and enables the extra PT pages. Intended for mods that have more items than there is space on the PT.

*Improvements to Wireframe Mode that make only the 3D game world wireframe whilst keeping the UI (HUD, dialogs, text etc) normal.

Some fixes to some exploits that could crash the server.

*Code added for the radar to make changing it via the Enable_Base_Radar engine call or by having a com center on the map work 100% of the time.

*A fix that makes vehicle limit get sent to a player on player join correctly (it wasn't being sent before).

*A hud.ini keyword that enables a new logic for determining if the character and vehicle buttons on the PT should be enabled or not. This new logic checks the values set by Set_Can_Generate_Vehicles etc instead of looking for the buildings. The negative is that it never says "destroyed" under the button, only ever "unavailable".

*New hud.ini keywords that go with the existing radar code to implement a scrolling texture underneath the radar (i.e. a map) instead of the normal static texture.

Some bug-fixes to JFW_Object_Created_Hook_Base

*New script JFW_Change_Radar_Map that goes on a dave's arrow or something for every level in a mod with radar map enabled. It is used to set the radar map stuff for that level.

New script JFW_Poke_Send_Custom_Toggle. When the object with this is poked, it sends one custom. The next time it's poked it sends a second custom. Then the first one again then the second and so on.

A fix to patcher.c to make the patcher program correctly patch the RH8 LFDS

new script Kamuix_Announce_Preset_Buy.

This is like JFW_Preset_Buy Except when bought, it will be announced when purchased.

new script Kamuix_PAMSG_Zone.

This is like JFW_PPAGE_Zone but instead of paging the player it just sends an individual AdminMsg to a player.

new script Kamuix_Send_FDS_MSG_Zone

On zone entry, this sends a specified message to the console input parser.

new script Kamuix_Team_Change_Zone

Changes a player's team of a team specified on zone entry.

bool Is_Radar_Enabled(int team); //returns if the radar is enabled

unsigned int Get_Vehicle_Definition_Mode(const char *preset); //get the mode of a vehicle given its preset name

unsigned long Get_Definition_Class_ID(const char *name); //get the class ID of a definition

GameObject *Get_GameObj_By_Player_Name(const char *name); //get the gameobject of a player given their name

void Disable_Preset(unsigned int team, unsigned int type, unsigned int position); //Disable a preset

void Disable_Enlisted(unsigned int team, unsigned int position); //Disable an enlisted soldier

bool Is_Harvester(GameObject *obj); //Is this object one of the 2 team AI harvesters?

```
void Enable_Base_Radar(int team, bool enable); //Enables radar for a base, same thing as the
communications center does
void Beacon_Destroyed_Base(int team, bool destroyed); //Sets if a base was destroyed by a
beacon in the beacon zone
void Destroy_Base(int team); //Destroys a base completely
void Set_Can_Generate_Vehicles(int team, bool cangenerate); //Sets if vehicles are purchaseable
void Set_Can_Generate_Soldiers(int team, bool cangenerate); //Sets if soliders are purchasable
void Power_Base(int team, bool powered); //Power a base up or down, correctly handles the
doubled build time and costs
Several bug-fixes to functions in engine.cpp
```

Currently planned for 2.8:

- *Further fixes to the unpurchaseable logic to make using Set_Can_Generate_Vehicles and Set_Can_Generate_Soldiers to re-enable purchasing even after the WF/bar is down work properly

- *Further code so that when Power_Base is used to re-enable power after the PP is gone, you dont still get the 2x cost message in the PT

- *Further issues with correctly sending the PT data over the network.

A hook for the vehicle purchase logic (intended for implementing flying vehicle purchase properly so you can buy a flying vehicle without it appearing from the WF and instead having it come in to the helipad)

Stuff to solve the LFDS GSA issue

A new way to get the renlog stuff called rlmon.

Basically, its a way to for external programs to get all the stuff that goes in renlog.txt sent to them over a socket.

Firstly, the program opens a UDP server socket to listen for packet.

Then it uses the rlmon console command to register itself as the current listener (passing in the IP:port of the opened socket)

If there is already a listener, the new listener takes over.

rlmonoff turns off the feature.

Once the feature is enabled, anything that would go into renlog.txt is also sent over this socket to the current listener as UDP packets.

This is mainly intended for IRC bots and the like as an easier alternative to having to constantly monitor renlog.txt and handle the changeover from one days file to the next and stuff.

Any reborn scripts that get done in time

Any stuff the RenAlert team has for me

Anything that the reborn or renalert guys need for their mods that I can do in time (especially anything to do with the next 0.994 release of RenAlert)

Subject: Re: scripts.dll 2.8 WIP update
Posted by [jonwil](#) on Wed, 31 May 2006 23:30:07 GMT
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Some new engine calls I added:

```
int Building_Type(GameObject *obj); //returns the type of a BuildingGameObj
bool Is_Building_Dead(GameObject *obj); //Does the game consider the building dead
GameObject *Find_Building(int team,int type); //Find a building by team and type
GameObject *Find_Base_Defence(int team); //Find base defence for a team
```

Subject: Re: scripts.dll 2.8 WIP update
Posted by [Whitedragon](#) on Thu, 08 Jun 2006 03:28:02 GMT
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Some new scripts of mine that will be in 2.8:

The Expanded Vehicle Factory set of scripts

These will allow a proper implementation of helipads and naval buildings.

Flying/naval vehicles will be purchasable from the PT just like normal vehicles but will fly in to/spawn at their respective buildings.

MDB_Unit_Limit

Limits how many of a certain unit can exist at a time. Disables the PT icon for this unit when the limit is reached.

MDB_Remote_Controlled_Vehicle

Allows a player to control a vehicle without actually being in it.

MDB_Vehicle_Limit

Sets the vehicle limit on creation.

MDB_Mine_Limit

Sets the mine limit on creation.

Subject: Re: scripts.dll 2.8 WIP update
Posted by [reborn](#) on Thu, 08 Jun 2006 10:33:32 GMT
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if someone could clone m03_go_to_star then that would be sweet

Subject: Re: scripts.dll 2.8 WIP update
Posted by [theplague](#) on Fri, 09 Jun 2006 10:49:51 GMT
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yo JWil, any word on Grant_Weapon(GameObject *obj, const char *preset)?
