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Subject: A few questions

Posted by [BlueThen](#) on Fri, 06 Apr 2007 19:45:08 GMT

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1. Is there a way to make a weapon that launches you in the air when shot down... like some anti gravity weapon? How?
2. Is there a way to make a weapon that spawns a turret or something of sorts when shot? How?
3. Where could I find something free which would help me edit C/C++ programs? I've been looking for months.
4. Is there a way to attach a invincible turret of some sort to a character (not serverside... just LE), but doesn't block the character's view or range of shooting? How?
5. How do you put in more than two weapons to a character? (for LE in objects.ddb, not maps), I can't find a script to do that?

That's all my questions. I may sound n00bish when I'm asking these, but I'm just curious. Most of the questions is for a new mod I'm making for singleplayer. Thanks if you help.

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Subject: Re: A few questions

Posted by [Zion](#) on Fri, 06 Apr 2007 19:51:29 GMT

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bluethen wrote on Fri, 06 April 2007 20:451. Is there a way to make a weapon that launches you in the air when shot down... like some anti gravity weapon? How?

Yes, just set the recoil really high.

bluethen wrote on Fri, 06 April 2007 20:452. Is there a way to make a weapon that spawns a turret or something of sorts when shot? How?

Not sure about that. Maybe making the projectile of this weapon the model of the turret?

bluethen wrote on Fri, 06 April 2007 20:453. Where could I find something free which would help me edit C/C++ programs? I've been looking for months.

Not really a Ren Mod question but Visual Studio Express editions do C/C++ and they're free.

bluethen wrote on Fri, 06 April 2007 20:454. Is there a way to attach a invincible turret of some sort to a character (not serverside... just LE), but doesn't block the character's view or range of shooting? How?

Add a bone to the characters bone somewhere to spawn this turret. AR's veterancy script does the same thing.

Not quite sure about the last one...

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**Subject: Re: A few questions**

Posted by [BlueThen](#) on Fri, 06 Apr 2007 19:57:43 GMT

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Merovingian wrote on Fri, 06 April 2007 14:51bluethen wrote on Fri, 06 April 2007 20:451. Is there a way to make a weapon that launches you in the air when shot down... like some anti gravity weapon? How?

Yes, just set the recoil really high.

bluethen wrote on Fri, 06 April 2007 20:452. Is there a way to make a weapon that spawns a turret or something of sorts when shot? How?

Not sure about that. Maybe making the projectile of this weapon the model of the turret?

bluethen wrote on Fri, 06 April 2007 20:453. Where could I find something free which would help me edit C/C++ programs? I've been looking for months.

Not really a Ren Mod question but Visual Studio Express editions do C/C++ and they're free.

bluethen wrote on Fri, 06 April 2007 20:454. Is there a way to attach a invincible turret of some sort to a character (not serverside... just LE), but doesn't block the character's view or range of shooting? How?

Add a bone to the characters bone somewhere to spawn this turret. AR's veterancy script does the same thing.

Not quite sure about the last one...

1. Thanks.

2. I want the turret to work without character's control.

3. I know. Can you post a link nongoogle related? Google doesn't work for me some how. :/

4. Is that possible to do with LE?

Thanks for your help, Merovingian.

---

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**Subject: Re: A few questions**

Posted by [BlueThen](#) on Fri, 06 Apr 2007 20:36:54 GMT

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The recoil thing doesn't work. I'm wanting it to work with characters, not vehicles. The recoil only stretches the person's arms really far back.

Edit: Apologies for the double post. IT didn't let me edit my second post.

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**Subject: Re: A few questions**

Posted by [jnz](#) on Fri, 06 Apr 2007 21:18:57 GMT

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I would, for the turret (2) when the person deploys a beacon, it create a turret and disarms the beacon.

google for Microsoft Visual Studio

If you attach a script to the player, and use a fast running timer. You could create and move the turret.

I don't know about the duel weild, i think Jerad made a script for this?

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**Subject: Re: A few questions**

Posted by [BlueThen](#) on Fri, 06 Apr 2007 21:27:31 GMT

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gamemodding wrote on Fri, 06 April 2007 16:18I would, for the turret (2) when the person deploys a beacon, it create a turret and disarms the beacon.

google for Microsoft Visual Studio

If you attach a script to the player, and use a fast running timer. You could create and move the turret.

