Subject: Scripts

Posted by ExEric3 on Sat, 08 Oct 2005 07:39:42 GMT

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Hi. I need help with scripts. Where I could a am was able to download scripts.dll for my Renegade FDS? I need script where is:

1.Crates

2.Refinery give 4\$ per second

3. Harvester give 1000 credits.

Please give me link. THX all.

Subject: Re: Scripts

Posted by danpaul88 on Sat, 08 Oct 2005 14:55:34 GMT

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you dont want a scripts.dll, you want a modified objects.ddb

Subject: Re: Scripts

Posted by ExEric3 on Sun, 09 Oct 2005 17:41:22 GMT

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OHH. Ok. Where I could a am was able to download objects.ddb for my Renegade FDS?

Subject: Re: Scripts

Posted by AADude7 on Sun, 09 Oct 2005 17:54:01 GMT

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Well if you want to be creative like crazy ctf then you can make your own and stuff...

Subject: Re: Scripts

Posted by AADude7 on Sun, 09 Oct 2005 17:55:13 GMT

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Should search for object.ddb tutorials...

Subject: Re: Scripts

Posted by xptek on Sun, 09 Oct 2005 21:58:35 GMT

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Or, you could use a timer and scripts.dll and not fuck everything up.

Subject: Re: Scripts

Posted by ExEric3 on Mon, 10 Oct 2005 05:55:51 GMT

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How extract: object.ddb ???? How edit this file??? Pls help me.

Subject: Re: Scripts

Posted by Kamuix on Mon, 10 Oct 2005 22:19:36 GMT

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Use leveledit to edit the presets. About the \$4 a seconds thing, t think you have to open the actual map and add another ref controller although i'm not sure.

Subject: Re: Scripts

Posted by AADude7 on Tue, 11 Oct 2005 18:56:13 GMT

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Okay... Get renegade public tools, open level editor and edit the presets (example: munitions\ammo\ammo infintry\ ...)

To extract go to C:\ProgramFiles\RenegadePublicTools\LevelEdit\Ur-Mod-Name\Pr esets\ and take the objects.ddb from there

Subject: Re: Scripts

Posted by AADude7 on Tue, 11 Oct 2005 18:57:52 GMT

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Okay wont edit it... Heres the edit: Presets **

Subject: Re: Scripts

Posted by ExEric3 on Thu, 13 Oct 2005 15:08:56 GMT

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But i need objects.ddb with crates.

Subject: Re: Scripts

Posted by AADude7 on Sat, 15 Oct 2005 01:18:33 GMT

Umm I dont know... lol...

Just search on www.google.com for scripts...

Subject: Re: Scripts

Posted by neofmat on Sun, 23 Oct 2005 12:25:41 GMT

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i think the best way to do this is to make server side mod (.pkg) file. Use ren tools, open map and goto

Buildings >> Refinery >> mp_GDI_Refinery Buildings >> Refinery >> mp NOD Refinery

change these settings:

Funds Distributed PerSec 2.500 (change to 4 or 5)

This should do the trick .. plus u can also add more crates and watever stuff u want in the mod.

Subject: Re: Scripts

Posted by Paradox on Sun, 23 Oct 2005 19:32:51 GMT

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Open your objects as file in renegade tools and change the preset that neofmat mentioned, then save it and put back into the servers dir.

Subject: Re: Scripts

Posted by ExEric3 on Tue, 25 Oct 2005 05:43:19 GMT

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Where section is neofmat? I cannt found.

Subject: Re: Scripts

Posted by neofmat on Wed, 26 Oct 2005 08:05:57 GMT

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When you open LEVELEDIT, you'll see "Presets" Tab on the right hand side. So under presets

find "Buildings" then further expand/open you'll get "Refinery". Now you should see two nodes

mp_GDI_Refinery mp_NOD_Refinery

Select one and then click "Mod" at the very bottom. A new screen will pop wid differnt tabs. Select "Settings". Then scroll down to the very last few options. You II see "Funds Gatherd" and "FundsDistributedPerSec". Those are the options you need to mess around with. Do the same for Nod refinery.

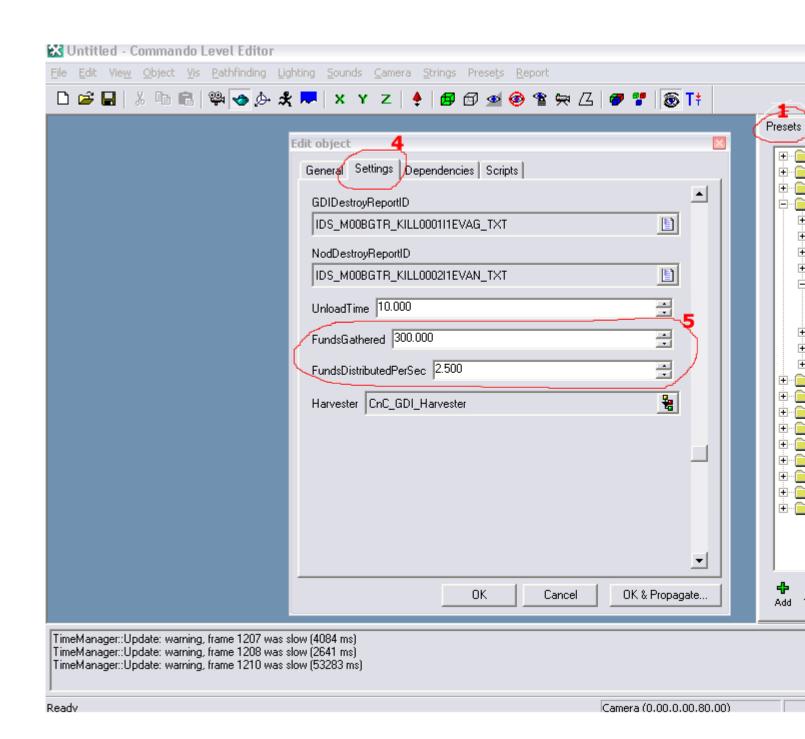
For reference i have included screen shots, have a look at them.

neofmat

File Attachments

1) screen1.gif, downloaded 245 times

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Subject: Re: Scripts

Posted by ExEric3 on Thu, 27 Oct 2005 16:16:12 GMT

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Thank you very much neofmat.

Subject: Re: Scripts

Posted by IshotYaaaTheGreat on Wed, 02 Nov 2005 03:15:33 GMT View Forum Message <> Reply to Message

umm so were u success full if u were can u put the file for download