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Subject: Virtual Legos!

Posted by [BlueThen](#) on Fri, 18 May 2007 21:47:46 GMT

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Basically I put all the multiplayer maps (And one huge flat map) together in a mod package? Interesting? Maybe not.

But the fun thing is, is that you can spawn crap with beacons!

This was inspired by two things...

Kamuix's AOW, and a old map that was like this (That I only heard of).

Here are what the beacons are (keygen):

1: Basically just random stuff. Shack, A lego over you, A lego under you (for stairs)

2: Flying vechs with no weapons. A hovercraft and a spaceship (flies sideways!).

3: Vechs with no weapons. A car, a harvester, and a truck. (note: the icon for car is invisible... I couldn't fix this error. :/)

4: One beacon, you fire this, you gain all the beacons.

5: A flying toilet. The only flying vech with a weapon.

6: Mounted Weapons with AI. A tailgun for each team.

7: Vechs with weapons. A stealth MRLS that shoots planes (terrorists), and a floating car over wheels that drops bombs.

8: Flying vechs that drops bots when fired. A gt, or a turret... depends on your team.

9: Weapons (you get these with the weapon spawner on 0).

A personal ion cannon that shoots slow moving bullets that explodes on impact, A pistol that shoots toilets,

and a gun that shoots mines.

0: Other. A giant ball 50 feet over your head (for clouds I guess), A tower of legos(boxes), A weapon spawner.

That's about it. On the flatfield, there are statues of monster things with peds in front of each. Step on a ped to turn into the monster you want to be.

1. A guy in his underwear who looks like he's 500

2. A big scary clown

3. A mini dinosaur

4. Mr. Tickles (The mutant in the top hat)

5. A squid with one eye

6. A trinosaurus rex (is that how you spell it?)

I had much fun with this (so has the beta testers... hopefully) building houses, towers, stairs, etc. I also have a few other fixes.. I changed some of the colors for things, extra radio commands for ctrl 1 and ctrl 2,

and I also removed falling damage so you can fall from any height and live!

Note that there are still a few bugs... Have fun!

P.S. This is in full ownership of creation of Bluethen for Bluethen Corp.

Please do not copyright and claim it as if you made it.

If you like to add this to any website, please ask for my permission. Thanks!

Post all the screens you want. Someone can make a "Official VirtualLegos screen section!!111" if they want to, but I'm not. (ONE SECTION PLEASE! Don't need a topic for each screen. DX)

A few screens. ;D

<http://i136.photobucket.com/albums/q185/bluethensworld/ScreenShot123.png>  
<http://i136.photobucket.com/albums/q185/bluethensworld/ScreenShot154.png>  
<http://i136.photobucket.com/albums/q185/bluethensworld/ScreenShot186.png>  
<http://i136.photobucket.com/albums/q185/bluethensworld/ScreenShot255.png>  
<http://i136.photobucket.com/albums/q185/bluethensworld/ScreenShot255.png>  
<http://i136.photobucket.com/albums/q185/bluethensworld/ScreenShot255.png>  
<http://i136.photobucket.com/albums/q185/bluethensworld/ScreenShot316.png>  
<http://i136.photobucket.com/albums/q185/bluethensworld/ScreenShot345.png>  
<http://i136.photobucket.com/albums/q185/bluethensworld/ScreenShot398.png>  
<http://i136.photobucket.com/albums/q185/bluethensworld/ScreenShot424.png>  
<http://i136.photobucket.com/albums/q185/bluethensworld/ScreenShot450.png>  
<http://i136.photobucket.com/albums/q185/bluethensworld/ScreenShot477.png>  
<http://i136.photobucket.com/albums/q185/bluethensworld/ScreenShot483.png>  
<http://i136.photobucket.com/albums/q185/bluethensworld/ScreenShot513.png>  
<http://i136.photobucket.com/albums/q185/bluethensworld/ScreenShot645.png>  
<http://i136.photobucket.com/albums/q185/bluethensworld/ScreenShot679.png>  
<http://i136.photobucket.com/albums/q185/bluethensworld/ScreenShot739.png>  
<http://i136.photobucket.com/albums/q185/bluethensworld/ScreenShot774.png>  
<http://i136.photobucket.com/albums/q185/bluethensworld/ScreenShot804.png>  
<http://i136.photobucket.com/albums/q185/bluethensworld/ScreenShot804.png>  
<http://i136.photobucket.com/albums/q185/bluethensworld/ScreenShot869.png>  
<http://i136.photobucket.com/albums/q185/bluethensworld/ScreenShot862.png>

I know... it's a lot of screens. But pretty interesting if you ask me.

Download:

<http://www.freewebs.com/bluethen2/VirtualLegos.rar>

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Subject: Re: Virtual Legos!

Posted by [Slave](#) on Fri, 18 May 2007 22:26:30 GMT

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looks new, and fun

too bad a bhs.dll mismatch ruins all the mod's functionality for me...

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Subject: Re: Virtual Legos!

Posted by [BlueThen](#) on Fri, 18 May 2007 22:27:06 GMT

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BTW! You need scripts 2.9!

