
Subject: More Questions

Posted by [_SSnipe_](#) on Thu, 31 May 2007 11:52:35 GMT

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A)how can i make what char drop when it dies?

B)how can i increase the money flow and speed WITHOUT a harv?

C)in the script theres like a RA_Theif_script how do u use that?

D)ok i already asked about how to make if where you lose damage when you fall and someones said add a script like JAF_Nofalling_Damage or something now where do i add that script ? each chars?

E)ok when i open a mutiplayer lvl file and edit it i see the buildings like wf and air and everything else i cant move it or change the options so my question is how can i move around the buildings and edit there stuff like maybe there heath or what they do and ect because all i know is theres a building and then i click to see settings and nothing happens so ya how can i add buidlings,move buildings and edit there settings like if i wanted to add a another ob on field or move it.....

F)after i somehow learn to fix my spawn points do ui have to edit the presents and save the objects file into the server dir?

please and thank you

Subject: Re: More Questions

Posted by [reborn](#) on Thu, 31 May 2007 12:22:44 GMT

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joe937465 wrote on Thu, 31 May 2007 07:52A)how can i make what char drop when it dies?

That is done in the source code of SSAOW, here is a small sample:

```
void M00_GrantPowerup_Created::Destroyed(GameObject *obj)
{
    if (Settings->DestroyPlayerVeh && Get_Vehicle(obj) != 0)
        Commands->Apply_Damage(Get_Vehicle(obj),99999,"BlamoKiller",false);
    if (Settings->DropWeapons && WasKilled)
    {
        WasKilled = false;
        DeathPlace = Commands->Get_Position(obj);
        int RandomNum = Commands->Get_Random_Int(1,5);
        if (strstr(Commands->Get_Preset_Name(obj),"CnC_GDI_MiniGunner_0"))
        {
            BackpackScript = Commands->Create_Object("POW_AutoRifle_Player",DeathPlace);
        }
        else if (strstr(Commands->Get_Preset_Name(obj),"CnC_Nod_Minigunner_0"))
        {
            BackpackScript = Commands->Create_Object("POW_AutoRifle_Player_Nod",DeathPlace);
        }
    }
}
```

You would need to go through it all and change what is granted, then compile it/

joe937465 wrote on Thu, 31 May 2007 07:52

B)how can i increase the money flow and speed WITHOUT a harv?

joe937465 wrote on Thu, 31 May 2007 07:52

C)in the script theres like a RA_Theif_script how do u use that?

Probably requires all clients to have a scripts.dll update to work right.

joe937465 wrote on Thu, 31 May 2007 07:52

D)ok i already asked about how to make if where you lose damage when you fall and someones said add a script like JAF_Nofalling_Damage or something now where do i add that script 2 ? each chars?

Yes, attach it to each character preset under the scripts tab.

joe937465 wrote on Thu, 31 May 2007 07:52

E)ok when i open a multiplayer lvl file and edit it i see the buildings like wf and air and everything else i cant move it or change the options so my question is how can i move around the buildings and edit there stuff like maybe there heath or what they do and ect because all i know is theres a building and then i click to see settings and nothing happens so ya how can i add buidlings,move buildings and edit there settings like if i wanted to add a another ob on field or move it.....

Those buildings are part of the terrain, you can't move them.

To mod them, under the presets tree in level edit got to the "buildings" part and "mod" the building you want to change health, skin type etc etc.

To add another agt or obilisk server side is a bit tricky.

You would be better off doing it with a modified scripts.dll, but you can actually do it in level edit.

Mod a preset and under the physics tab change the model to look for "enc_nobl.w3d", then hit "make". This will place the obilisks exterior only on the map. Then you need to add all the interior parts (you will find them under tiles -> building aggregates) and place them exactly where they should go in the ob. Then to make it work I am not sure if adding a building controller would work, you may need to make a script and attach it to it.

joe937465 wrote on Thu, 31 May 2007 07:52

F)after i somehow learn to fix my spawn points do ui have to edit the presents and save the objects file into the server dir?

Spawn points are part of the map's .lvl files, so it would be the .lsd and .idd. Unless you have modified the preset then there is no need to change the objects file. However all the other mods you have made to the presets will require you to do this.

Subject: Re: More Questions
Posted by [_SSnipe_](#) on Fri, 01 Jun 2007 11:09:59 GMT
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1) how can i make it so where i press E on something like a keypad or something that u can use to change me into a char i try a script in there but some reason did not work please help?

