
Subject: scripts.dll 1.4 progress report

Posted by [jonwil](#) on Mon, 09 Feb 2004 08:00:43 GMT

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Firstly, there are still bugs in some scripts (specificly the Domination scripts) so I want to fix those before release.

Secondly, I am looking into a way to get custom scripts working on linux via a binary patch to the LFDS (basically a program you run, one for each FDS, that modifies the FDS binary to talk to our code) to make it use the custom scripts in addition to the standard scripts (which would mean that mod maps that use custom scripts would work on the LFDS, including RenAlert I hope). This may be ready when 1.4 comes out or may not be, it depends on how long it takes to code up.

Also, I am going to add a couple more scripts that were requested:

JFW_Object_Draw_In_Order (draws a series of models in order)

Location (where to draw the model)

Custom (what custom will cause the next model to be shown)

BaseName (the base name of the models, numbers from 1 on up will be appended to this to generate the actual name)

Count (how many models to show)

So, for example, the first object might be abc1 then the next one is abc2 etc

JFW_Object_Draw_Random (same thing as JFW_Object_Draw_In_Order but random order)

Location (where to draw the model)

Custom (what custom will cause the next model to be shown)

BaseName (the base name of the models, numbers from 1 on up will be appended to this to generate the actual name)

Count (how many models to show)

Also, I am still trying to figure out if its possible to implement the stuff for this (plus the 3 objects used with JFW_Domination_Zone) using the equivalent of Create_Object in a *.txt script instead of using the equivalent of Create_Real_Object (the first method would mean you could just pass in a w3d file name and you wouldn't need to set up an entire preset for them)

JFW_3D_Sound_Custom (plays a 3d sound when it receives a custom)

Message (which message to trigger on)

Preset (which sound to play)

Position (the position to play the sound at)

I am adding these few because now that I have figured out how to do them, they are dead simple to add.

Plus, I probably won't release 1.4 until <event I can't mention> has happened (which gives me time to add these scripts)

Although it depends on when <event I can't mention> is likely to happen...

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Posted by [General Havoc](#) on Mon, 09 Feb 2004 14:48:07 GMT

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That's great. Better to release a new version that has workings scripts rather than to rush it and release it with buggy ones.

OT: Is there a list of the commands that are used in the C++ coding. Just interested in seeing what's available.

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Posted by [SomeRhino](#) on Mon, 09 Feb 2004 21:58:13 GMT

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Thanks for sticking those in for me, JonWil.
