Subject: Veteran help
Posted by GT41 on Mon, 16 Feb 2009 00:12:32 GMT
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Hi i see there are some veteran systems around the forums but they are all in codes like for c++ etc. is there anywhere i could download the scripts.dll with the code already in? I dont know anything about c++ and i have seen how good the veteran codes are people make so i would really like one for my server.

Thanks in advance

- GT41

Subject: Re: Veteran help
Posted by wittebolx on Mon, 16 Feb 2009 12:46:43 GMT
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http://www.renegadeforums.com/index.php?t=msg&th=29444&start=0&rid=2 2789

Subject: Re: Veteran help
Posted by GT41 on Mon, 16 Feb 2009 13:36:03 GMT
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ty for posting but it dont seem to work with my server. i run a coop serv so there are no crates. It makes my server restart for some reason when i put the old scripts back in it worked again. Also i already have buy commands. hmm im not sure i can actually have a vet system. The scripts.dll come from the coop beta and is prob already edited so how could i add 1 in? that is prob why it crashed. is there a way to edit it? i use the coop beta 3 from game-maps.net. the one zunnie made.

Crash:
[13:29] <@SteamServ1> *** Auto starting game. Type !shutdown to abort ***
[13:29] <@SteamServ1> 3Server : Initializing Westwood Online Mode
[13:29] <@SteamServ1> 3Server : Detecting bandwidth...
[13:29] <@SteamServ1> 3Server : Upstream bandwidth of > 4M bps detected
[13:29] <@SteamServ1> 3Server : Got server list
[13:29] <@SteamServ1> 3Server : Logging onto Pacific Server
[13:29] <@SteamServ1> [12General]: 1 [WGC] This server appears to be running an unknown mod. Some features will be disabled.
[13:29] <@SteamServ1> 3Server : Logged on OK
[13:29] <@SteamServ1> 3Server : Applying server settings
[13:29] <@SteamServ1> 3Server : Creating game channel...
[13:29] <@SteamServ1> 3Server : Channel created OK

[13:29] <@SteamServ1> *** Auto starting game. Type !shutdown to abort ***
[13:29] <@SteamServ1> 3Server : Initializing Westwood Online Mode
[13:29] <@SteamServ1> 3Server : Detecting bandwidth...
[13:29] <@SteamServ1> 3Server : Upstream bandwidth of > 4M bps detected
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[13:29] <@SteamServ1> 3Server : Logging onto Pacific Server
[13:29] <@SteamServ1> 3Server : Logged on OK
[13:29] <@SteamServ1> 3Server : Applying server settings
[13:29] <@SteamServ1> [12General]: 1 [WGC] This server appears to be running an unknown mod. Some features will be disabled.

Subject: Re: Veteran help
Posted by reborn on Mon, 16 Feb 2009 14:36:21 GMT
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If the source code to the co-op beta is available for download too (I imagine it would be), then you can add a vet system to it.
Infact, i'll do it for you if you provide me with the source code to your servers current scripts.dll.

Subject: Re: Veteran help
Posted by GT41 on Mon, 16 Feb 2009 15:55:31 GMT
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hmm i downloaded it again and there is not a source code in there.

Subject: Re: Veteran help
Posted by reborn on Mon, 16 Feb 2009 16:02:07 GMT
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If the source code is based on SSGM then it should really allow you to load plug-in's too. If it is crashing when you try to load wittebolx's plug-in, then either his plug-in is faulty, or the source code to the co-op mode has changed in a way that doesn't like his plug-in.
It probably means you're just out of luck.

Subject: Re: Veteran help
Posted by GT41 on Mon, 16 Feb 2009 16:12:16 GMT
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the ssgm does let me load some plugins but when i tried to swap to wittebolx's scripts.dll it did not load which means there is probally somthing in the coop scripts.dll that it needs. do you think zunnie would release the source code?

Subject: Re: Veteran help
Posted by Ethenal on Mon, 16 Feb 2009 16:17:03 GMT
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Just ask him for the source, I don't think he'd mind releasing it. Technically he's also legally required to release it, but we all know that wouldn't ever hold up in court.

Subject: Re: Veteran help
Posted by reborn on Mon, 16 Feb 2009 16:20:33 GMT
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Oh sorry I see, wittlebolx's release was a modified version of 2.02 aswell, not a plug-in? Yeah, in that case you either need the source code to the co-op mode and I will add it for you, or a working released veteran system in the form of a plug-in.
I think Hex released one, you might try asking him for it.
If not, I might just make one, it's well over-due.

Subject: Re: Veteran help
Posted by GT41 on Mon, 16 Feb 2009 16:36:08 GMT
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ahh cool you are all very helpful   oh btw where would i be able to find Hex or zunnie

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Subject: Re: Veteran help
Posted by reborn on Mon, 16 Feb 2009 17:01:33 GMT
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Hex and zunnie.

Subject: Re: Veteran help
Posted by GT41 on Mon, 16 Feb 2009 22:16:13 GMT
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ty pmed them both and am waiting for a reply

Subject: Re: Veteran help
Posted by YazooGang on Tue, 17 Feb 2009 03:10:54 GMT
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Here is a good one too!

Subject: Re: Veteran help
Posted by Genesis2001 on Tue, 17 Feb 2009 04:53:28 GMT
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YazooGang wrote on Mon, 16 February 2009 20:10Here is a good one too!

Lol. Nice one.

Subject: Re: Veteran help
Posted by wittebolx on Tue, 17 Feb 2009 09:04:33 GMT
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sorry my bad, i didnt know you wanted a plugin.
I posted a replacement for the current scripts.dll instead of posting a plugin, but the source is available so if you want you can "try" to copy paste some of the stuff into a new plugin.

