Subject: how do i put this in ma script.dll

Posted by klote2314 on Sat, 06 Jan 2007 17:42:30 GMT

View Forum Message <> Reply to Message

hey i got this new mod for ma server only i gotta put it in ma script.dll file hod do i do that its text only so i cant copy paste the mod notepad wont work

Subject: Re: how do i put this in ma script.dll

Posted by Cat998 on Sat, 06 Jan 2007 21:21:29 GMT

View Forum Message <> Reply to Message

?

Subject: Re: how do i put this in ma script.dll

Posted by Ryu on Sat, 06 Jan 2007 21:22:21 GMT

View Forum Message <> Reply to Message

Cat998 wrote on Sat, 06 January 2007 15:21?

Subject: Re: how do i put this in ma script.dll

Posted by icedog90 on Sat, 06 Jan 2007 21:55:53 GMT

View Forum Message <> Reply to Message

He doesn't natively speak english, he's dutch. If you take like 5 extra seconds to read it's understandable.

Subject: Re: how do i put this in ma script.dll

Posted by danpaul88 on Sat, 06 Jan 2007 22:01:47 GMT

View Forum Message <> Reply to Message

what kind of 'mod' needs to go in scripts.dll?

Subject: Re: how do i put this in ma script.dll

Posted by Zion on Sat, 06 Jan 2007 22:03:45 GMT

View Forum Message <> Reply to Message

I've seen the text document he's got and basically it will listen for "!build turret" and build the turret where the player is. Unfortunately, my knowledge in C++ is insufficient to help him.

Subject: Re: how do i put this in ma script.dll Posted by danpaul88 on Sat, 06 Jan 2007 22:57:24 GMT View Forum Message <> Reply to Message

surely the person who made the scripts will have released it as a plain .dll file? He has obviously got the source code instead of the actual scripts somehow...

Subject: Re: how do i put this in ma script.dll Posted by Zion on Sun, 07 Jan 2007 00:56:40 GMT View Forum Message <> Reply to Message

I believe the person who made the scrips is Kamuix, i told klote to ask him for it but he kept pestering me to compile them...

Subject: Re: how do i put this in ma script.dll Posted by klote2314 on Sun, 07 Jan 2007 16:33:36 GMT View Forum Message <> Reply to Message

well i do not know how to contact kamuix as i have never spoke to him i got this mod from cdcyborg and he doesnt know whot to do with it right now im asking nightma12 to help me hopefully he can help here is the text mod i got

```
else if (stricmp(Msg2,"!Build Turret") == 0) {
Vector3 spawn position;
float cost = 600.0f;
char message[256];
t = 0:
GameObject *obj = Get GameObj(ID);
if (Get_Object_Type(obj) == 0) {
 if (cost <= Get_Money(ID)) {
 Vector3 Pos = Commands->Get Position(obj):
Pos.Z += 0:
 Commands->Disable_Physical_Collisions(Commands->Create_Object("Nod_Turret_MP_Impro
ved ",Pos));
 Commands->Give_Money(obj,cost*-1.0f,false);
//Commands->Apply Damage(obj,99999,"Death",false); //Was this here to stop the player from
getting stuck in the guard tower? disabling collisions on the guard tower is a better solution.
 sprintf(message, "msg [KB] Player %s Has deployed a Nod
Turret", Get_Player_Name_By_ID(ID));
 Console_Input(message);
 }
 else if (cost > Get_Money(ID)) {
 sprintf(message2,"ppage %d Sorry, the Nod Turret $600",ID);
```

```
Console_Input(message2);
    else if (Get_Object_Type(obj) == 0) {
 sprintf(message2,"ppage %d Test",ID);
 Console Input(message2):
}
```

i hope u can explain me whut to do with it >.<

Subject: Re: how do i put this in ma script.dll

Posted by Zion on Sun, 07 Jan 2007 17:36:24 GMT

View Forum Message <> Reply to Message

Lee doesn't know C++ so there's no point giving it to him.

Subject: Re: how do i put this in ma script.dll

Posted by sycar on Sun, 07 Jan 2007 23:50:59 GMT

View Forum Message <> Reply to Message

What version of scripts.dll do you want it built into and I'll do it for you. I can't do 3.0 or 3.1 at the moment as i only have VS.net. Haven't upgraded yet, but anything before that or SSAOW i can compile into it for you.

