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Subject: Complete changelog for scripts.dll 2.8  
Posted by [jonwil](#) on Sun, 18 Jun 2006 13:16:10 GMT  
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I am very close to having scripts.dll 2.8 out, just some final beta testing and such before I release. Here is a complete list of all the changes that are in it:  
Items with a \* need bhs.dll on the client

New logging feature for FDS (win32 and linux) that logs all text that appears on the console as UDP packets to a specified host and port. You can then grab these and parse them (they are sent as raw null terminated strings)

\*Changes to wireframe mode to make only the 3D objects wireframe, not the 2D UI etc.

\*New feature to allow for a scrolling map texture as a background to the radar.

New hud.ini keyword to disable the 2x cost multiplier that you get when your powerplant goes down

New hud.ini keyword to change the "delay factor" that is applied when your pp goes down (not 100% sure what it does though)

New hud.ini keyword to disable vehicle ownership (i.e. where only you can get in the vehicle you just bought)

\*New hud.ini keyword to let you use the extra PT pages (the ones you access with ALT) as regular PT pages.

\*New hud.ini keyword to change the way the game checks if the vehicles and characters icons should be enabled which is intended for use by mods that want to use

Set\_Can\_Generate\_Soldiers or Set\_Can\_Generate\_Vehicles.

Some fixes to some possible server exploits

\*A patch that will make mods that use the Com Center building or the Enable\_Base\_Radar to disable the radar work properly

New engine call Get\_Build\_Time\_Multiplier that gets the current build time multiplier (if the pp is down, you get the value set with the above hud.ini keyword or the default of 2, otherwise you get 1)

\*New engine call to change the settings for the scrolling map feature (intended to be used on a per-map basis)

New hook to hook beacon purchases so you can block them if you want (or handle them specially, e.g. enforce beacon limit)

New hook to hook vehicle purchases so you can do stuff like block normal weapons factory if your script builds the vehicle some other way)

New hook to hook character purchases, same as the other 2.

New hooks to let you monitor/log vehicle, character or beacon purchases.

You can register as many of these hooks as you like

\*New engine call Set\_Currently\_Building which sets a flag. When this flag is set for a given team, the PT will display "building" underneath the vehicles button regardless of what the normal weapons factory is doing.

\*New engine call Is\_Currently\_Building which returns the value set by Set\_Currently\_Building

Bug fixes to some engine calls

Bug fixes & improvements to SimpleDynVecClass and SimpleVecClass

Improvements to the definitions of cGameData and friends (including definitions of BaseControlerClass, NetworkObjectClass and others). With this new work, cGameDataCnC, cGameDataSinglePlayer, cGameDataSkirmish and cGameData now have pretty much 100%

correct definitions.

Bug fixes to the object create hooks to make them crash less.

New engine calls:

```
void Power_Base(int team,bool powered); //Power a base up or down, correctly handles the
doubled build time and costs
void Set_Can_Generate_Soldiers(int team,bool cangenerate); //Sets if soliders are purchasable
void Set_Can_Generate_Vehicles(int team,bool cangenerate); //Sets if vehicles are purchaseable
void Destroy_Base(int team); //Destroys a base completly
void Beacon_Destroyed_Base(int team, bool destroyed); //Sets if a base was destroyed by a
beacon in the beacon zone
void Enable_Base_Radar(int team, bool enable); //Enables radar for a base, same thing as the
communications center does
bool Is_Harvester(GameObject *obj); //Is this object one of the 2 team AI harvesters?
void Disable_Enlisted(unsigned int team, unsigned int position); //Disable an enlisted soldier
void Disable_Preset(unsigned int team, unsigned int type, unsigned int position); //Disable a
preset
GameObject *Get_GameObj_By_Player_Name(const char *name); //get the gameobject of a
player given their name
unsigned long Get_Definition_Class_ID(const char *name); //get the class ID of a definition
(matches the #defines above)
unsigned int Get_Vehicle_Definition_Mode(const char *preset); //get the mode of a vehicle given
its preset name
bool Is_Radar_Enabled(int team); //returns if the radar is enabled
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
bool Purchase_Item(GameObject *obj,int cost); //Pass a soldier object & a cost to deduct that
much money from the soldier. Returns true if the transaction suceeded, false otherwise
bool Is_Map_Flying(); //Is the current map a flying map
GameObject *Find_Closest_Zone(Vector3 &Location,unsigned int Type); //Find the closest zone
bool IsInsideZone(GameObject *zone,GameObject *obj); //is <solder/vehicle> inside <zone>
bool Can_Team_Build_Vehicle(int Team); //Can this team build vehicles
New script JFW_Change_Radar_Map which is used to change the scrolling radar map
parameters on a per-map basis
New script JFW_Poke_Send_Custom_Toggle which is like JFW_Poke_Send_Custom_2 but
sends one custom then another custom then the first one again and so on.
New script JFW_Teleport_Zone_Enable. This is like JFW_Teleport_Zone_Team but is turned on
and off by a custom.
Fix to the LFDS script patcher to correctly patch the RH8 binary.
New scripts by Kamuix:
Kamuix_Announce_Preset_Buy
This is like JFW_Preset_Buy Exept when bought, It will be announced when purchased. If you do
not have enouph money
to purchase It you will be paged by the console telling you that you do not have enouph credits.
Kamuix_PAMSG_Zone
This is like JFW_PPAGE_Zone but instead of paging the player it just sends an individual
AdminMsg to a player.
```

