Subject: Another script Q
Posted by Kamuix on Sat, 25 Feb 2006 04:10:22 GMT
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I'm not sure how the Renalert Pt's work. And if so is it possible to use them on Serverside. The ones I'm refering to are the ones that are used to purchase things like Helicopters, Subs.

Thanks.

Subject: Re: Another script Q
Posted by jonwil on Sat, 25 Feb 2006 05:32:38 GMT
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In order for those PTs to work, you need all players to have bhs.dll (or renalert.dll in the case of renalert) on their client.

Subject: Re: Another script Q
Posted by danpaul88 on Sat, 25 Feb 2006 10:22:22 GMT
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I use JFW_Preset_Buy_Poke for a similar purpose in a mod I am working on, as long as you distribute a recent version of scripts.dll with the map/mod (including bhs.dll) clients shouldnt have any problem.

You need to set the name of the preset it buys, the amount you want it to cost, a location (x,y,z) for the preset to spawn and the player type which can use the terminal.

As for using it serverside, it would be limited to people with bhs.dll only, as jonwil pointed out.

Subject: Re: Another script Q
Posted by Kamuix on Sat, 25 Feb 2006 19:21:48 GMT
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danpaul88 wrote on Sat, 25 February 2006 05:22I use JFW_Preset_Buy_Poke for a similar purpose in a mod I am working on, as long as you distribute a recent version of scripts.dll with the map/mod (including bhs.dll) clients shouldnt have any problem.

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As for using it serverside, it would be limited to people with bhs.dll only, as jonwil pointed out.

I am using JFW_Preset_buy at the moment by just using a Zone.

In this map you see here the objective for GDI is to destroy the Helipad. The singleplayer Helipads health really sucks though. A single pistol shot takes a full bar of health from that thing.

```
File Attachments
1) mapo.JPG, downloaded 370 times
```
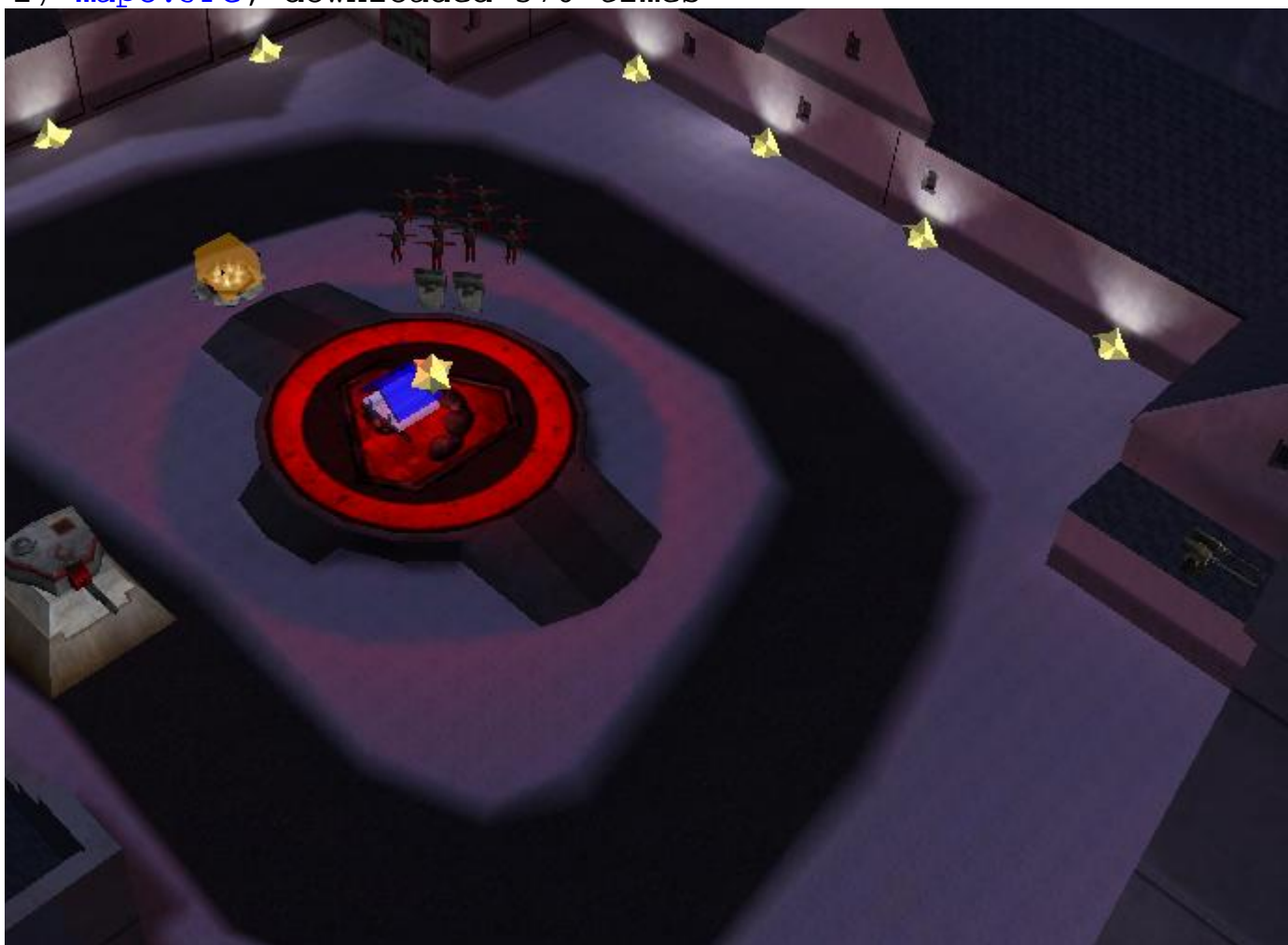

Subject: Re: Another script Q
Posted by danpaul88 on Sat, 25 Feb 2006 22:20:09 GMT
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Kamuix wrote on Sat, 25 February 2006 19:21I am using JFW_Preset_buy at the moment by just using a Zone.

What I did was;

a) clone the PT object (aka temp button)
b) set it to unteamed
c) add the JFW_Buy_Preset script

I would suggest making a PT model, like the standard renegade ones, to show where the purchase zone is, it will show up like the normal PT's do.

Subject: Re: Another script Q
Posted by Kamuix on Sat, 25 Feb 2006 22:59:02 GMT
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danpaul88 wrote on Sat, 25 February 2006 17:20Kamuix wrote on Sat, 25 February 2006 19:21I am using JFW_Preset_buy at the moment by just using a Zone.

What I did was;

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b) set it to unteamed
c) add the JFW_Buy_Preset script

I would suggest making a PT model, like the standard renegade ones, to show where the purchase zone is, it will show up like the normal PT's do.

Temping works serverside? I assumed that would crash people.

Thanks for the help I'le try that.