
Subject: possible scripts.dll 1.8 in the works
Posted by [jonwil](#) on Mon, 31 May 2004 10:35:17 GMT
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So far, all it is is a few tiny changes that dont matter much plus some experienemts with stuff that requires moving over to the "dark side" (i.e. maknig direct calls to renegade engine to do stuff that couldnt be done before).

I cant do anything that requires sending stuff to the client and processing it on the client-side (because I havent gotten that far) or stuff that requires modifying the renegade codespace (also because I dont want to/havent gotten that far yet) but I can call functions in renegade. And I still have work to do to make all this go with the LFDS and WFDS.

So far, changes for a possible 1.8:

- 1.new script, JFW_Flying_Infantry. When created, if the thing this is attached to is a SoldierGameObj, this script calls Toggle_Fly_Mode on the SoldierGameObj which makes it able to fly if it cant and unable to fly if it can.
- 2.new script, JFW_Flying_Infantry_Custom. When this recieves a message, it calls Toggle_Fly_Mode on the object that its attached to, only if its a SoldierGameObj though.
- 3.new script, JFW_Flying_Infantry_Zone. When entered or exited or both (settings settable by mapmaker), it calls Toggle_Fly_Mode on the thing unit that entered the zone if its a SoldierGameObj.

Credit to SK for orionally discovering that its possible to do flying infantry in renegade.

I am also working on (no promises) new functionality for a Get_Animation_Frame function which would allow you to pass -1 for the FirstFrame of the animation scripts to mean "the current frame" Also, logic for Get_Shield_Type that would mean JFW_Invulnerable_On_Custom_3 same as JFW_Invulnerable_On_Custom_2 but without needing to pass the NormalArmour as a parameter.

Again, I stress, these are only possibilities.

But if anyone has any suggestions (including suggestions that might use engine functionality), post them here. If they arent in this thread, they wont be in 1.8.

BTW, no, this new "engine calls" stuff doesnt mean working poke, working sounds, working text output or working stealth stuff. (although the work SK is doing should help in that area)

It does mean I can do things like retrieve more information from game data structures and such.

Ideas appreciated.

Subject: possible scripts.dll 1.8 in the works
Posted by [Deactivated](#) on Mon, 31 May 2004 11:17:30 GMT
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COM_Airstrike_Controller

Initiates time-delayed (charging) Airstrike flare spawning once all SAM Sites have been destroyed on the map.

It will not spawn (time-delayed) another beacon until the beacon is placed.

Plays text cinematic once the beacon object exists on the map.

Will become disabled if attached building (Comm Center) is destroyed.

COM_SupplyDrop_Controller

Initiates time-delayed (charging) Supply Air-Drop flare spawning.

It will not spawn (time-delayed) another beacon until the beacon object exists on the map.

Plays text cinematic once the beacon object exists on the map.

Will become disabled if attached building (Comm Center) is destroyed.

COM_IonCannon_Controller

Initiates time-delayed (charging) Ion Cannon beacon spawning.

It will not spawn (time-delayed) another beacon until the beacon object exists on the map.

Will become disabled if attached building (Advanced Comm Center) is destroyed.

COM_Temple_Nuke_Controller

Initiates time-delayed (charging) Nuclear Missile beacon spawning.

It will not spawn (time-delayed) another beacon until the beacon object exists on the map and plays an animation (Silo doors open).

When the beacon object no longer exists on the map, it will play the animation backwards (Silo doors close)

Will become disabled if attached building (Temple of Nod) is destroyed.

Subject: possible scripts.dll 1.8 in the works

Posted by [jonwil](#) on Mon, 31 May 2004 11:38:43 GMT

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ok, good ideas.

Here is how I can implement them

First, JFW_Spawn_Timer.

takes a custom to start the spawning (sendable either after all the sams go away somehow or at startup, depending on what you want)

Would only start charging again when beacon is collected.

Would require another script on the beacon powerup to tell the controller when its been "collected" (I think one of the existing "custom" related scripts should be able to do it.

Will also send a specified custom to a specified object when the beacon is spawned. You can do stuff with that such as opening the silo doors etc.