Subject: Re: Veteran help
Posted by GT41 on Tue, 17 Feb 2009 13:01:49 GMT
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yeah i am intrested to learn how this is done so i tried to setup c++ etc using the post at the top but got some errors and posted them there

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Subject: Re: Veteran help
Posted by Hex on Tue, 17 Feb 2009 21:20:59 GMT
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A few have the plugin one I made ages ago but I don't know who, I no longer have it and my current one is coded in to scripts.dll not SSGM

Subject: Re: Veteran help
Posted by GT41 on Wed, 18 Feb 2009 18:41:58 GMT
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Reply from zunnie:

Quote:I dont have the sourcecode for coop anymore, was lost loooong time ago.
CoopBeta 3.00 is running on SSGM 2.0.2 - the sourcecode for that is available on game-maps.net

but if it is just the same as the ssgm source why did the one wittebolx work?

Also why i am here one more question. Cloudyserv dont seem to like the coop changing peoples teams. so i had a look around and see this:

; ForceTeam=
;
; Forces all players in the server to change to the specified team when they join.
; Intended for CO-OP servers where all players are on one team and the other team is entirely bots.
; -1 = Disabled
; 0 = Nod
; 1 = GDI
; 2 = Neutral

ForceTeam=-1

and then down abit more in the ssgm.ini there is stuff like this.

[C&C_Islands.mix]
WeatherType=Rain
GDIRVC_X=-129.783051
GDIRVC_Y=76.742599
GDIRVC_Z=0.01852
GDIRVC_Face=-90.000
GDIRVCP_X=-129.783051
GDIRVCP_Y=85.742599
GDIRVCP_Z=0.01852
GDIRVCP_Face=0.000
NodRVC_X=-124.923019
NodRVC_Y=-196.427875
NodRVC_Z=1.168
NodRVC_Face=90.000
NodRVCP_X=-124.923019
NodRVCP_Y=-204.427875
NodRVCP_Z=1.522

now i am wondering if i added the coop maps like this

[m01.mix]

and then under done forceteam= (what ever team you play for that map) and then i done that with all the maps would it work? would it make them just auto join 1 team per map.

Subject: Re: Veteran help
Posted by zunnie on Wed, 18 Feb 2009 19:38:03 GMT

The source code to the original CoopBeta versions 1.75 and below that was lost a long time ago.

CoopBeta 3.00 is based on SSGM 2.0.2 which has its source code available so you can use that to add-in any Vet system.

Subject: Re: Veteran help
Posted by zunnie on Wed, 18 Feb 2009 19:39:12 GMT

GT41 wrote on Wed, 18 February 2009 13:41Reply from zunnie:

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GDIRVCP_X=-129.783051
GDIRVCP_Y=85.742599
GDIRVCP_Z=0.01852
GDIRVCP_Face=0.000
NodRVC_X=-124.923019
NodRVC_Y=-196.427875

NodRVC_Z=1.168
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NodRVCP_X=-124.923019
NodRVCP_Y=-204.427875
NodRVCP_Z=1.522

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[m01.mix]

and then under done forceteam= (what ever team you play for that map) and then i done that with all the maps would it work? would it make them just auto join 1 team per map.
That would work yes. (stupid flood protection.... couldnt post before 10 seconds passed)...

Subject: Re: Veteran help
Posted by GT41 on Wed, 18 Feb 2009 20:07:17 GMT
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; ---
; --- Map Specific Configuration

; ---

; [MapName]
;
; As of 1.4, almost all settings in the General section can now be used here, this allows you to change settings for a
; certain map only. For example you could put GameMode=1 in [General], then GameMode=5 in [C&C_Islands.mix].
; Doing that would make it AOW on all maps except for Islands, where it would switch to Infantry Only.
; See the General section for explanations of all the settings.
; The following settings will not work here: DDEName, FDSLogRoot, EnableLog, EchoLog, EnableGameLog, EnableNewGamelog,
; GamelogArchiveLogfiles, and WriteGamelogtoSSGMlog.
; Warning: Do not touch the RVC and CTF entries unless you know exactly what you're doing.

[Skirmish00.mix]
ForceTeam=1

[M00_Tutorial.mix]
ForceTeam=0

[M01.mix]
ForceTeam=1

```
[M02.mix]
ForceTeam=1

[M03.mix]
ForceTeam=1

[M04.mix]
ForceTeam=1

[M05.mix]
ForceTeam=1

[M08.mix]
ForceTeam=1

[M10.mix]
ForceTeam=1

[M11.mix]
ForceTeam=0
```

Edit: works ty. btw is there any other vet plugins then?

Subject: Re: Veteran help
Posted by reborn on Fri, 20 Feb 2009 00:36:11 GMT
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Not that I know of, and after talking to you it seems making your own would be a little hard. I will make and release one for you.

Subject: Re: Veteran help
Posted by GT41 on Fri, 20 Feb 2009 00:44:47 GMT
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ahh cool thanks alot reborn

Subject: Re: Veteran help
Posted by reborn on Sat, 07 Mar 2009 12:49:56 GMT
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I've been really busy lately with allot of fixes for APB, however I now have a working veteran plugin that needs testing.
Can you give me your MSN please? Or join irc.mp-gaming.com and contact me there, my name

there is reborn.
If successful I will release it (with the source code), but I would prefer to catch any bugs before a proper release.

Subject: Re: Veteran help
Posted by reborn on Sun, 08 Mar 2009 13:51:25 GMT
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Bored of waiting for a reply

http://www.renegadeforums.com/index.php?t=msg&th=32397&start=0&rid=3 415

Subject: Re: Veteran help
Posted by GT41 on Fri, 13 Mar 2009 17:36:58 GMT
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sorry i had to go away for quite a wile but i am back now but nice work and thanks alot

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