Subject: How do I create scripts?
Posted by deadmoap on Sun, 30 May 2004 22:10:30 GMT
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I looked in Script.dll, and it had these funtions:

Create_Script
Destroy_Script
Get_Script_Count
Get_Script_Name
Get_Script_Param_Description
Set_Request_Destroy_Func
Set_Script_Commands
_DllMain@12

I'm guessing that creating a script for renegade would be like creating a script for Messenger Plus, where I just make a DLL that has a few functions and put it in a certain folder.

Subject: How do I create scripts?
Posted by z310 on Sun, 30 May 2004 22:38:51 GMT
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dunno lol

Subject: How do I create scripts?
Posted by theplague on Mon, 31 May 2004 02:42:58 GMT
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i guess it helps to take a look at the scripts for the other mods...
If you take a look at all mods (exept for some simple ones) you'll find there is a extra *.h, *.cpp, *.obj file (eg. server side scripts.dll for AOW mod has AOW.h & AOW.cpp in the script scource) there is also a AOW.obj (i think it defines the objects judging by it's extention)

but, hey... i also wish someone would write a tutorial for ppl like us, who want to write a mod, know c++ and just don't know how or where to start

Subject: How do I create scripts?
Posted by deadmoap on Mon, 31 May 2004 04:01:54 GMT
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You know what I would absolutely love? If EA would at least make it so that we could write progams that hook onto game.exe. If I could at least get the addresses to some of the functions that renegade uses, I could do a lot. I bet renegade also uses some custom events.

But this also be a bad thing, too. Because someone could write a program that gets the position of the nearest enemy, and points the main character right at them, automatically. In fact it would be even easier to increase the speed of characters and vehicles... there's a lot you could do if you knew how to properly hook onto game.exe.

Subject: How do I create scripts?
Posted by gibberish on Tue, 01 Jun 2004 03:59:14 GMT
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http://web.black-cell.net/ssaow.zip

Subject: How do I create scripts?
Posted by jonwil on Tue, 01 Jun 2004 05:07:47 GMT
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if you want to make scripts, you need either Visual C++ 6 or Visual C++ 7 (I am currently using 7.1)

Then you just need to look at the existing scripts and build your own along those lines.

If you have questions, you can contact me in ICQ/AIM/MSN/Yahoo, my details are in the readme.txt of the scripts.

But, do remember, if you create any scripts and give them out, you need to also include source code, as per GPL (see the file copying in the scripts zip file)

Subject: How do I create scripts?
Posted by deadmoap on Tue, 01 Jun 2004 21:52:06 GMT
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I have Visual C++ 6.0.

Subject: How do I create scripts?
Posted by gibberish on Wed, 02 Jun 2004 01:04:57 GMT
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jonwilIf you have questions, you can contact me in ICQ/AIM/MSN/Yahoo, my details are in the readme.txt of the scripts.

Have you thought about writting a tutorial about animations and the move/attack commands, I have got to grips with most of the other stuff but I am still having problems with those two.

For example what calls would I need to make, to make the A10 move round the map possibly doing an airstrike against a tank?

I have been able to make an APC follow/attack a player but the same calls don't work for the A10.

As a work around I tried doing setPosition calls, but it looks jurky because of the low net update rate.

Thanks,
Gib