As for destruction, you can destroy the daves arrow or whatever the controller is on using JFW_Death_Destroy_Object.

For the beacons where a cinematic is desired, you can send a custom to something to make the cinematic start.

Same with the doors for the temple, JFW_Set_Animation_On_Custom should handle that.

Note that once its collected, there is no way to track the beacon anymore. Hence the need to handle stuff only on "collected" (an event thats easy to test for)

Subject: possible scripts.dll 1.8 in the works
Posted by [Sir Kane](#) on Mon, 31 May 2004 11:41:34 GMT
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You know what will happen if you release this Jonwil.

Subject: possible scripts.dll 1.8 in the works
Posted by [jonwil](#) on Mon, 31 May 2004 12:43:35 GMT
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<code removed>

Subject: possible scripts.dll 1.8 in the works
Posted by [Deactivated](#) on Mon, 31 May 2004 12:57:09 GMT
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jonwilNote that once its collected, there is no way to track the beacon anymore. Hence the need to handle stuff only on "collected" (an event thats easy to test for)

Beacon object should send a message to its corresponding controller.

Subject: possible scripts.dll 1.8 in the works
Posted by [jonwil](#) on Mon, 31 May 2004 13:02:53 GMT
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thats the plan, sticking one of the existing scripts on the beacon object to tell the controler its been collected.

Subject: possible scripts.dll 1.8 in the works
Posted by [Sir Kane](#) on Mon, 31 May 2004 15:46:51 GMT
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You suck big time Jonwil.

Subject: possible scripts.dll 1.8 in the works

Posted by [Mad Ivan](#) on Mon, 31 May 2004 16:30:58 GMT

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whats so bad about releasing that?
Just dont forget to credit Silent Kane if you use it

Subject: possible scripts.dll 1.8 in the works
Posted by [Sir Kane](#) on Mon, 31 May 2004 18:27:58 GMT

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I was going to release it in a different form.
But JW didn't understand that somehow and released this.

Subject: possible scripts.dll 1.8 in the works
Posted by [Mad Ivan](#) on Mon, 31 May 2004 19:40:52 GMT

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well, how many other forms are there?

Subject: possible scripts.dll 1.8 in the works
Posted by [NeoX](#) on Mon, 31 May 2004 19:45:25 GMT

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Is it possible to code better physics into the game through this like so if a vehicle does flip of it still has a chance to flip back over and same with the driving of vehicles can you make it more realistic?

Subject: possible scripts.dll 1.8 in the works
Posted by [TheKGBspy](#) on Mon, 31 May 2004 19:55:31 GMT

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Silent kane: Look final version of 1,8 isnt released.. so he will probably change the form. dont be mad you should be happy about that. people (including me) are happy to see that you found that and this wont be forgoted. you r doing a good job discovering stuff like that and the community need that kind of help. yes maybe one form does have been released.. but not an official version yet.. so that will change.

JonWil: you can get any value now? how about getting the warhead that hitted you on damage void?

```
void Ra2Ven_DemoTruck::Damaged(GameObject * obj,GameObject * damager,float damage,
```

```
const char* Warhead)
{
}
}
```

can you do a command to get the model name?

we already have the set command but i want a get command:

```
const char* model;
model = Commands->Get_Model(obj);
```

Subject: Re: possible scripts.dll 1.8 in the works
Posted by [OrcaPilot26](#) on Mon, 31 May 2004 20:49:19 GMT
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Quote:1.new script, JFW_Flying_Infantry. When created, if the thing this is attached to is a SoldierGameObj, this script calls Toggle_Fly_Mode on the SoldierGameObj which makes it able to fly if it cant and unable to fly if it can.

2.new script, JFW_Flying_Infantry_Custom. When this recieves a message, it calls Toggle_Fly_Mode on the object that its attached to, only if its a SoldierGameObj though.

3.new script, JFW_Flying_Infantry_Zone. When entered or exited or both (settings settable by mapmaker), it calls Toggle_Fly_Mode on the thing unit that entered the zone if its a SoldierGameObj.

under water?

