Subject: It's here: SSCTF Version 1.3 with Scripts.dll 1.9.1 Support
Posted by vloktboky on Thu, 19 Aug 2004 05:16:42 GMT
View Forum Message <> Reply to Message

Here it is, in all its glory. Changes first:

   - New: Added BHS.dll support. The following features have been added, and can be acquired by players who have the Scripts.dll Version 1.9.1 library or higher installed:
[list]
     * EVA reports flag status, such as when a flag was stolen, returned, or captured.
     * Addition flag sounds have been added.
     * Players now scream when they are killed. (Female characters have a female scream)
     * Spawn and Weapon sound effects have been added for when a player spawns or when a dropped weapon is created.
     * Fog is now apart of the random weather feature. The fog will not disrupt your field of vision.
[/list:u]

   - BugFix: The bug where a player would be massed kill if Regen was enabled has been resolved.

   - BugFix: The bug where Regen and/or WeaponsAllowed for the flag holder was not carried over when the player purchased a new character has been resolved.

   - Change: Output event code has been moved to ctflog_<date>.txt. The physical messages are still printed to the log.

   - Change: Special words have been added to the CTF Events messages to allow for the player's name(s) who completed the event to be shown with the message.

   - New: Kill messages have been added.

   - New: A Random Weather feature has been added.

   - New: A MapID Debug feature has been added to allow for easier MapID identification for fan maps.

   - Change: MapID process has been reworked. Now, any building ID# is a valid MapID.

   - New: A DDE channel has been added to allow for external applications to send console input to the FDS directly. To send a command, use Poke. Service = "RenegadFDS", Topic = "FDSCommand", Item = "Command". An example of this, in mIRC, would be to type the command: "/dde RenegadFDS FDSCommand Command msg test" => "> Host: test".

   - New: Code has been added to prevent users from killing Purchase Terminals and the CTF peds.

Get it here.

Tada.

Subject: It's here: SSCTF Version 1.3 with Scripts.dll 1.9.1 Support
Posted by Alkaline on Thu, 19 Aug 2004 12:45:32 GMT
View Forum Message <> Reply to Message

lets see how this works with the m01 style maps...
If it works, it would be nice to see a M0 style map pack released for CTF.

Subject: It's here: SSCTF Version 1.3 with Scripts.dll 1.9.1 Support
Posted by Nightma12 on Fri, 20 Aug 2004 09:32:35 GMT
View Forum Message <> Reply to Message

good idea alkaline, CTF on the mission maps

ill start working on as soon as i get back from my nans

Subject: It's here: SSCTF Version 1.3 with Scripts.dll 1.9.1 Support
Posted by Alkaline on Sat, 21 Aug 2004 04:37:30 GMT
View Forum Message <> Reply to Message

cool hope you can have some ready soon

Subject: It's here: SSCTF Version 1.3 with Scripts.dll 1.9.1 Support
Posted by Nightma12 on Sat, 21 Aug 2004 13:17:01 GMT
View Forum Message <> Reply to Message

ok, ive added M01.mix to my CTF server, i dunno if its gonna work though, i added in spawn points & PTs, might suck though =/

but lets see first

Subject: It's here: SSCTF Version 1.3 with Scripts.dll 1.9.1 Support
Posted by Nightma12 on Sat, 21 Aug 2004 19:21:02 GMT
View Forum Message <> Reply to Message

Quote:; Data for CTF
;
; Data that controls CTF on your server are present in this file. Changing
; these settings are not recommended, but allow the host to configure such

---

; things as the flag locations on a map, as well as add support for fan maps.
;
; ***
;
;

; ControllerID=MapName
;
; This is the area where the map is recognized by the FDS. The Controller ID#
; is the same as the object ID# of the Barrack's Building Controller. The name
; is used to determine the capture limit, as well as the flag locations and the
; end game building controller ID#s from below. Do NOT edit these unless you
; know what you are doing, as you can ruin CTF on your server.