I don't know about the duel weild, i think Jerad made a script for this?

I'm not very good when it comes to scripts. Can you give instructions?

Quote:

3. I know. Can you post a link nongoogle related? Google doesn't work for me some how. :/

When I meant to have more than one weapons, I mean at startup. I can only find primary and

secondary, and I can't find a script that'll do this.

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**Subject: Re: A few questions**

Posted by [Dave Anderson](#) on Fri, 06 Apr 2007 22:53:01 GMT

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[http://www.dcomproductions.net/prog\\_res\\_devenv.php](http://www.dcomproductions.net/prog_res_devenv.php)

You can find a download link to the Visual C++ Express Studio on that page.

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**Subject: Re: A few questions**

Posted by [BlueThen](#) on Fri, 06 Apr 2007 23:27:36 GMT

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Apparently I did have that. But it didn't let me edit dlls, plus it's expired. ./ Is there anything that can edit DLL's?

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**Subject: Re: A few questions**

Posted by [Zion](#) on Sat, 07 Apr 2007 01:21:30 GMT

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Basicly put you can't edit DLL files without hex, and to hex edit it you need to know hex.

If you're requireing to edit any .dll file you need to get the source to it. Scripts.dll is free source and is shipped with every release jonwill does. Anything else you would need to find the creator and get the source from him.

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**Subject: Re: A few questions**

Posted by [BlueThen](#) on Sat, 07 Apr 2007 01:27:14 GMT

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Dang. When I get the source from him, how do I compile it? Is there any program other than Visual Studios?

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**Subject: Re: A few questions**

Posted by [Zion](#) on Sat, 07 Apr 2007 14:30:08 GMT

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Yes but i don't know of it. Yahoo! search for C++ compilers.

Visual Studio Express Editions are free and they don't run out. I've had the VB version for 2 years now, with no problems.

>>Linky<<

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**Subject: Re: A few questions**

Posted by [danpaul88](#) on Sat, 07 Apr 2007 14:55:24 GMT

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bluethen wrote on Fri, 06 April 2007 20:455. How do you put in more than two weapons to a character? (for LE in objects.ddb, not maps), I can't find a script to do that?

Add the script m00\_grantPowerup\_Created, and set the parameter to the preset name. For objects.ddb mods you are probably limited to existing powerup presets.

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**Subject: Re: A few questions**

Posted by [BlueThen](#) on Sat, 07 Apr 2007 16:52:09 GMT

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Merovingian wrote on Sat, 07 April 2007 09:30Yes but i don't know of it. Yahoo! search for C++ compilers.

Visual Studio Express Editions are free and they don't run out. I've had the VB version for 2 years now, with no problems.

>>Linky<<

Oh I see! I didn't realise the registration was free!

Do I PM Jonwil for the source, or do I get it from somewhere?

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**Subject: Re: A few questions**

Posted by [danpaul88](#) on Sat, 07 Apr 2007 16:55:44 GMT

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[www.sourceforge.net/projects/rentools/](http://www.sourceforge.net/projects/rentools/)

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**Subject: Re: A few questions**

Posted by [Dave Anderson](#) on Sat, 07 Apr 2007 17:08:36 GMT

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Just for your knowledge, Visual Studio has a Hex Editor in it. I just can't remember where to find it or how to get to it. When I find it again I'll tell you how. I'm not quite sure if the Express versions

have it though.

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**Subject: Re: A few questions**

Posted by [BlueThen](#) on Sat, 07 Apr 2007 17:14:28 GMT

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yay! Thanks people. I finally opened the files and stuff. So how do I compile the modified files into scripts.dll?

Edit: Now can you people answer 1 and 2? Quote:

1. Is there a way to make a weapon that launches you in the air when shot down... like some anti gravity weapon? How?
2. Is there a way to make a weapon that spawns a turret or something of sorts when shot? How?

For one, I'm wanting to make some kind of jetpack, so when you press spacebar, you go in the air, and when you let go, you start to fall. Anyone?

For two, I saw a tutorial for this, but somehow, it didn't work.