Kamuix\_Send\_FDS\_Msg\_Zone

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

Kamuix\_Team\_Change\_Zone

Changes a players team of a team specified on zone entry.

Kamuix\_Damaged\_Send\_MsgFds

When the object this is attached to gets damaged, this sends a specified message to the console input parser.

Kamuix\_Death\_Send\_MsgFds

When the object this is attached to gets destroyed, this sends a specified message to the console input parser.

Kamuix\_Death\_Announce

When the object this is attached to dies, A message gets displayed telling all who destroyed what.

New scripts from WD for Reborn:

MDB\_Water\_Zone (specifies a zone as a water zone for water vehicle purposes)

MDB\_Water\_Unit (specifies a unit as a water unit. Will be used for amphibious vehicles like AAPC and Hover MRLS)

\*MDB\_Vehicle\_Limit (implements working vehicle limit adjustment per map)

MDB\_Mine\_Limit (implements working mine limit adjustment per map)

\*MDB\_Unit\_Limit (implements unit limit for e.g. hero units)

Also, WD is working on scripts (and I think some engine calls) for 100% working helipads/naval purchase areas that let you purchase helicopters/naval units from normal PTs.

The helicopters fly in from off map, the naval units just appear.

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Subject: Re: Complete changelog for scripts.dll 2.8

Posted by [jonwil](#) on Thu, 22 Jun 2006 12:35:09 GMT

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Assuming WD gets me the last few scripts in time, I will have 2.8 out this weekend at the latest. Also, I have added one final feature, I have added per-player versions of the fog commands.

Also, I have tweaked the PT change code to be better and I added (at the request of WD who wants it for Gap Generator work for RenAlert), a per-player version of Enable\_Stealth.

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Subject: Re: Complete changelog for scripts.dll 2.8

Posted by [jonwil](#) on Fri, 23 Jun 2006 13:31:48 GMT

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Thanks to WhiteDragon for all his help beta testing 2.8

Also, thanks for these new scripts:

MDB\_Water\_Zone

MDB\_Water\_Unit

Scripts to make amphibious APCs, hover MRLSs and other such units that can go over water work.

MDB\_Vehicle\_Limit Script for implementing a vehicle limit if you arent using the new vehicle factory logic

MDB\_Mine\_Limit Script to handle changing the mine limit

MDB\_Unit\_Limit Script to implement a unit limit (e.g. for hero units)

MDB\_Send\_Custom\_On\_Key Script to send a custom when a key is pressed

MDB\_Remote\_Controlled\_Vehicle

MDB\_Remote\_Controlled\_Vehicle\_Bot

Scripts for a remote controlled vehicle (could be used for a terror drone or a hunter-seeker I)

MDB\_ExpVehFac\_Helipad

MDB\_ExpVehFac\_Naval

MDB\_ExpVehFac\_Vehicle\_Factory

MDB\_ExpVehFac\_Cinematic

MDB\_ExpVehFac\_Cinematic\_Vehicle

MDB\_ExpVehFac\_Limit

Scripts that implement a fully working helipad and naval yard setup. Now you can have helipads and/or naval yards and not only that, you can purchase the flying or naval vehicles from any normal PT.

2.8 will be out soon, just one last issue to solve then I can release it.