Subject: Re: More Questions
Posted by [Slave](#) on Fri, 01 Jun 2007 17:39:53 GMT
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Well, that's a funny way of thanking Reborn for the time he put in explaining stuff to you.

gg!

Subject: Re: More Questions
Posted by [_SSnipe_](#) on Sat, 02 Jun 2007 01:23:17 GMT
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well i delete the spawns that came with the lvl and make my own but all that happens is the map crashes

Subject: Re: More Questions
Posted by [BlueThen](#) on Sat, 02 Jun 2007 02:29:31 GMT
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Put all your questions in one topic for god sakes! Half of the section is filled with your questions...

Subject: Re: More Questions
Posted by [_SSnipe_](#) on Sat, 02 Jun 2007 04:15:28 GMT
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ok reborn i look at this

```
void M00_GrantPowerup_Created::Destroyed(GameObject *obj)
{
  if (Settings->DestroyPlayerVeh && Get_Vehicle(obj) != 0)
  Commands->Apply_Damage(Get_Vehicle(obj),99999,"BlamoKiller",false);
  if (Settings->DropWeapons && WasKilled)
  {
    WasKilled = false;
    DeathPlace = Commands->Get_Position(obj);
    int RandomNum = Commands->Get_Random_Int(1,5);
    if (strstr(Commands->Get_Preset_Name(obj),"CnC_GDI_MiniGunner_0"))
    {
      BackpackScript = Commands->Create_Object("POW_AutoRifle_Player",DeathPlace);
    }
    else if (strstr(Commands->Get_Preset_Name(obj),"CnC_Nod_Minigunner_0"))
    {
      BackpackScript = Commands->Create_Object("POW_AutoRifle_Player_Nod",DeathPlace);
    }
  }
}
```

and think i understnad a little bit
but how do i edit these source files like with what porgram?

and when im done where do i save them 2?

Subject: Re: More Questions
Posted by [jnz](#) on Sat, 02 Jun 2007 04:57:49 GMT
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- 1) install: <http://msdn.microsoft.com/vstudio/express/visualc/>
- 2) Follow [b]all[b] instructions when installing.

Subject: Re: More Questions
Posted by [_SSnipe_](#) on Sat, 02 Jun 2007 08:01:36 GMT
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ok and another random question how can i chnage the repairs guns beams color? i look and says something about x.y.z?

and which one i download and install?
<http://msdn.microsoft.com/vstudio/express/downloads/default.aspx>
the c++ or one of the others?
and where can i find the reg code or do i have to find a boot copy one?

Subject: Re: More Questions
Posted by [_SSnipe_](#) on Sat, 02 Jun 2007 09:40:55 GMT
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ok nvm that above but what file out of all them has the weapons drop when dies ? for ctf source files?

Subject: Re: More Questions
Posted by [reborn](#) on Sat, 02 Jun 2007 11:42:35 GMT
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Crates.cpp, look for "void KAK_Backpack_Object::Created(GameObject *obj) {"

You need need to edit the "pow's" that are granted, when you have finished hit "save", then go "build", then "build solution" (or just hit f7).

Subject: Re: More Questions
Posted by [_SSnipe_](#) on Sat, 02 Jun 2007 22:49:11 GMT
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cool thanks

Subject: Re: More Questions
Posted by [_SSnipe_](#) on Tue, 05 Jun 2007 07:13:52 GMT
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on aow source files idk wheres the c++ is where u drop stuff when you die

Subject: Re: More Questions
Posted by [reborn](#) on Tue, 05 Jun 2007 07:23:55 GMT
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joe937465 wrote on Tue, 05 June 2007 03:13on aow source files idk wheres the c++ is where u drop stuff when you die

For the AOW source code, search for "void M00_GrantPowerup_Created::Destroyed(GameObject *obj)
{"

Subject: Re: More Questions

Posted by [_SSnipe_](#) on Tue, 05 Jun 2007 07:36:04 GMT

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in which c++ file?

Subject: Re: More Questions

Posted by [reborn](#) on Tue, 05 Jun 2007 07:36:38 GMT

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joe937465 wrote on Tue, 05 June 2007 03:36in which c++ file?

aow.cpp

Subject: Re: More Questions

Posted by [_SSnipe_](#) on Tue, 05 Jun 2007 08:26:55 GMT

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1)ok now when i edit them where do i put them?