Subject: possible scripts.dll 1.8 in the works
Posted by [Skier222](#) on Mon, 31 May 2004 21:56:13 GMT
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neox: you just have to change the world box, if the world box had a curve insted of a flat top it could roll.

Jonwil you sure are making the scripts really fast. keep up the great work.

Subject: possible scripts.dll 1.8 in the works
Posted by [Sir Kane](#) on Mon, 31 May 2004 22:33:06 GMT
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Another thing pissing me off is that he's trying to copy all the stuff I made.

Anyhow:

Subject: possible scripts.dll 1.8 in the works
Posted by [NeoX](#) on Mon, 31 May 2004 23:37:20 GMT
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STFU hes done more for this community then you. You have the same attitude as ACK lets keep secrets from eveyone else and try and be cool so STFU you n00b.

Subject: possible scripts.dll 1.8 in the works
Posted by [CnCsoldier08](#) on Mon, 31 May 2004 23:41:53 GMT
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Haha, If SK is a n00b, I really want to know what you consider yourself to be. :rolleyes: And, do you even know half the shit SK has done?
Just because his isnt public...

Subject: possible scripts.dll 1.8 in the works
Posted by [Try_lee](#) on Mon, 31 May 2004 23:42:51 GMT
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Or maybe there's a reason he wanted to wait and do things his way?

Subject: possible scripts.dll 1.8 in the works
Posted by [deadaim00](#) on Mon, 31 May 2004 23:53:54 GMT
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Here is my idea, which would really help me out.

C&R_Damaged_Transporter

When you get to 25-1 health, you automatically get transported to a point of choosing by the mapper. It would really be usefull in my upcoming small mod.

Subject: Re: possible scripts.dll 1.8 in the works
Posted by [Renx](#) on Tue, 01 Jun 2004 01:31:37 GMT
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jonwil

1.new script, JFW_Flying_Infantry.

NO! Change it so SK_Flying_Infantry

Subject: possible scripts.dll 1.8 in the works
Posted by [SuperFlyingEngi](#) on Tue, 01 Jun 2004 01:47:16 GMT
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NO! Change it so SFE_Flying_Infantry

Subject: possible scripts.dll 1.8 in the works
Posted by [Renx](#) on Tue, 01 Jun 2004 01:49:38 GMT
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NO! I really meant that.... It should say SK at the start :/

Subject: possible scripts.dll 1.8 in the works
Posted by [jonwil](#) on Tue, 01 Jun 2004 02:24:12 GMT
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Physics/vehicleflip/etc no.

Get_Model I can probably do, dont know for sure yet.

Swimming is a nice idea that I will look into.

As for warhead, I dont think I can do that.

But it might be possible to do a command to find out what warhead the GameObject * damager object is using (although the issue of primary/secondary weapons will cause hiccups)

Mabie I wont use my flying infantry scripts to keep SK happy (I havent decided yet) but I will certainly be doing all sort of other stuff (including the other stuff from this thread), some of which will use engine calls.

And if SK or anyone else doesnt like me using engine calls (and btw, none of the ones that I will be using will be usefull to cheaters), tough, its my dll, you dont like it, you are welcome to fork it and release your own version (as long as you comply with GPL)

as for C&R_Damaged_Transporter , thats possible.

Basicly, all infantry units would have it attatched.

Then, when the unit is damaged, if its got less than <some value passed to the scripts so you can have different values per unit> health, it will send a custom to a specified object, with the ID of the unit its attatched to as the param.

This way you can have a standard object (with a particular ID that has to be the same for each map) that goes on each map (a Daves Arrow for example) that has JFW_Teleport_Custom on it. Then you get a per-map location instead of needing it to be hardcoded for all maps.

Subject: possible scripts.dll 1.8 in the works
Posted by [deadaim00](#) on Tue, 01 Jun 2004 02:48:56 GMT

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K, thanks jonwill. If you could whip that up for me, it would really help me in my upcoming small C&R mod.

Subject: possible scripts.dll 1.8 in the works
Posted by [Blazer](#) on Tue, 01 Jun 2004 04:17:14 GMT
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A crazy idea I had to implement swimming...look at the motions and positions of the player model when they are climbing a ladder....if they were rotated 90 degrees, it would look a lot like swimming!

