
Subject: NEW SERVER! Non-defenses!
Posted by [coolmant](#) on Tue, 01 Jul 2003 19:06:29 GMT
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I have a totally non-defenses server up!

Frdragon Non Defenses!!!

Is what it is called, so enjoy!
Also any suggestions for non defense maps let me know, thanks.

Subject: NEW SERVER! Non-defenses!
Posted by [General Havoc](#) on Tue, 01 Jul 2003 19:29:13 GMT
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What would happen if say you had the normal Westwood map rotation but deleted the scripts.dll from your games directory/ Srver directory? As far as I know all scripts are executed by the server (Including base defences) so if the server hasn't got them then there should be no base defences working, even for the clients but everyone can connect without downloading new maps. Just an idea.

_General Havoc

Subject: NEW SERVER! Non-defenses!
Posted by [npsmith82](#) on Tue, 01 Jul 2003 21:59:33 GMT
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General HavocWhat would happen if say you had the normal Westwood map rotation but deleted the scripts.dll from your games directory/ Srver directory?

Sounds like a good idea, could work.

Though ya gotta hope the scripts.dll doesn't include the purchasing of extra units and vehicles. One thing for sure, the harvester won't be created...

Subject: NEW SERVER! Non-defenses!
Posted by [General Havoc](#) on Tue, 01 Jul 2003 23:13:41 GMT
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I just did a test on singleplayer LAN with no scripts and everything worked fine apart from the base defences, great! Should be an easy way to disable the base defences on maps without needing to edit the actual map. That said also hoping that the scripts are only processed by the server, which I am very certain they are. Harvester workes fine and all extra units. Anyting scripted won't work though, on Westwood maps thats just base defences, spawners should work

as the startup ones do.

_General Havoc

Subject: NEW SERVER! Non-defenses!
Posted by [Madtone](#) on Wed, 02 Jul 2003 00:50:23 GMT
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hey, npsmith82 maybe you should add a feature into your LAN game editor that disables defense's???

have it so

```
If chkDef = 0 then
scripts.dll is renamed to dis-scripts.dll
else
stays the same
```

i couldn't be bothered to write in da code.'

but you know what i mean

Subject: NEW SERVER! Non-defenses!
Posted by [Skier222](#) on Wed, 02 Jul 2003 01:35:28 GMT
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i dont get it.

- 1) are the buildings gone?
 - 2) do the buildings shoot?
 - 3) or somthin else?
-

Subject: NEW SERVER! Non-defenses!
Posted by [Madtone](#) on Wed, 02 Jul 2003 01:44:39 GMT
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Skier222i dont get it.

- 1) are the buildings gone?
- 2) do the buildings shoot?
- 3) or somthin else?

The obelisk and the Guard tower just won't shoot, thats it !(i think)

Subject: NEW SERVER! Non-defenses!
Posted by [Skier222](#) on Wed, 02 Jul 2003 02:10:12 GMT
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ok cool, i think

Subject: NEW SERVER! Non-defenses!
Posted by [General Havoc](#) on Wed, 02 Jul 2003 17:37:33 GMT
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Yeah just disables the defences including turrets. Although keep in mind you need to rename scripts2.dll and scripts.dll to scripts.dl_ and scripts2.dl_ because the host may or may not have custom scripts too. It may cause havoc on custom maps that use custom scripts though but that shouldn't be much of a problem. Bots should continue to work as far as I know.

_General Havoc

Subject: NEW SERVER! Non-defenses!
Posted by [coolmant](#) on Sat, 05 Jul 2003 16:27:53 GMT
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Are you sure that that works? If it does I'll do it but I don't want to have to reinstall Renegade.

Subject: NEW SERVER! Non-defenses!
Posted by [coolmant](#) on Sat, 05 Jul 2003 16:29:25 GMT
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Oh yeah and this server is only on WOL. Please join. Thanks.

Subject: NEW SERVER! Non-defenses!
Posted by [coolmant](#) on Sat, 05 Jul 2003 17:08:40 GMT
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BUMP

Subject: NEW SERVER! Non-defenses!
Posted by [General Havoc](#) on Sat, 05 Jul 2003 21:22:48 GMT
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Yeah it works fine. Perfectly safe I can assure you as have worked with these two files for the past 6 months. Even if you do end up losing these files there are downloadable from RenEvo. But it's

the best way to disable base defences without having to make new maps or the clients having to download anything.

_General Havoc

Subject: NEW SERVER! Non-defenses!
Posted by [coolmant](#) on Sat, 05 Jul 2003 21:38:09 GMT
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Well for now I am using only non-defense maps until I get around to deleting that file. Please join my server. Thanks for your help.

Subject: NEW SERVER! Non-defenses!
Posted by [General Havoc](#) on Sat, 05 Jul 2003 21:46:18 GMT
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Well all I can say is rename that file. You will get many more people visiting your server I guarantee it. Deleting the file is 100% safe and will not mess up your multiplayer game on normal maps. It will just disable the base defences.

Scripts.dll = Contains the scripts that make base defences work and also all of the Singleplayer mode scripts.

Scripts2.dll = Written by Jonathan Wilson (Renegade Community Member) that includes the scripts for Reborn, Ren Alert and other scripts written by NameHunter, Jon Wilson & Dante.

It will not have any affect on the functionality of the multiplayer game appart from disabling base defences. I know DLL Files may sound scary but it is safe to rename them. You are not deleting them just renaming them so that they are called something else.

_General Havoc

Subject: NEW SERVER! Non-defenses!
Posted by [coolmant](#) on Sat, 05 Jul 2003 22:00:05 GMT
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Okay.

Subject: NEW SERVER! Non-defenses!
Posted by [coolmant](#) on Sat, 05 Jul 2003 22:06:09 GMT
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General HavocWell all I can say is rename that file. You will get many more people visiting your server I guarantee it. Deleting the file is 100% safe and will not mess up your multiplayer game on normal maps. It will just disable the base defences.

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_General Havoc

I renamed it in the Data folder and the renegade folder and now none of the players have c4!

Subject: NEW SERVER! Non-defenses!
Posted by [coolmant](#) on Mon, 07 Jul 2003 14:25:12 GMT
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bump

Subject: NEW SERVER! Non-defenses!
Posted by [coolmant](#) on Mon, 07 Jul 2003 19:02:55 GMT
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So? Removing or renaming the dll messes up renegade.