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**Subject: Re: A few questions**

Posted by [jnz](#) on Sat, 07 Apr 2007 17:34:26 GMT

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gamemodding wrote on Fri, 06 April 2007 22:18I would, for the turret (2) when the person deploys a beacon, it create a turret and disarms the beacon.

1) can't be done as far as i know.

for the jetpack, you could use Toggle\_Fly\_Mode and attach a script that lowers the players Z position when they are in the air.

I can't explain these (too busy), im sure there are quite a few people that can.

---

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**Subject: Re: A few questions**

Posted by [Zion](#) on Sat, 07 Apr 2007 18:23:24 GMT

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Number 1 can be done, just needs a bit of fidilling.

To compile in VC++ select the build option and then build blah blah.

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Subject: Re: A few questions

Posted by [BlueThen](#) on Sat, 07 Apr 2007 18:34:29 GMT

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There is no "Build Option".

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Subject: Re: A few questions

Posted by [Zion](#) on Sat, 07 Apr 2007 20:11:00 GMT

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Not a build option, it'll be on the top bar where it says file, edit etc etc.

---

Subject: Re: A few questions

Posted by [BlueThen](#) on Sat, 07 Apr 2007 20:28:40 GMT

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Yeah. I looked there too. There's no build button.

---

Subject: Re: A few questions

Posted by [jnz](#) on Sat, 07 Apr 2007 21:25:16 GMT

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---

Mabe if you create an invisible "box" at your feet. then if you attack it, it shoots you in the air EG: (Commands->SetPosition() ). Then restores the "box" to full health (remember the box must follow you around). You could detect what gun it was too.

---

Subject: Re: A few questions

Posted by [BlueThen](#) on Sat, 07 Apr 2007 21:56:52 GMT

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IF only I knew how to do that...

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Subject: Re: A few questions

Posted by [jnz](#) on Sat, 07 Apr 2007 22:50:04 GMT

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It's all pretty simple and can be done server side. If you know C++ you should be able to create a script to do it .

---

Subject: Re: A few questions

Posted by [BlueThen](#) on Sat, 07 Apr 2007 22:57:28 GMT

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:/ Have you read the other posts? I just got the program today, and I know nothing! It's going to take me a long time to learn and get use to the C++ enviroment unless I find several good tutorials, go to college, or get a book about C++. But all those would still take too long. I need some kind of personal teacher.

---

Subject: Re: A few questions

Posted by [jnz](#) on Sat, 07 Apr 2007 23:25:20 GMT

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You don't need a personal teacher trust me.

Find an Internet tutorial, make a simple program.. (I made a calculator ). Then expand, i made it so it could so things like "10+20" it would reply with "10+20 = 30".

Then keep making and experimenting for a few years, then you know C++.

If i was you, i would completely give it up. scripts.dll while rather simple, is nothing a newbie (i just set myself up for something i know it ) should be messing with. A lot of people think they want to learn C++ or VB or some other language, but it really isn't as good as you think. Ther're are other things you could do that are far better. Other than that, a lot of C++'ers didn't start on C++ they started on things like java-script, php, perl (i'm not sure about php and Perl, i think they are compiled, just not by thr user. unless they are making a binary) or something parsed. then moved over to the "big-boy" stuff. I don't want to make out i know C++ inside out or are completely 1337 at it. I do know what i'm talking about though. I have a 5 hour drive tomorrow, maybe ill make some of the things in a SSGM plugin as well as the gravity gun slave asked for. If you want to mod rene, i would get good at photo-shop and GMAX (or MAX9) (if you already arn't).

---

Subject: Re: A few questions

Posted by [Dave Anderson](#) on Sat, 07 Apr 2007 23:45:19 GMT

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Quote:::/ Have you read the other posts? I just got the program today, and I know nothing! It's going to take me a long time to learn and get use to the C++ enviroment unless I find several good tutorials, go to college, or get a book about C++. But all those would still take too long. I need some kind of personal teacher.

There are many resources on my forums you will find useful. I am not teaching native C++, but there is an introduction to the IDE tutorial on my forums and we'd be happy to answer any questions you have.

You can find the IDE video in this topic.

My forums url: <http://forums.dcomproductions.net/>

Hope that helps you a bit.

