Subject: [script]Hostage Mode Scripts
Posted by zunnie on Mon, 04 Aug 2008 23:34:07 GMT
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Sourcecode can be found here: http://www.multiplayerforums.com/index.php?showtopic=5040
http://www.game-maps.net/staff/zunnie/hostagemode/

The soundfiles used by the script, players should place these in their data folder to be able to hear "Hostage recued" sounds etc.
http://ren.game-maps.net/index.php?act=view&id=1256

The DLL files that people can use in Leveledit:
http://ren.game-maps.net/index.php?act=view&id=1254

The Server files for SSGM 2.0.2 with hostage mode scripts added
http://ren.game-maps.net/index.php?act=view&id=1255

z_Hostage (To be sticked on objects that are the hostage)
z_Hostage_Controller (To be sticked on an APC for example)
z_Hostage_Rescue_Zone (To be sticked on a Script_Zone_All)

Have fun!

Here is an example map for leveledit to look at how the scripts should be used:
   http://www.game-maps.net/staff/zunnie/hostagemode/ExampleHostageMode_M00Tutorial .zip
     http://www.game-maps.net/staff/zunnie/hostagemode/M01_HostageMode_SourceFiles.ra r
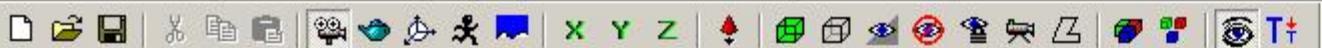
another hostage map example M01:

edit: To load the map in your leveleditor copy the M01.ddb to your presets folder and rename it to temps20.ddb

File Attachments
1) untitled.JPG, downloaded 1390 times

File   Edit   View   Object   Vis   Pathfinding   Lighting   Sounds   Camera   Strings   Presets   Report

Picked model: UNNAMED
Selection set: Script_Zone_All.100010 (VisObjectId = 1021,),
Picked model: UNNAMED

Ready

Subject: Re: Hostage Mode Scripts
Posted by reborn on Mon, 04 Aug 2008 23:45:48 GMT

Very cool man =]

Subject: Re: Hostage Mode Scripts
Posted by _SSnipe_ on Tue, 05 Aug 2008 00:19:47 GMT

whats it do?

Subject: Re: Hostage Mode Scripts
Posted by Xpert on Tue, 05 Aug 2008 02:00:37 GMT

SSnipe wrote on Mon, 04 August 2008 20:19whats it do?

Subject: Re: Hostage Mode Scripts
Posted by u6795 on Tue, 05 Aug 2008 02:06:11 GMT

Dude, if I understand what you mean by hostage mode, then I love you. That's fucking awesome.

Subject: Re: Hostage Mode Scripts
Posted by IronWarrior on Tue, 05 Aug 2008 02:09:22 GMT

If you played CSS, you can rescue bots.

They work by you poking the bot, they now follow you, you move towards a APC or a other object you desire and they jump in or whatever, a sound is played.

Subject: Re: Hostage Mode Scripts
Posted by Xpert on Tue, 05 Aug 2008 02:51:35 GMT

Ahh okay lol. I haven't played CSS in a very long time so I forgot.

Subject: Re: Hostage Mode Scripts
Posted by _SSnipe_ on Tue, 05 Aug 2008 03:08:03 GMT
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Xpert wrote on Mon, 04 August 2008 19:51Ahh okay lol. I haven't played CSS in a very long time so I forgot.
i never played

Subject: Re: Hostage Mode Scripts
Posted by zunnie on Tue, 05 Aug 2008 10:00:21 GMT
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Here is an example map for leveledit to look at how the scripts should be used:
http://www.game-maps.net/staff/zunnie/ren/ExampleHostageMode_M00Tutorial.zip

Subject: Re: Hostage Mode Scripts
Posted by cAmpa on Tue, 05 Aug 2008 10:27:04 GMT
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Funny idea zunnie!

Subject: Re: Hostage Mode Scripts
Posted by zunnie on Tue, 05 Aug 2008 13:38:36 GMT
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I'm setting up a testmap for this in case anyone wants to try it out sometime. I'm
still working on the map as i type this but the server on XWIS
has nickname Coop250, map is M00_Tutorial.mix,
Serverip is: 84.104.205.243:4848

Its going up and down at the moment because im updating the map but in case anyone wants to
try it out...

Dont forget to dump the soundfiles in your renegade data folder or
you wont be able to hear the sounds.
http://ren.game-maps.net/index.php?action=file&id=1256

Subject: Re: Hostage Mode Scripts
Posted by ErroR on Tue, 05 Aug 2008 14:53:14 GMT
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I had this idea once

Subject: Re: Hostage Mode Scripts
Posted by mrÃ£Ã§Ã·z on Tue, 05 Aug 2008 16:37:30 GMT
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HURRAY zunnie is back

Subject: Re: Hostage Mode Scripts
Posted by zunnie on Tue, 05 Aug 2008 20:24:02 GMT
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Just testplayed on M00_Tutorial with a couple of people, this is quite fun.

