

Übersicht: X3: Terran Conflict

Übersichtsseite für X3TC-Wiki

Weiterer Inhalt folgt später, soll erstmal zur Strukturierung des Wikis dienen.

Modding-Übersicht (X3TC)

- MSCI-Referenz
 - Audio Commands
 - play sample <Var/Number>
 - General Commands
 - »» Arrays
 - <RetVar/IF><Var/Array>[<Var/Number>]
 - <RetVar/IF><Var/Array>[<Var/Number>][<Var/Number>]
 - <RetVar/IF> arrays <Value> and <Value> are equal
 - <RetVar/IF> find <Value> in array: <Value>
 - <RetVar/IF> reverse array <Value>
 - <RetVar/IF> size of array <Var/Array>
 - <RetVar> = array alloc: size = <Var/Number>
 - <RetVar> = clone array <Var/Array>: index <Var/Number> ... <Var/Number>
 - <RetVar> = create new array, arguments = <Value>, <Value>, <Value>, <Value>, <Value>
 - <RetVar> = get index of <Value> in array <Var/Array> offset = <Var/Number> + 1
 - <RetVar> = sort array: data = <Value> sort values = <Value>
 - <RetVar> = sort array <Value>
 - <Var/Array> [<Var/Number>] [<Var/Number>] = <Value>
 - <Var/Array>[<Var/Number>] = <Value>
 - <Var/Array> [<Var/Number>] = <Var/Array> [<Var/Number>]
 - append <Value> to array <Var/Array>
 - copy array <Var/Array> index <Var/Number> ... <Var/Number> into array <Var/Array> at index <Var/Number>
 - insert <Value> into array <Var/Array> at index <Var/Number>
 - remove element from array <Var/Array> at index <Var/Number>
 - resize array <Var/Array> to <Var/Number>
 - »» Flow Control
 - break
 - continue
 - define label <Label>
 - else
 - end conditional
 - endsub
 - gosub <Label>
 - goto label <Label>
 - »» Script Calls
 - @ <RetVar/IF/Start><RefObj> call script <Script Name> : <Parameter>
 - »» Strings
 - <RetVar/IF> get length of string <Var/String>
 - <RetVar/IF> get string font length: <Var/String>
 - <RetVar/IF> match regular expression: <Var/String> to string <Var/String>
 - <RetVar> = convert number <Var/Number> to string
 - <RetVar> = find position of pattern <Var/String> in <Var/String>
 - <RetVar> = format time: <Var/Number>
 - <RetVar> = get substring of <Var/String> offset = <Var/Number> length = <Var/Number>
 - <RetVar> = string <Var/String> to integer
 - <RetVar> = substitute in string <Var/String>: pattern <Var/String> with <Var/String>
 - *<Comment>
 - <RetVar/IF> = random value from 0 to <Var/Number> -1
 - <RetVar/IF> = random value from <Var/Number> to <Var/Number> -1
 - <RetVar/IF> get PID
 - <RetVar/IF> get task ID
 - <RetVar/IF> is datatype[<Value>] == <Var/Script Data Type>
 - <RetVar/IF> is script with prio <Var/Number> on stack
 - <RetVar> = datatype[<Value>]
 - <RetVar> = get script name
 - <RetVar> = get script priority
 - <RetVar> = read text: page= <Var/Number> id = <Var/Number>
 - <RetVar> = sprintf: fmt = <Var/String>, <Value>, <Value>, <Value>, <Value>, <Value>
 - <RetVar> = sprintf: pageid = <Var/Number> textid = <Var/Number>, <Value>, <Value>, <Value>, <Value>, <Value>
 - dec <RetVar> =
 - inc <RetVar> =

- infinite loop detection enabled = <Var/Number>
- set script priority to <Var/Number>
- Logbook Commands
 - <RefObj> write to logbook <Value>
 - write to logfile # <Var/Number> append =<Var/Number> printf: fmt =<Var/String>, <Value>, <Value>, <Value>, <Value>, <Value>
 - write to logfile # <Var/Number> append = <Var/Number> printf: pageid = <Var/Number> textid = <Var/Number>, <Value>, <Value>, <Value>, <Value>
 - write to logfile # <Var/Number> append =<Var/Number> value =<Value>
 - write to player logbook: printf: pageid =<Var/Number> textid =<Var/Number>, <Value>, <Value>, <Value>, <Value>, <Value>
 - write to player logbook: printf: fmt =<Var/String>, <Value>, <Value>, <Value>, <Value>, <Value>
 - write to player logbook <Value>