Subject: possible scripts.dll 1.8 in the works
Posted by [NeoX](#) on Tue, 01 Jun 2004 04:46:41 GMT
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Or we could make custom ones.

Subject: possible scripts.dll 1.8 in the works
Posted by [Sir Kane](#) on Tue, 01 Jun 2004 06:24:15 GMT
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NeoXSTFU hes done more for this community then you. You have the same attitude as ACK lets keep secrets from eveyone else and try and be cool so STFU you n00b.
You call me n00b? You probably havn't see what I've done. Here's a small sample of my work:

move <player id> [X 0] [Y 0] [Z 0] - moves player based on values.
summon <player id 1> <player id 2> [X 0] [Y 0] [Z 0] - teleport player 2 to player 1 +XYZ based on given values.
score <player id> <amount> - Take or give points from/to a player.
cash <player id> <amount> - Take or give cash from/to a player.
kill <playerd id> - Kill player.
team <player id> <team> - Change the team of the player.
spawn <player id> <preset name> - Create a preset at players position.
n00b <player id> - Turns the player into a random, funny looking, model.
teleport <player id> [X 0] [Y 0] [Z 0] - Teleport player to XYZ
health <player id> <amount> - Set the health of the given player.
shield <player id> <amount> - Set the armor of the given player.
ID [part of playername] - Lists all players or the players which have the specified string in their name. (Probably used for a new player_info).
pt, fly, ab - Temporary commands, to be removed.
pamsg <player id> <message> - Sends an AMMSG to a single player.

Parameters in [] are optional.

And not to mention that this will be public available.

And YOU should STFU now.

Subject: possible scripts.dll 1.8 in the works
Posted by [Aurora](#) on Tue, 01 Jun 2004 06:31:31 GMT
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SK pwnt j00 n00b.

Subject: possible scripts.dll 1.8 in the works
Posted by [Spice](#) on Tue, 01 Jun 2004 06:53:48 GMT
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SK's scripts are excelent. The summon command absolutley rocks. SK is farthest from the term n00b out of anyone here.

Subject: possible scripts.dll 1.8 in the works
Posted by [Oblivion165](#) on Tue, 01 Jun 2004 06:56:25 GMT
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BlazerA crazy idea I had to implement swimming...look at the motions and positions of the player model when they are climbing a ladder....if they were rotated 90 degrees, it would look a lot like swimming!

Swimmings good, but i think climbing would be better. Where you can just jump on a ledge and pull yourself up. That would be useful.

Subject: possible scripts.dll 1.8 in the works
Posted by [jonwil](#) on Tue, 01 Jun 2004 07:22:02 GMT
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I could do those things SK has done too.
I was working with Renegade and the engine long before SK was.

Anyhow, lets stop this arguing and get on with the real goal, namely to make Renegade a better game for all Renegade modders.

if I wish to implement flying infantry, I am perfectly within my rights to do so, you cant "own" an idea. You can have copyright on code (and my code uses nothing that SK owns copyright on) and

you can sometimes have a patent on things but I doubt that any patents apply in this case.

Subject: possible scripts.dll 1.8 in the works
Posted by [Aircraftkiller](#) on Tue, 01 Jun 2004 07:34:21 GMT
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You can't really patent something for a game that you don't own the rights to.

Subject: possible scripts.dll 1.8 in the works
Posted by [Sir Kane](#) on Tue, 01 Jun 2004 12:41:06 GMT
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jonwill could do those things SK has done too.
I was working with Renegade and the engine long before SK was.

Any why didn't you use any of the stuff I found before? Probably because you think "Oh noes, someone found something cool, I will use it!".

That's low, very low.

jonwil]Anyhow, lets stop this arguing and get on with the real goal, namely to make Renegade a better game for all Renegade modders.

Nope, I refuse to stop anything unless you stop copying my stuff.

jonwil]if I wish to implement flying infantry, I am perfectly within my rights to do so, you cant "own" an idea.

It's an idea until actual code exists. Since code to use it was allready existing it's not an idea but a "thing". And I own that.

