Subject: I need scripts.dll 1.9 ideas

Posted by jonwil on Mon, 09 Aug 2004 23:27:30 GMT

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ok, in light of what has happened (see the post on the BHS public boards), here is what bhs.dll (the new name for jfw.dll) will contain for 1.9.
The emoticons bugfix
The Create_Explosion and Create_Explosion_At_Bone fixes
The Animation fixes
The Enable_Stealth fixes
The Set_War_Blitz, Set_Fog_Enable and Set_Fog_Range fixes I am working on
The Set_Background_Music, Fade_Background_Music and Stop_Background_Music fixes I am working on.
The Create_Sound, Create_2D_Sound, Create_2D_WAV_Sound, Create_3D_WAV_Sound_At_Bone, Create_3D_Sound_At_Bone and Play_Building_Announcement fixes I am working on.

Post 1.9, I plan to add Console commands (pamsg, ppage, snda, sndp, team, team2 and id.
Also, the BHS_Renlog stuff for the Linux FDS
And working Poke logic.
As well as more script command fixes (e.g. per-player Enable_Radar, per-player Display_GDI_Player_Terminal and others)

Core Patch 1 wont be released untill the console commands and bhs_renlog stuff is ready to go.

as for the scripts.dll, into 1.9 is going the following to-be-written scripts (I hope so anyway)
JFW_Enable_Stealth_On_Custom (with a sound parameter)
JFW_Precipitation_On_Custom
JFW_Wind_On_Custom
JFW_Clouds_On_Custom
JFW_Lightning_On_Custom
JFW_War_Blitz_On_Custom
JFW_War_Blitz_Zone
JFW_War_Blitz_Create
JFW_Fog_Zone
JFW_Fog_Create
JFW_Fog_On_Custom
JFW_Set_Background_Music_On_Custom
JFW_Fade_Background_Music_On_Custom
JFW_Stop_Background_Music_On_Custom

post 1.9, I have plans to add
logic for getting the contents of a vechicle
logic to find a player by their name and get their ID/GameObject
JFW_Group_Purchase_Zone_Timer
JFW_Vehicle_Damage_Zone_Heavy
Reborn missile silo logic
JFW_CTF_Logic

JFW_Hijacker_Logic
hunter-seeker logic
caryall logic
poke versions of the JFW_xxx_Buy scripts
JFW_Group_Purchase_Poke
JFW_Poke_Animation

This code, bhs.dll and the scripts.dll use no code whatsoever from Silent_Kane

Also, we are looking into a donate console command to donate money to a team member.