Subject: Re: how do i put this in ma script.dll

Posted by klote2314 on Mon, 08 Jan 2007 00:44:14 GMT

View Forum Message <> Reply to Message

the ssaow 1 pleas thank u verry mutch btw i really wanted that mod ^-^

Subject: Re: how do i put this in ma script.dll

Posted by SeargentSarg on Mon, 08 Jan 2007 00:46:10 GMT

View Forum Message <> Reply to Message

Lmfao. Still in that gay clan klote?

Subject: Re: how do i put this in ma script.dll

Posted by Kamuix on Mon, 08 Jan 2007 01:48:51 GMT

View Forum Message <> Reply to Message

That's not even my code lols, You can contact me at Obelisklaser@hotmail.com. if you did not get that code from WD i don't know where you got it....But than again I probably just forgot something I gave away awhile ago

Subject: Re: how do i put this in ma script.dll

Posted by Zion on Mon, 08 Jan 2007 08:07:47 GMT

View Forum Message <> Reply to Message

Kam, don't capitalize your e-mail address, it'll make it incorrect (unless you're hoping to do that)

He got the script from cdcyborg, but i thought he got it from you, my mistake.

Subject: Re: how do i put this in ma script.dll

Posted by klote2314 on Mon, 08 Jan 2007 11:41:30 GMT

View Forum Message <> Reply to Message

kam lol that code is urs cdcyborg got it from u a looong time ago

and no im not in a clan any more

Subject: Re: how do i put this in ma script.dll

Posted by inz on Mon, 08 Jan 2007 16:03:43 GMT

View Forum Message <> Reply to Message

here ya go, i can't test it because i don't have renegade atm. its SSAOW ported to scripts 3.2 with your turret program in it

If you want the sources i will send them to you. i didn't want tp put them in this zip because it would make it messy.

to build a turret you need 600 cred and you need to type "!Build Turret" (case sensitive)

File Attachments

1) scripts3.2_SSAO_turret.zip, downloaded 164 times

Subject: Re: how do i put this in ma script.dll

Posted by klote2314 on Mon, 08 Jan 2007 17:32:43 GMT

View Forum Message <> Reply to Message

ma fds wont start any more after i installed the stuff u gave me it says cant finde shaders.dll and i trayed to change shaders.sdb into dll but then it says some thing with a path to some where any

Subject: Re: how do i put this in ma script.dll

Posted by Cat998 on Mon, 08 Jan 2007 17:35:01 GMT

View Forum Message <> Reply to Message

gamemodding wrote on Mon, 08 January 2007 17:03here ya go, i can't test it because i don't have renegade atm. its SSAOW ported to scripts 3.2 with your turret program in it

If you want the sources i will send them to you. i didn't want tp put them in this zip because it would make it messy.

to build a turret you need 600 cred and you need to type "!Build Turret" (case sensitive)

Scripts 3.2 ? remember it's SSAOW, not SSAO

Subject: Re: how do i put this in ma script.dll

Posted by jnz on Mon, 08 Jan 2007 20:47:44 GMT

View Forum Message <> Reply to Message

heh, lol... i was in a rush, i was late for school hehe. yes its scripts 3.2, been needing SSAOW in it for the Seye.

and im sorry, i forgot to put shaders.dll in the zip. just unzip, and place all the files in your FDS folder.

File Attachments

1) scripts3.2_SSAOW_turret.zip, downloaded 213 times

Subject: Re: how do i put this in ma script.dll

Posted by klote2314 on Mon, 08 Jan 2007 21:29:35 GMT

View Forum Message <> Reply to Message

i think u missed another file i have the same error now but this time for the file d3dx9_30.dll is this normal??

Subject: Re: how do i put this in ma script.dll

Posted by inz on Mon, 08 Jan 2007 21:46:39 GMT

View Forum Message <> Reply to Message

you need to install direct X. not me this time

http://www.dll-files.com/dllindex/dll-files.shtml?d3dx9_30

put this dll in the same dir as scripts.dll it should work fine then.

Subject: Re: how do i put this in ma script.dll

Posted by klote2314 on Mon, 08 Jan 2007 21:56:51 GMT

View Forum Message <> Reply to Message

mehh the server keeps reboooting lol whots wrong this time -_-:

gamemodder can u send me ur msn so we can talk live on there

Subject: Re: how do i put this in ma script.dll

Posted by wittebolx on Mon, 04 Jun 2007 09:11:56 GMT

View Forum Message <> Reply to Message

i have the same problem with scripts3.2_SSAOW_turrets

the server keeps restarting? how do i fixed that?