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Subject: Re: A few questions

Posted by [BlueThen](#) on Sun, 08 Apr 2007 01:38:52 GMT

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Ah. Thanks guys. I have a VBscript book in my house, which I've been reading. I learned a couple of stuff like fake viruses and messages. :/ Plus I know plenty of html, some javascript, and I can I've coded some things which I have no idea of the name.

If scripts.dll is that hard to mess with, I suppose I'll stay away from it until I'm ready. I'll try and follow the tutorials tomorrow. Again, thanks for your help.

---

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Subject: Re: A few questions

Posted by [sharra](#) on Sun, 08 Apr 2007 02:41:06 GMT

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is your name ingame bluthen? my in game name is darkangelairmaster i have no idey about that kind of stuff:( wish i did im onley 15

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Subject: Re: A few questions

Posted by [Ryu](#) on Sun, 08 Apr 2007 03:04:02 GMT

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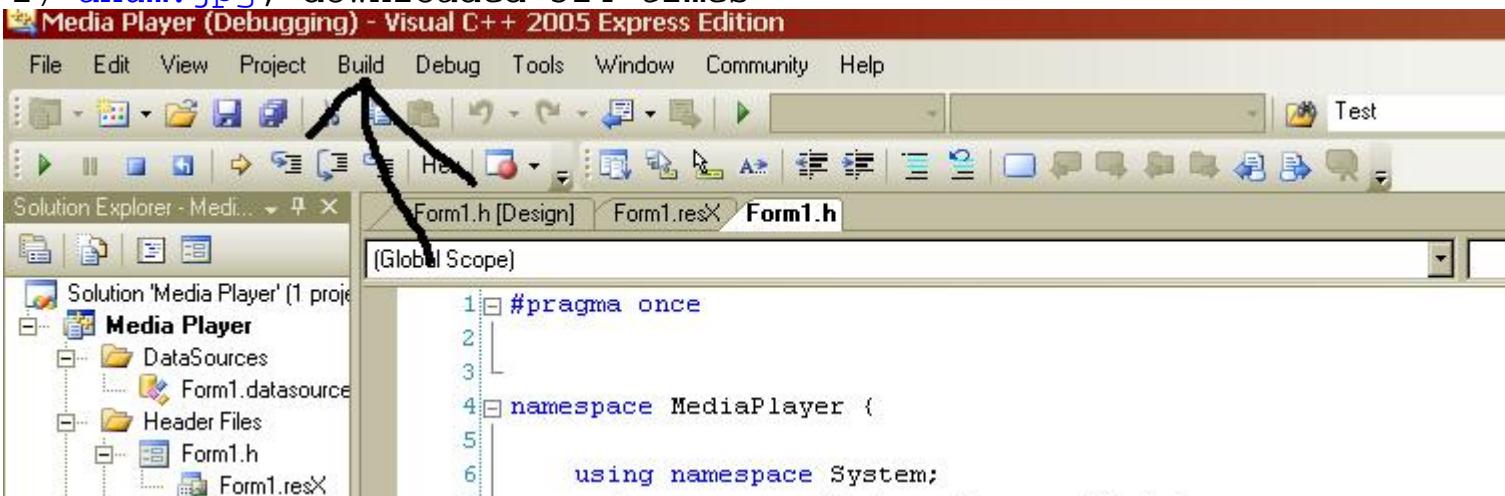
bluethen wrote on Sat, 07 April 2007 15:28 Yeah. I looked there too. There's no build button.