2)also in ctf im add new chars like umm petorva right but shes not in the aow.c thing so i cant choose what she drops how do i set that up ? in the source file?

3)and where are the vechs in c++ to make soem stealth?

Subject: Re: More Questions

Posted by [reborn](#) on Tue, 05 Jun 2007 08:43:55 GMT

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joe937465 wrote on Tue, 05 June 2007 04:261)ok now when i edit them where do i put them?

OK, this code here exists in the aow .cpp

```
if (strstr(Commands->Get_Preset_Name(obj),"CnC_GDI_MiniGunner_0"))
{
    BackpackScript = Commands->Create_Object("POW_AutoRifle_Player",DeathPlace);
}
```

It basically means (along with it's preceeding code) that if a player dies, and they are a GDI normal rifle soldier, then they drop a "pow_autorifle_player", which is a normal GDI rifle gun.

If you edit the pow_aurifile_player to some other pow weapon, then it will drop that weapon instead when a gdi soldier is killed.

When you have finished making your changes, then save what you have done, then press "f7" to build your solution. This will create a new scripts.dll in the directory where your solution is. This file is the file you need to replace the old scripts.dll file with in your servers FDS directory.

joe937465 wrote on Tue, 05 June 2007 04:26

2)also in ctf im add new chars like umm petorva right but shes not in the aow.c thing so i cant choose what she drops how do i set that up ? in the source file?

Well if you are replacing the petrova character with another one, I would just look for the character preset in the "void KAK_Backpack_Object::Created(GameObject *obj) {" that you have replaced the petrova with, and replace it with the petrova preset name, then define what weapon she drops when killed.

joe937465 wrote on Tue, 05 June 2007 04:26

3)and where are the vechs in c++ to make soem stealth?

You can do that, however people without the scripts.dll from johnwill on there client will still be able to see the vehichle as if it wasn't stealthed. So they would have an advantage over people who do have the scripts.dll.

This will cause players who have got off there ass and downloaded it to have a disadvantge, not encouraging...

Subject: Re: More Questions

Posted by [_SSnipe_](#) on Tue, 05 Jun 2007 08:49:51 GMT

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opps i edited about 4 c++ fiels and clicked save umm how do i do that thing now since i already closed them?

"When you have finished making your changes, then save what you have done, then press "f7" to build your solution. This will create a new scripts.dll in the directory where your solution is. This file is the file you need to replace the old scripts.dll file with in your servers FDS directory."

i have the source files in a different folder atm to edit them should i place them back in the fds open the zip edit them thur the zip save click f7 then save again?

if u can explain the process?

this is what i did

1)copy the ssaow_source.zip to a different location

2) extracted them

- 3) edited them
 - 4) put them back in the zip with same name
 - 5) put them in the fds folder
 - 6) went igngame to see if it works for people but nothing..
-

Subject: Re: More Questions

Posted by [reborn](#) on Tue, 05 Jun 2007 09:15:41 GMT

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Woah...

Ok, .zip files are used to place several files into one location and to compress the file size. If you have source files that are 30 mb, and want people to be able to download and use them, you can zip them up and the file size becomes smaller. It might just be 10mb after zipping. This is why they are zipped.

The renegadeFDS cannot read your scripts.dll file from a .zip.

I am also going out on a limb and guessing you are just opening the aow.cpp file with notepad or something, making the changes, then closing it down?

You need to open up the solution "scripts.sln" with visualstudios.net2003, then open the aow.cpp file from within visualstudio and make the changes. Then you can go to build/build solution.

It is more like this:

- 1) download ssaow
- 2) extract the source code into a folder somewhere on your pc (desktop maybe?)
- 3) Open scripts.sln with visualstudio.net2003
- 4) make changes
- 5) save
- 6) link and compile (build solution)
- 7) Copy the scripts.dll file it just made in the source folder you copied to desktop into your renegade FDS directory.

(Also, I am assuming you have put bhs.dll and other files into your servers directory, and not just put the entire folder called "server files" in there?)