[Map]
1559645=C&C_Under
1550791=C&C_Volcano
1550457=C&C_Complex
1551647=C&C_Walls
1552060=C&C_City
1550350=C&C_Canyon
1551553=C&C_Field
1551562=C&C_Hourglass
1550322=C&C_Islands
1551729=C&C_Mesa
151403=C&C_Glacier
152383=M01

; [MapName]
;
; This is the area where the flag locations and the other buildings are stored
; for CTF. The map name is the same as the one given above.
; GDIFlag_X/Y/Z = X, Y, and Z coordinates of the CTF pedestal for GDI.
; NodFlag_X/Y/Z = X, Y, and Z coordinates of the CTF pedestal for Nod.
; GDIBuildings = Total amount of GDI buildings on the map.
; NodBuildings = Total amount of Nod buildings on the map.
; GDIBuilding# = A building controller's ID# of a GDI Building. It doesn't
;   matter which one.
; NodBuilding# = A building controller's ID# of a Nod Building. It doesn't
;   matter which one.
;
; All of the building controller ID#s must be present for the end game on cap
; limit to work correctly. The X, Y, and Z coordinate for both peds must be
; present and valid for the flags to be drawn.
; Do NOT edit these unless you know what you are doing, as you can ruin CTF
; on your server.

[C&C_Under]
GDIFlag_X=-166.750
GDIFlag_Y=-23.500
GDIFlag_Z=-3.289
NodFlag_X=-63.500
NodFlag_Y=82.000
NodFlag_Z=-3.457
GDIBuildings=5
GDIBuilding1=1559644
GDIBuilding2=1559647
GDIBuilding3=1563414
GDIBuilding4=1559645
GDIBuilding5=1559646
NodBuildings=5
NodBuilding1=1563418
NodBuilding2=1563417
NodBuilding3=1563419
NodBuilding4=1563416
NodBuilding5=1563415

[C&C_Volcano]
GDIFlag_X=101.915
GDIFlag_Y=-85.149
GDIFlag_Z=-3.564
NodFlag_X=-30.942
NodFlag_Y=72.782
NodFlag_Z=-2.671
GDIBuildings=4
GDIBuilding1=1550790
GDIBuilding2=1550791
GDIBuilding3=1550792
GDIBuilding4=1550785
NodBuildings=4
NodBuilding1=1550789
NodBuilding2=1550788
NodBuilding3=1550787
NodBuilding4=1550786

[C&C_Complex]
GDIFlag_X=-50.693
GDIFlag_Y=131.795
GDIFlag_Z=0.072
NodFlag_X=-2.569
NodFlag_Y=-114.002
NodFlag_Z=0.002
GDIBuildings=3
GDIBuilding1=1550457
GDIBuilding2=1550456

GDIBuilding3=1550458
NodBuildings=3
NodBuilding1=1550460
NodBuilding2=1550461
NodBuilding3=1550459

[C&C_Walls]
GDIFlag_X=-5.730
GDIFlag_Y=-191.901
GDIFlag_Z=-3.605
NodFlag_X=0.439
NodFlag_Y=207.281
NodFlag_Z=-3.526
GDIBuildings=4
GDIBuilding1=1551645
GDIBuilding2=1551646
GDIBuilding3=1551647
GDIBuilding4=1551644
NodBuildings=4
NodBuilding1=1551648
NodBuilding2=1551650
NodBuilding3=1551651
NodBuilding4=1551649

[C&C_City]
GDIFlag_X=-1.337
GDIFlag_Y=-154.668
GDIFlag_Z=-3.604
NodFlag_X=10.044
NodFlag_Y=146.036
NodFlag_Z=-3.583
GDIBuildings=5
GDIBuilding1=1552059
GDIBuilding2=1552060
GDIBuilding3=1552061
GDIBuilding4=1552062
GDIBuilding5=1552058
NodBuildings=5
NodBuilding1=1552064
NodBuilding2=1552063
NodBuilding3=1552066
NodBuilding4=1552067
NodBuilding5=1552065