---

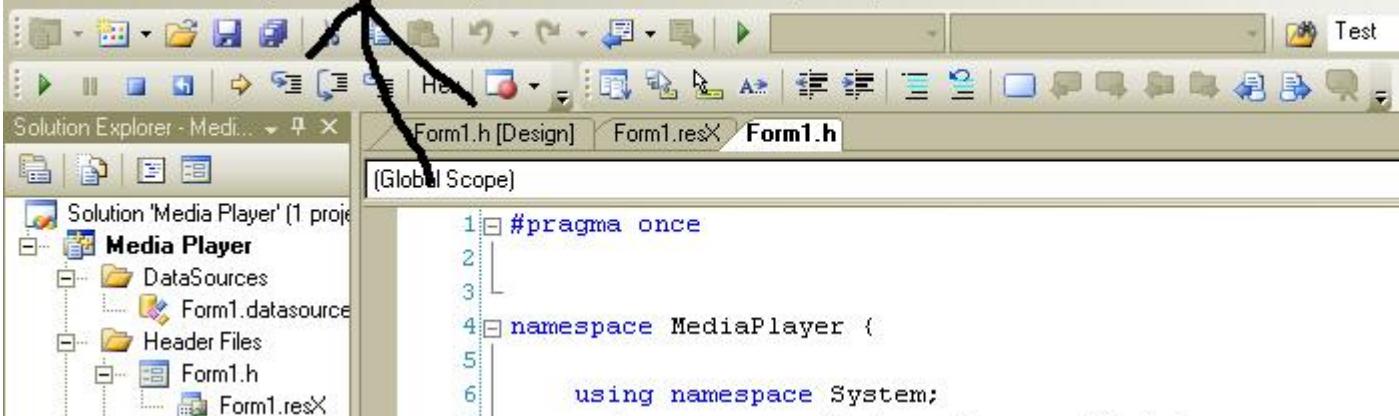
## File Attachments

---

1) [ahum.jpg](#), downloaded 514 times

Media Player (Debugging) - Visual C++ 2005 Express Edition

File Edit View Project Build Debug Tools Window Community Help



Subject: Re: A few questions

Posted by [BlueThen](#) on Sun, 08 Apr 2007 19:51:08 GMT

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It installed Visual Basic when I clicked C++. :/

Edit: I'm bluethen ingame. Not bluthen.

### File Attachments

---

1) [ahum.JPG](#), downloaded 527 times



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Subject: Re: A few questions

Posted by [Gen\\_Blacky](#) on Sun, 08 Apr 2007 19:53:56 GMT

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---

u have a diffrent version silly look at left corner

---

---

Subject: Re: A few questions

Posted by [jnz](#) on Sun, 08 Apr 2007 20:03:51 GMT

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---

bluethen wrote on Sun, 08 April 2007 02:38javascript, and I can I've coded some things which I have no idea of the name.

If you think you're good with the syntax and can do some cool stuff, i would move onto something like php. although the syntax is a little diffrent, and it does not have types (as such) like hard core c++ does, it is very good because it has pretty much the same power as c++. in fact, you can actually build c++ applications with php and php alone. Then, run them, in a small amount of code.

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Subject: Re: A few questions

Posted by [BlueThen](#) on Mon, 09 Apr 2007 03:16:09 GMT

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Ok, instead of making another crappy singleplayer cheat, I'm going to make a mod package. I think I've figured out how to spawn things will c4/beacons. I'll have a few maps, where you spawn with only a pt (with vechs, and chars enabled) and another pt (with just weapons that spawn buildings). So I'll have it enabled so that you can buy weapons that spawn buildings suchs as turrets, walls, etc.

Ever heard of Tech Assault? I heard of it. But I don't have it. :/ I heard that it had a apc that spawns buildings. Basically my mod is based off of that.

I might get a few more questions later... I only have on now:  
Is a second pt with only weapons possible?

---

---

**Subject: Re: A few questions**

Posted by [jnz](#) on Mon, 09 Apr 2007 11:51:13 GMT

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bluethen wrote on Mon, 09 April 2007 04:16

I might get a few more questions later... I only have on now:  
Is a second pt with only weapons possible?

Kind of, i think what you could do is get the id of it. attach a script to all pts. if someone buys something when they are in close proximity to the pt they buy a building.

---

---

**Subject: Re: A few questions**

Posted by [BlueThen](#) on Mon, 09 Apr 2007 17:05:28 GMT

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gamemodding wrote on Mon, 09 April 2007 06:51bluethen wrote on Mon, 09 April 2007 04:16

I might get a few more questions later... I only have on now:  
Is a second pt with only weapons possible?

Kind of, i think what you could do is get the id of it. attach a script to all pts. if someone buys something when they are in close proximity to the pt they buy a building.

What script? o.O

---

---

**Subject: Re: A few questions**

Posted by [jnz](#) on Mon, 09 Apr 2007 17:17:21 GMT

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Someone would have to make one.