Subject: Re: More Questions

Posted by [_SSnipe_](#) on Tue, 05 Jun 2007 10:15:04 GMT

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ok ill try and no i was not using notepad i was using c++ software the guy gave me the link to

so i download a software called visualstudio.net 2003

or visual studio 2005?

the one i using now is Visual C++ 2005 Express edition

"(Also, I am assuming you have put bhs.dll and other files into your servers directory, and not just put the entire folder called "server files" in there?)"

huh? i got the bhs.dll fiel in there

i just download the brenbot pack that came with corepatch1 and 2 along with some plugs ins like rank i choose cp2 instead of scrips 2.9.2 so ya

Subject: Re: More Questions

Posted by [reborn](#) on Tue, 05 Jun 2007 11:01:54 GMT

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scripts 2.9.2 (actually that is out dated, you want 3.2.3) should only be used on your client install of renegade. It can be used for the server, but SSAOW is what you actually want in your servers fds directory.

It might be confusing for you, because they are both called scripts.dll. But the scripts.dll from the ssaow you downloaded goes into your fds directory, the 2.9.2 goes on your client.

SSAOW 1.5 opens with visualstudio.net2003, this is what you need to use.

Subject: Re: More Questions

Posted by [_SSnipe_](#) on Tue, 05 Jun 2007 11:41:02 GMT

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well i use 2.9 because not everyone has the new scripts and one thing i learned form a server is because the user did not have the update scripts it could not see or do what was added or extra on the scripts for example stealth suits or other stuff because they did not have them and im change a lot of things

all i want is to run the corepatch scripts (since most people with have them) and edit and save my edited source files and use them in the serv so pretty much ill follow what you typed above but idk where to download that software

and where can i download the ssaow source files i think i messaed mine up

and when i do what u did above can i do that to edit the crate.c++ and the aow.c++ and ect?

Subject: Re: More Questions

Posted by [reborn](#) on Tue, 05 Jun 2007 12:10:33 GMT

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OK, you are still a little confused...

You as a client use scripts.dll (3.2.3 is the newest for clients), the server uses the SSAOW scripts.dll.

So your server should use the scripts.dll of SSAOW, not 3.2.3 or 2.9. They are for clients (yes they can be used for the server, but SSAOW is much better).

I understand what you are saying, if you use 2.9.2 and most people have that, then there is a good chance that they have the scripts so everything will work nicely. However SSAOW is what makes stuff drop from people when they die. It is what stops the bandwidth exploit, it causes the vehicle wreckages and all the crates too. So yeah.. Use the SSAOW scripts.dll. This is important.

As for downloading the software.. VisualStudio.net2003 isn't free. It costs alot of money to buy, infact it costs thousands.

You can't download it legally from a site.

You can download the latest SSAOW release here:

<http://forums.black-cell.net/index.php?topic=6005.0>

Using the same method you can also edit the crates.cpp file and any other .h/.cpp file in the source code of SSAOW.

Subject: Re: More Questions

Posted by [_SSnipe_](#) on Tue, 05 Jun 2007 20:25:05 GMT

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thats the one i got so i just edit those source files and replace those scripts.dll into my folder after im done editing and when we go ingame it will work?

Subject: Re: More Questions

Posted by [reborn](#) on Tue, 05 Jun 2007 20:55:08 GMT

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If you have already installed ssaow into your renegadeFDS with the other necessary files, then yeah... Just edit the files, build the solution (compile it), then over-rite the existing scripts.dll file in the FDS's server directory.

Subject: Re: More Questions

Posted by [Dave Anderson](#) on Tue, 05 Jun 2007 21:12:57 GMT

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Quote:SSAOW 1.5 opens with visualstudio.net2003, this is what you need to use.

Visual Studio will convert it to a 2005 project. It doesn't really matter which version he uses. The main difference is when he builds the project under VS2005, .NET 2.0-2.~ becomes a dependency.

Subject: Re: More Questions

Posted by [jnz](#) on Tue, 05 Jun 2007 21:14:40 GMT

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Dave Anderson wrote on Tue, 05 June 2007 22:12Quote:SSAOW 1.5 opens with visualstudio.net2003, this is what you need to use.

Visual Studio will convert it to a 2005 project. It doesn't really matter which version he uses. The main difference is when he builds the project under VS2005, .NET 2.0-2.~ becomes a dependency.

Not true, unless the project is .NET in the first place.

Subject: Re: More Questions

Posted by [_SSnipe_](#) on Tue, 05 Jun 2007 21:28:51 GMT

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all i know is the one reborn wants me to get idk wheres the download at
