Subject: Looking for a txt-file/explanation of all the additional bhs.dll keys
Posted by rrutk on Wed, 15 Apr 2009 18:22:56 GMT
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1.

I'm looking for a txt-file/explanation of all the additional bhs.dll keys (like HarvUplink, C4Count...)

Even after playing Ren for years I dont know exactly what purpose some of them have.

In bhs.txt there is nothing about it.

2.

Can some1 post the latest BRenBot.txt(ReadMe (with all the commands)?

Subject: Re: Looking for a txt-file/explanation of all the additional bhs.dll keys
Posted by nopol10 on Thu, 16 Apr 2009 05:49:33 GMT
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The HarvUplink, C4Count, etc are the extra keys used by SSGM. Players on servers running SSGM utilise these keys for extra ingame functions.

Subject: Re: Looking for a txt-file/explanation of all the additional bhs.dll keys
Posted by havoc9826 on Thu, 16 Apr 2009 06:15:44 GMT
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ChatHistory is a VERY useful one that was originally introduced in APB, but works in at least 3.x versions of scripts.dll/bhs.dll (I don't remember if it works for 2.9.2 or not). If you have chat logging on (F8 log 1), you can hit the ChatHistory key and it'll bring up everything said up to the point you hit the key (if you want to see anything said afterward, you have to hit Escape and then the ChatHistory key again), and you can control the scroll bar!

Subject: Re: Looking for a txt-file/explanation of all the additional bhs.dll keys
Posted by YazooGang on Thu, 16 Apr 2009 10:46:11 GMT
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ChatHistory is awesome. I use it everytime i play ren.

Subject: Re: Looking for a txt-file/explanation of all the additional bhs.dll keys
Posted by rrutk on Thu, 16 Apr 2009 10:56:27 GMT
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Some1 knows, which extra keys n00bstories supports...?

And I dont know the purpose of this keys:

VehStatus
HarvUplink
FlagInfo
WeapDrop=yeah, drop, but what sense exactly?
SupplyDrop
RadarMark1
RadarMark2

Subject: Re: Looking for a txt-file/explanation of all the additional bhs.dll keys
Posted by Genesis2001 on Thu, 16 Apr 2009 14:42:01 GMT
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rrutk wrote on Thu, 16 April 2009 03:56Some1 knows, which extra keys n00bstories supports...?

And I dont know the purpose of this keys:

VehStatus
HarvUplink
FlagInfo
WeapDrop=yeah, drop, but what sense exactly?
SupplyDrop
RadarMark1
RadarMark2

Most of the keys were used by Black-Cell's server.

WeapDrop <- used to toggle !wdrop on Black-Cell's server.
etc. :/

Subject: Re: Looking for a txt-file/explanation of all the additional bhs.dll keys
Posted by YazooGang on Thu, 16 Apr 2009 19:14:03 GMT
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I hope in the next release of scripts it will all be in Client side and Server side. I WANT TOUNTS
IN CLIENT SIDE >:V