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Subject: Re: Virtual Legos!  
Posted by [Viking](#) on Fri, 18 May 2007 23:07:38 GMT  
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2.2 work?

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Subject: Re: Virtual Legos!  
Posted by [BlueThen](#) on Fri, 18 May 2007 23:12:20 GMT  
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I believe not. You can try, but it probably won't work.

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Subject: Re: Virtual Legos!  
Posted by [jnz](#) on Fri, 18 May 2007 23:28:39 GMT  
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Can you post you scripts.dll 2.9 and bhs.dll 2.9?

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Subject: Re: Virtual Legos!  
Posted by [BlueThen](#) on Fri, 18 May 2007 23:29:38 GMT  
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Post MY scripts.dll and bhs.dll, or post a link to the download?

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Subject: Re: Virtual Legos!  
Posted by [Slave](#) on Fri, 18 May 2007 23:30:02 GMT  
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I do admit i lolled at the 100vs100 botfight at 1 fps.

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Subject: Re: Virtual Legos!  
Posted by [Gen\\_Blacky](#) on Sat, 19 May 2007 00:27:09 GMT  
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looks like lag and fun but those not mix together well

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Subject: Re: Virtual Legos!  
Posted by [BlueThen](#) on Sat, 19 May 2007 01:00:55 GMT  
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Bunch of random stuff....

It didn't lag me... take a look at fps on each screenshot. I usually get from 10 to 100. It's only when I build 20 houses or something and I start noticing lag.

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Subject: Re: Virtual Legos!  
Posted by [jnz](#) on Sat, 19 May 2007 09:13:12 GMT  
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bluethen wrote on Sat, 19 May 2007 00:29Post MY scripts.dll and bhs.dll, or post a link to the download?

yes, a download.

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Subject: Re: Virtual Legos!  
Posted by [Slave](#) on Sat, 19 May 2007 09:17:21 GMT  
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boink?  
[http://sourceforge.net/project/showfiles.php?group\\_id=51947&package\\_id=56768](http://sourceforge.net/project/showfiles.php?group_id=51947&package_id=56768)

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Subject: Re: Virtual Legos!  
Posted by [jonwil](#) on Sat, 19 May 2007 09:56:05 GMT  
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Why is 2.9 required, why wont 3.x work?

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Subject: Re: Virtual Legos!  
Posted by [nopol10](#) on Sat, 19 May 2007 11:13:12 GMT  
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This is true virtual Lego. Nothing works, and I don't feel like downgrading my scripts (Ok I lied, I can spawn).

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Subject: Re: Virtual Legos!  
Posted by [BlueThen](#) on Sat, 19 May 2007 16:05:58 GMT  
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jonwil wrote on Sat, 19 May 2007 04:56 Why is 2.9 required, why wont 3.x work?

I don't know.. I think in 3.x that the script I use is renamed or something, I might look into it.

Edit: and lol, this is the renegade virtual legos version.

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Subject: Re: Virtual Legos!

Posted by [jnz](#) on Sat, 19 May 2007 16:42:14 GMT

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jonwil wrote on Sat, 19 May 2007 10:56 Why is 2.9 required, why wont 3.x work?

IDK, unless the mod doesn't work. It doesn't do anything when i try to run it.

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Subject: Re: Virtual Legos!

Posted by [BlueThen](#) on Sat, 19 May 2007 17:28:13 GMT

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It works for me and all the beta testers if we all have 2.9. But I tested it with people that hasn't scripts at all, one who has 2.3, and one that has 3.2. Non worked, (Except the 2.9)

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Subject: Re: Virtual Legos!

Posted by [Zion](#) on Sat, 19 May 2007 17:53:04 GMT

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So 2.9.2 will work or is it strictly 2.9?

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Subject: Re: Virtual Legos!

Posted by [BlueThen](#) on Sat, 19 May 2007 18:08:45 GMT

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umm... I think scripts 2.9.x would work.

Edit: I tried it with scrits 3.2.2, it says bhs mismatch or something. I looked into the scripts with LE and saw that the scripts I used weren't renamed... I'm unsure how to fix this.

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Subject: Re: Virtual Legos!

Posted by [Canadacdn](#) on Sat, 19 May 2007 18:16:57 GMT

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If you have higher than 2.9, just open the map in XCC mixer or RenegadeEX and delete the scripts.dll, scripts2.dll and bhs.dll out of the mod package.

Simple.

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Subject: Re: Virtual Legos!

Posted by [BlueThen](#) on Sat, 19 May 2007 18:39:31 GMT

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Canadacdn wrote on Sat, 19 May 2007 13:16 If you have higher than 2.9, just open the map in XCC mixer or RenegadeEX and delete the scripts.dll, scripts2.dll and bhs.dll out of the mod package.

Simple.

My lord! That fixed it! Maybe now other versions can work with it. Thanks!

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Subject: Re: Virtual Legos!

Posted by [Canadacdn](#) on Sat, 19 May 2007 18:47:10 GMT

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Just use the new version of Leveledit so that you don't have to have a scripts folder in your mod package.

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Subject: Re: Virtual Legos!

Posted by [BlueThen](#) on Sat, 19 May 2007 18:51:37 GMT

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I know, but it doesn't let me export .pkgs though....

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