
Subject: Re: Renegade Map Rules Handler System
Posted by [vloktboky](#) on Sun, 10 Sep 2006 05:46:42 GMT

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Like I said, I am using your engine calls. This is just a wrapper for them: a cleaner way for any Joe Smith to setup the data and the system will handle calling everything in the background. This is why I stated the stringID and texture do not function yet. That data is still passed in to your Set_X calls and once you get those functions to take that data and show it on the clients as well, then they will have meaning. If you set Slot1 in the Vehicle tree to create a Nod Light Tank at 300 credits, you'll still see the same texture drawn for the purchase slot in your PT menu. However, when you access it, 300 credits will be taken away and a Nod Light Tank will be created instead. This doesn't care about whatever entity tree the game has loaded; this is just a simple wrapper for functionality already present. It's just a nicer presentation of that functionality for the common server host.

I've talked to Whitedragon and he informed me he'd be happy to include this in SSAOW 1.6. It's better this way for the community as this would be one more thing you would otherwise have to deal with. When he released version 1.6, you'll have access to this system.

I may have a window towards the end of next week that I could spend a few hours on adding anything else to this. So if anyone has any other things they'd like to see in these XML files that would be useful in their server, let me know now. I've already heard default spawn character.
