Subject: [script]Hostage Mode Scripts
Posted by zunnie on Mon, 04 Aug 2008 23:34:07 GMT
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Sourcecode can be found here: http://www.multiplayerforums.com/index.php?showtopic=5040
http://www.game-maps.net/staff/zunnie/hostagemode/

The soundfiles used by the script, players should place these in their data folder to be able to hear "Hostage recued" sounds etc.
http://ren.game-maps.net/index.php?act=view&id=1256

The DLL files that people can use in Leveledit:
http://ren.game-maps.net/index.php?act=view&id=1254

The Server files for SSGM 2.0.2 with hostage mode scripts added
http://ren.game-maps.net/index.php?act=view&id=1255

z_Hostage (To be sticked on objects that are the hostage)
z_Hostage_Controller (To be sticked on an APC for example)
z_Hostage_Rescue_Zone (To be sticked on a Script_Zone_All)

Have fun!

Here is an example map for leveledit to look at how the scripts should be used:
   http://www.game-maps.net/staff/zunnie/hostagemode/ExampleHostageMode_M00Tutorial .zip
     http://www.game-maps.net/staff/zunnie/hostagemode/M01_HostageMode_SourceFiles.ra r
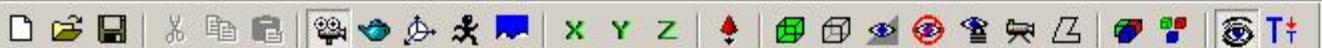
another hostage map example M01:

edit: To load the map in your leveleditor copy the M01.ddb to your presets folder and rename it to temps20.ddb

File Attachments
1) untitled.JPG, downloaded 1403 times

File   Edit   View   Object   Vis   Pathfinding   Lighting   Sounds   Camera   Strings   Presets   Report

Picked model: UNNAMED
Selection set: Script_Zone_All.100010 (VisObjectId = 1021,),
Picked model: UNNAMED

Ready

Start   mIRC - [#mp-apb-admin ...]   Levels   Command and Conquer: ...   M00_Tuto