Posted by jonwil on Tue, 27 Jun 2006 12:47:54 GMT
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Now that 2.8 is out, I am moving towards a scripts.dll 2.9.
Not planning anything anywhere near as big as the huge release that was 2.8, just some nice bug fixes and a few features that missed the cutoff for 2.8 or have been requested since then after people get a look at 2.8 and its featureset.

So far, I plan to include the following:
1.A fix for an issue with HideBottomText hud.ini entry
2.A way to display an individual sub-pt page as an engine call
3.A script to enable an engineer to repair a building by targeting the MCT (or rather targeting an invisible target such as a daves arrow that is "embedded" in the MCT)
4.A way to change the crosshair/target through hud.ini keywords including the texture(s). Also, a way to disable the big "target box" (and just get the reticle)
5.A fix to a linux makefile issue (shouldnt affect anyone unless they make changes to certain header files and even then, I dont know if it will or not)
6.A fix to the reported RenLogMon bug (if there is one/if I can reproduce it)
7.More output from RenLogMon to make it easier to see the IP address & port it is trying to send to.
8.A way to send data from the client to the server where the client pulls the data from a config/ini file. This would be used to indicate if the client has certain updates installed (most notably if they have certain maps installed)

If you have any other requests for scripts.dll 2.9, fire away, I am opening the feature list for requests until this weekend.

EDIT:
2 more things to add to 2.9:
engine call to set money for a player ID
engine call to set score for a player ID