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Subject: Re: A few questions

Posted by [BlueThen](#) on Mon, 09 Apr 2007 17:21:13 GMT

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Darnit!

Ok. New plan. I'm going to have a bunch of peds that creates these beacons when you step on them.

---

---

Subject: Re: A few questions

Posted by [BlueThen](#) on Mon, 09 Apr 2007 19:20:49 GMT

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---

:/ How do I add a texture to a map with gmax? It always turns out gray or silver.

---

---

Subject: Re: A few questions

Posted by [Zion](#) on Mon, 09 Apr 2007 20:49:20 GMT

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Click the display button where you choose the texture filename or add a UV map from the modifier list.

---

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Subject: Re: A few questions

Posted by [BlueThen](#) on Mon, 09 Apr 2007 21:35:34 GMT

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---

Yes! I did it! I finally got a beacon to spawn a buildings! I have one problem though. JFW\_Disable\_Physical\_Collision doesn't do anything. I still get stuck after creating the buildings. Help?

Edit: Plus I can't get the buildings too shoot people. :/

---

---

Subject: Re: A few questions

Posted by [Zion](#) on Mon, 09 Apr 2007 22:13:16 GMT

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Add a delay?

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Subject: Re: A few questions

Posted by [BlueThen](#) on Mon, 09 Apr 2007 22:22:00 GMT

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---

Delay?

---

---

**Subject: Re: A few questions**

Posted by [BlueThen](#) on Tue, 10 Apr 2007 01:52:21 GMT

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Ok. The buildings collision thing and got the buildings to shoot people. Again, thanks for your help guys. I'll ask here again if I start to get anymore problems.

Edit: How do I make a building spawn the direction I face?

---

---

**Subject: Re: A few questions**

Posted by [BlueThen](#) on Tue, 10 Apr 2007 16:12:03 GMT

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(Sorry for triple post, no one will answer. :/)

Nevermind about the last question

How do I have a vehicle kill itself when a player exits?

---

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**Subject: Re: A few questions**

Posted by [mvrtech](#) on Tue, 10 Apr 2007 16:17:47 GMT

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bluethen wrote on Tue, 10 April 2007 11:12(Sorry for triple post, no one will answer. :/)

Nevermind about the last question

How do I have a vehicle kill itself when a player exits?

---

If you look in i think its the server.cfg in renegade folder theres an option for destroying the vehicle on player exit, its a choice of either true or false.

---

---

**Subject: Re: A few questions**

Posted by [BlueThen](#) on Tue, 10 Apr 2007 16:36:54 GMT

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---

mvrtech wrote on Tue, 10 April 2007 11:17bluethen wrote on Tue, 10 April 2007 11:12(Sorry for triple post, no one will answer. :/)

Nevermind about the last question

How do I have a vehicle kill itself when a player exits?

If you look in i think its the server.cfg in renegade folder theres an option for destroying the vehicle

on player exit, its a choice of either true or false.

I don't see it anywhere... (Found the server.cfg, but not the option), plus I want it to be part of my mod for public release soon, and I want it to work for everyone on any option. :/

---

---

**Subject: Re: A few questions**

Posted by [mvrtech](#) on Tue, 10 Apr 2007 16:49:14 GMT

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---

I assumed you wanted it serverside sorry.

---

---

**Subject: Re: A few questions**

Posted by [BlueThen](#) on Tue, 10 Apr 2007 16:51:37 GMT

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IT's not a serverside mod. It's just a .pkg mod. Thanks for your help.

---

---

**Subject: Re: A few questions**

Posted by [BlueThen](#) on Wed, 11 Apr 2007 03:08:44 GMT

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---

How do I attach scripts to ammo?

How do I get a vech destroy itself when a player exits it?

That's about it. I have other questions, but I forgot what they were... o\_O

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**Subject: Re: A few questions**

Posted by [BlueThen](#) on Wed, 11 Apr 2007 19:43:49 GMT

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What's the w3d path of the nuke missile?

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**Subject: Re: A few questions**

Posted by [Zion](#) on Wed, 11 Apr 2007 23:04:46 GMT

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w\_nuke.w3d or something like that.

---