Anyhow, you continue stealing my stuff and I will have my own scripts.dll very soon. Since you can't really GPL something that's based on the disassembly of a copyrighted product it wouldn't even be illegal to use existing code.

Subject: possible scripts.dll 1.8 in the works
Posted by [Deactivated](#) on Tue, 01 Jun 2004 12:44:48 GMT
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phlakatonMy 2 cents...

Anything that Westwood made and is out there for Renegade should be freely distributed. Who made these Westwood assets no bearing on the issue. If someone wants to keep these models and not distribute them to the community then it's everyone's lose. The idea of having a mod

community to me means everyone shares assets and everyone tries to make their own cool maps using the assets (or their own new ones). If someone wants to keep certain items under their thumb and not let everyone play with em then shame on you. Be a pal and let these people share the fun.

Off my soapbox now. Lol.

Subject: possible scripts.dll 1.8 in the works
Posted by [Sir Kane](#) on Tue, 01 Jun 2004 13:12:50 GMT
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Silent KaneAnd your point is?

Subject: possible scripts.dll 1.8 in the works
Posted by [Deactivated](#) on Tue, 01 Jun 2004 13:17:59 GMT
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"The idea of having a mod community to me means everyone shares assets and everyone tries to make their own cool maps using the assets (or their own new ones). If someone wants to keep certain items under their thumb and not let everyone play with em then shame on you. Be a pal and let these people share the fun. "

Subject: possible scripts.dll 1.8 in the works
Posted by [Sir Kane](#) on Tue, 01 Jun 2004 13:19:24 GMT
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Silent KaneAnd not to mention that this will be public available.

Subject: possible scripts.dll 1.8 in the works
Posted by [havocide3](#) on Tue, 01 Jun 2004 13:32:25 GMT
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I don't really know alot of that stuff, but for flying infantry, could you give the infantry controls like an Orca/Apache?

Subject: possible scripts.dll 1.8 in the works
Posted by [Sir Kane](#) on Tue, 01 Jun 2004 13:44:08 GMT
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It's already controled that way.

Subject: possible scripts.dll 1.8 in the works
Posted by [jonwil](#) on Tue, 01 Jun 2004 13:47:28 GMT
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Its still an idea even if an implementation of that idea exists.

More than one person can implement that idea in different ways.
You had the idea first (and implemented it).
Then I implemented the same idea but did it differently (different code).
Therefore, you have copyright on your implementation and I have copyright on mine.
No-one owns the idea itself, only specific implementations.

You were the first person to find `SoldierGameObj::Toggle_Fly_Mode` and you deserve (and will get) credit for that.
And you were the first person to use `Toggle_Fly_Mode` in your code.
But in no way do you "own" `Toggle_Fly_Mode`. I have just as much right to call `Toggle_Fly_Mode` (or any other engine function) as you do.

The only reason I havent used any of your other stuff yet is because I dont need it for what I am working on (for example, the console command stuff is not stuff I need for making scripts)

The flying infantry thing is the only direct gameplay thing I know of that you have done other than the script command fixes (sounds etc). I could copy those too if I wanted to.

Ok, here is the thing. You put some kind of thing into `bhs.dll` that handles flying infantry and release it in time for 1.8 (its still a ways of so you have plenty of time) and I will use it instead of using the direct engine calls for it that I am using now.
In any case, whatever happens, I will give you full credit for the idea of flying infantry and for finding `SoldierGameObj::Toggle_Fly_Mode` in the first place.

Basicly, if there is a way we can have a general "if this GameObject is a `SoldierGameObj`, make it fly" function/script command/whatever available for scripters (not just me but anyone) to use in a way that will make you happy (i.e. some other way than the 2 direct engine calls I posted earlier in the thread), I will listen as long as:

A.its available for any scripter to call at any point in a script.
B.it takes any GameObject and does the call to `As_SoldierGameObj` to make sure its a soldier before it calls `Toggle_Fly_Mode`
and C.doesnt introduce any closed-source code into the `scripts.dll` (e.g. add it via a new script command added via code in `bhs.dll` or something)

Also, SK, I wont take any more of your ideas in the future (should I inadvertantly post something that you thought of first, point me at the proof that you first thought about it e.g. a post on the forum and I wont use the idea)

However, I will be using other ideas, mine and ideas of others that they have told me I can use (including some from this thread). Some of those ideas will involve making direct engine calls. You dont like that SK? Tough.