[C&C_Canyon]
GDIFlag_X=13.562
GDIFlag_Y=114.440
GDIFlag_Z=4.630

NodFlag_X=-2.434
NodFlag_Y=-114.844
NodFlag_Z=-0.000
GDIBuildings=3
GDIBuilding1=1551025
GDIBuilding2=1550350
GDIBuilding3=1550351
NodBuildings=3
NodBuilding1=1551026
NodBuilding2=1550353
NodBuilding3=1550352

[C&C_Field]
GDIFlag_X=56.327
GDIFlag_Y=-42.154
GDIFlag_Z=-0.006
NodFlag_X=-60.458
NodFlag_Y=67.923
NodFlag_Z=0.099
GDIBuildings=4
GDIBuilding1=1551556
GDIBuilding2=1551554
GDIBuilding3=1551553
GDIBuilding4=1555569
NodBuildings=4
NodBuilding1=1551558
NodBuilding2=1551560
NodBuilding3=1551561
NodBuilding4=1555571

[C&C_Hourglass]
GDIFlag_X=-2.264
GDIFlag_Y=-155.097
GDIFlag_Z=-3.614
NodFlag_X=10.344
NodFlag_Y=147.821
NodFlag_Z=-3.613
GDIBuildings=5
GDIBuilding1=1551559
GDIBuilding2=1551558
GDIBuilding3=1551562
GDIBuilding4=1551561
GDIBuilding5=1551560
NodBuildings=5
NodBuilding1=1551566
NodBuilding2=1551567
NodBuilding3=1551564
NodBuilding4=1551563

NodBuilding5=1551565

[C&C_Islands]
GDIFlag_X=-98.261
GDIFlag_Y=52.726
GDIFlag_Z=0.018
NodFlag_X=-111.872
NodFlag_Y=-134.329
NodFlag_Z=-0.077
GDIBuildings=3
GDIBuilding1=1550322
GDIBuilding2=1550510
GDIBuilding3=1550321
NodBuildings=3
NodBuilding1=1550324
NodBuilding2=1550511
NodBuilding3=1550323

[C&C_Mesa]
GDIFlag_X=-60.971
GDIFlag_Y=-34.627
GDIFlag_Z=0.028
NodFlag_X=58.641
NodFlag_Y=81.946
NodFlag_Z=0.000
GDIBuildings=5
GDIBuilding1=1551726
GDIBuilding2=1551728
GDIBuilding3=1551727
GDIBuilding4=1551729
GDIBuilding5=1551725
NodBuildings=5
NodBuilding1=1551722
NodBuilding2=1551720
NodBuilding3=1551723
NodBuilding4=1551724
NodBuilding5=1551721

[C&C_Glacier]
GDIFlag_X=76.734
GDIFlag_Y=-63.357
GDIFlag_Z=0.018
NodFlag_X=-89.388
NodFlag_Y=36.253
NodFlag_Z=0.001
GDIBuildings=6
GDIBuilding1=151403
GDIBuilding2=151988

```
GDIBuilding3=151389
GDIBuilding4=151330
GDIBuilding5=151331
GDIBuilding6=151332
NodBuildings=6
NodBuilding1=151333
NodBuilding2=151448
NodBuilding3=151334
NodBuilding4=151335
NodBuilding5=151336
NodBuilding6=151400

[M01]
GDIFlag_X=151.069
GDIFlag_Y=-50.279
GDIFlag_Z=-8.000
NodFlag_X=-297.042
NodFlag_Y=562.024
NodFlag_Z=32.396
GDIBuildings=2
GDIBuilding1=152383
GDIBuilding2=152385
NodBuildings=2
NodBuilding1=152384
NodBuilding2=152386

; [Flag]
;
;  This is the area where the relative location of the flag to the ped is
;  determined.
;   Flag_X/Y/Z = X, Y, and Z coordinates of the flag from the pedestal's location.
;
;  Do NOT edit these unless you know what you are doing, as you can ruin CTF
;  on your server.

[Flag]
Flag_X=-0.031
Flag_Y=-0.003
Flag_Z=-1.060
```

i got 0wn3d

it dont work >.<

p.s. i have an edited M01.mix so the IDs are right