Subject: Re: Moving towards scripts.dll 2.9
Posted by jonwil on Thu, 29 Jun 2006 23:07:58 GMT
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Being able to spawn script zones at runtime I am going to look into.
Console output hook should be easy enough, I will do that

Player leave hook I wont do at this point.
A Hook for jump complete I cant do at this point.
The current chathook does not show you who receives the private-messages (thats by design IIRC)
Something to print text on the players screen anywhere I cant do at this point.
An interface to add new console commands I am not going to do.
Ability to make death buildings alive again I dont know how to bring back all the things that change when a building dies
Ability to set if an object is targetable, Ability to set if occupants of a vehicle are visible and Ability to set the falling speed, crouching speed, falling speed of a unit I cant do at this point.
Make bhs.dll open source I am definatly not going to do(!)