Subject: possible scripts.dll 1.8 in the works
Posted by [Blazer](#) on Tue, 01 Jun 2004 13:53:29 GMT
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jonwilB.it takes any GameObject and does the call to As_SoldierGameObj to make sure its a soldier before it calls Toggle_Fly_Mode

Aw, no flying MRLS?

Subject: possible scripts.dll 1.8 in the works
Posted by [jonwil](#) on Tue, 01 Jun 2004 14:22:20 GMT
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ok, I talked to Silent_Kane on IRC and we have resolved this issue.
flying infantry will be in 1.8 and SK is now (hopefully) happy.

Subject: possible scripts.dll 1.8 in the works
Posted by [TheKGBspy](#) on Tue, 01 Jun 2004 17:30:59 GMT
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good.. but what is about bhs.dll? now it will need to have 3 different dll to run renegade scripts? or SK and you merged everything into the scripts.dll?(bhs.ccp, bhs.h in scripts.dll)?

Subject: possible scripts.dll 1.8 in the works
Posted by [SuperFlyingEngi](#) on Tue, 01 Jun 2004 19:30:07 GMT
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RenxNO! I really meant that.... It should say SK at the start :/

Yeah, I know, your idea makes sense, but I was just making a carefully thought out joke, what with "Flying" being in my name and all...

Subject: possible scripts.dll 1.8 in the works
Posted by [Deactivated](#) on Mon, 07 Jun 2004 11:48:22 GMT
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Another script idea:

COM_Hovercraft_Zone

Changes physicstype from VTOLVehicle to WheeledVehicle and vice versa when Hovercraft enter/leaves this zone.

Subject: possible scripts.dll 1.8 in the works
Posted by [WNXPunk](#) on Mon, 07 Jun 2004 16:40:33 GMT
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Can you make a script which allowed you to make an animation of a surfboard flipping over or something like that?

Subject: possible scripts.dll 1.8 in the works
Posted by [Sir Kane](#) on Wed, 09 Jun 2004 18:35:42 GMT
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TheKGBspygood.. but what is about bhs.dll? now it will need to have 3 different dll to run renegade scripts? or SK and you merged everything into the scripts.dll?(bhs.ccp, bhs.h in scripts.dll)?

- 1.: there are not "BHS.cpp"/"BHS.h" files.
 - 2.: The same dll can be used for the game/W32FDS
 - 3.: I'm the only person doing the W32 code. (JW just does the Linux port which I'm not doing because I think linux sucks.)
-

Subject: possible scripts.dll 1.8 in the works
Posted by [Havoc 89](#) on Wed, 09 Jun 2004 19:28:56 GMT
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Jonwil, can you make a script about recoil for 1st person weapons? and a level of how much recoil you want?

Subject: possible scripts.dll 1.8 in the works
Posted by [WNXTilly](#) on Thu, 10 Jun 2004 08:44:40 GMT
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I'm glad u2 have sorted out this problem as you are both very important people to the community and I think that everyone should work together to make sure that things can only get better for the modders and mappers

Tilly

Subject: possible scripts.dll 1.8 in the works
Posted by [jonwil](#) on Thu, 10 Jun 2004 11:26:58 GMT
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I dont know if its possible to dynamicly change the physics type of an object at runtime (in fact I

am almost certain it is not)

As for the surfboard, make the animation in gmax and then you can probably use my existing animation scripts to pull it off...

As for recoil, that cant be done via scripts either.

oh and btw, there will be 3 versions of bhs.dll.

One for game.exe/server.dat

One for redhat8 LFDS

and One for redhat 7.3 LFDS

And I have plans to do more than just linux ports of stuff.

For example, I plan to implement (and put in bhs.dll) a Get_Shield_Type command if such a thing is possible. Also a Get_Model command. And probably other things.