Subject: Re: Hostage Mode Scripts
Posted by HeavyX101 on Tue, 05 Aug 2008 20:30:19 GMT
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zunnie wrote on Tue, 05 August 2008 15:24Just testplayed on M00_Tutorial with a couple of people, this is quite fun.
Yes, it was fun zunnie. I was there too

Subject: Re: Hostage Mode Scripts
Posted by cnc95fan on Tue, 05 Aug 2008 22:33:14 GMT
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Did you cheat?

Subject: Re: Hostage Mode Scripts
Posted by HeavyX101 on Tue, 05 Aug 2008 22:35:09 GMT
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cnc95fan wrote on Tue, 05 August 2008 17:33Did you cheat?
Erm, no. But i won. (cuz people where killing those hostages and getting negative poits D:)

Subject: Re: Hostage Mode Scripts
Posted by zunnie on Sun, 10 Aug 2008 13:34:09 GMT
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Took some screenshots from earlier today:
http://www.multiplayerforums.com/index.php?showtopic=5069

Subject: Re: Hostage Mode Scripts
Posted by zunnie on Sun, 10 Aug 2008 14:58:09 GMT
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Finished the map M01 just now.
Source files for Leveledit are included so you can have a look how stuff is done.

 http://www.game-maps.net/staff/zunnie/hostagemode/M01_HostageMode_SourceFiles.ra r

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Subject: Re: Hostage Mode Scripts
Posted by zunnie on Thu, 21 Aug 2008 10:58:04 GMT
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http://www.multiplayerforums.com/index.php?showtopic=5150

Added a little tutorial on how to use this script on your map.
The script was added to scripts 4.0 by Saberhawk earlier so when
scripts 4.0 is released you can use the script on your map if you like

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Subject: Re: Hostage Mode Scripts
Posted by ErroR on Thu, 21 Aug 2008 11:08:15 GMT
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Isn't it a modified Mobius script ?

Subject: Re: Hostage Mode Scripts
Posted by zunnie on Thu, 21 Aug 2008 11:10:03 GMT
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No.

Subject: Re: Hostage Mode Scripts
Posted by mrÃ£Ã§Ã·z on Thu, 21 Aug 2008 12:55:13 GMT
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No.

Subject: Re: Hostage Mode Scripts
Posted by ErroR on Thu, 21 Aug 2008 17:26:02 GMT
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madrackz wrote something uselessNo.
I think this post was useless, are u trying to get more posts?*

*no offence

Subject: Re: Hostage Mode Scripts
Posted by mrÃ£Ã§Ã·z   on Thu, 21 Aug 2008 18:44:39 GMT
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No.

Subject: Re: Hostage Mode Scripts
Posted by ErroR on Fri, 22 Aug 2008 12:08:36 GMT
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Subject: Re: [script]Hostage Mode Scripts
Posted by Distrbd21 on Sun, 25 Oct 2009 05:42:32 GMT
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Bump

Can't find the sciprts in LE i have your 3.4.4 le scripts from GM but when i load le and look for the script nothing????

Subject: Re: [script]Hostage Mode Scripts
Posted by zunnie on Sun, 25 Oct 2009 06:05:41 GMT
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Are you using standard or Jonwils editor?
If you use standard editor you place them in /scripts/ folder in
your moddir else put them in your renegade folder.

Subject: Re: [script]Hostage Mode Scripts
Posted by Distrbd21 on Sun, 25 Oct 2009 11:47:49 GMT
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Ok so i have been talking to zunnie on irc and i got m13 in the making for the hostage mode,
check it out.

Server Nick: BigRed69
Server Name: Testing New CO~OP

its up idk how long it will be up for.

Subject: Re: [script]Hostage Mode Scripts
Posted by Omar007 on Sun, 25 Oct 2009 16:07:40 GMT
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Use 'Gameplay Pending' patch PLEASE!!!!

Subject: Re: [script]Hostage Mode Scripts
Posted by Distrbd21 on Mon, 26 Oct 2009 02:35:24 GMT
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Omar007 wrote on Sun, 25 October 2009 11:07Use 'Gameplay Pending' patch PLEASE!!!!
its alrdy on there.....

my brenbot is not connecting to the server and ssgm is not loading on the server for some reason
idk

Edit:OK so i figured out that the patch was not on the server so i put it on there the server is up
and running now,I'm working on m13 and i noticed that the bots in m01 is not working right..