Subject: New features for modders and coders in the next scripts build
Posted by jonwil on Tue, 19 Mar 2013 15:12:26 GMT
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Before anyone asks, no I do not have a release date for the next scripts build so don't bother asking.
Here is a list of some changes in the next scripts build modders and coders might care about:
1.Start using Visual C++ 2012 to compile scripts.dll. Anyone who wants to be able to continue to do scripts.dll coding once the next build comes out (whenever that is) should obtain Visual Studio 2012 and install Visual Studio 2012 Update 1.
2.Add support for a new file called e.g. C&C_City_surface.ini (or whatever for each map). This is read per-map and if it exists should be a full copy of surfaceeffects.ini with any desired per-map changes. This file IS cheat checked just like surfaceeffects.ini.
3.Add support for a new file called e.g. C&C_City_tt.ini (or whatever for each map). This is read per-map and allows you to use the sidebar, AirFactoryGameObj, NavalFactoryGameObj and a few other things on a per-map basis. Yes this means you can have a separate helipad which controls whether you can build helicopters (i.e. if its dead, you cant build helicopters anymore, if its alive and the war factory is dead, you can still build helicopters even though you cant build ground vehicles)
The following keywords are valid in the per-map ini file:
AirFactoryVehicleLimit
NavalFactoryVehicleLimit
VehicleFactoryVehicleLimit
BuildingRefillDisable
NodBuildingRefillDisable
GDIBuildingRefillDisable
NewTechLevel
GDIUpArrowTexture
GDIDownArrowTexture
GDIBackgroundTexture1
GDIBackgroundTexture2
NODUpArrowTexture
NODDownArrowTexture
NODBackgroundTexture1
NODBackgroundTexture2
AlternateSelectEnabled
GDIAlternateSelectTexture1
GDIAlternateSelectTexture2
GDIAlternateSelectTexture3
GDIAlternateSelectTexture4
NODAlternateSelectTexture1
NODAlternateSelectTexture2
NODAlternateSelectTexture3
NODAlternateSelectTexture4
Sidebar
SidebarSoundsEnabled
SidebarRefillSound
SidebarInfantrySound

SidebarVehicleSound\
4.Add a special Custom you can listen for (same sort of thing as CUSTOM_EVENT_VEHICLE_ENTERED etc) to detect when someone refills so you can do things if you want. No you dont get to block the refill, just detect that its happened.
5.Add a new feature to let you put a soldier directly into a vehicle bypassing the normal transition logic (this eliminates the issues seen with attempting to force the player into the vehicle via the transition code)
6.New scripts feature to make a vehicle stop driving (basically it makes the vehicle ignore any press of the movement keys). Obviously you can turn this back off again.
7.New logic that lets you mark an object as "visible only to friendlies" or "visible only to enemies"
8.Added a new physics type to Renegade. Its called AircraftPhys and is currently just a clone of VTOLVehicle (except that some code specifically checks for VTOLVehicle so using AircraftPhys wont work). Eventually we hope to make it into a fully functioning fixed-wing aircraft physics implementation (but we dont have any idea when it will be done so dont ask)

Needless to say many of these features wont work unless the client is running the new scripts build too.

Subject: Re: New features for modders and coders in the next scripts build
Posted by Mauler on Tue, 19 Mar 2013 18:39:51 GMT
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Looking forward to all of it, thanks

Subject: Re: New features for modders and coders in the next scripts build
Posted by Generalcamo on Sat, 23 Mar 2013 17:31:39 GMT
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I like the changes, but I was wondering if you could also add in per-map Dazzles.ini. That way, we can add in or remove Dazzles per-map.

Subject: Re: New features for modders and coders in the next scripts build
Posted by jonwil on Sun, 24 Mar 2013 01:00:48 GMT
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per-map dazzles.ini is harder because of how the game reads dazzles.ini

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Subject: Re: New features for modders and coders in the next scripts build
Posted by YesNoMayb on Sun, 24 Mar 2013 02:45:55 GMT
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This is irrelevant to the topic but when do you think the next version of 4.0 will be out?

Subject: Re: New features for modders and coders in the next scripts build
Posted by Mauler on Sun, 24 Mar 2013 03:05:27 GMT
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jonwil wrote on Tue, 19 March 2013 09:12Before anyone asks, no I do not have a release date for the next scripts build so don't bother asking.

Subject: Re: New features for modders and coders in the next scripts build
Posted by Mauler on Sun, 24 Mar 2013 03:05:27 GMT
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No message body

Subject: Re: New features for modders and coders in the next scripts build
Posted by Good-One-Driver on Sun, 24 Mar 2013 06:04:21 GMT
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Mauler go fuck yourself

Subject: Re: New features for modders and coders in the next scripts build
Posted by Mauler on Sun, 24 Mar 2013 17:58:22 GMT
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LOL

Subject: Re: New features for modders and coders in the next scripts build
Posted by YesNoMayb on Sun, 24 Mar 2013 18:09:45 GMT
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Sorry I was so excited about this next version that I forgot he put that in his post. xD

Subject: Re: New features for modders and coders in the next scripts build
Posted by Jerad2142 on Thu, 04 Jul 2013 18:30:32 GMT

Is there a way to put .pkg's into server rotation, that'd be a pretty cool feature if the server could flip between pkg's and mix's at runtime. Of course you'd have to reload all the normal .ini's, strings, and object.dds server and client side everytime you unloaded a package or else you get those fun bugs.