Subject: [script]Hostage Mode Scripts Posted by zunnie on Mon, 04 Aug 2008 23:34:07 GMT

View Forum Message <> Reply to Message

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!

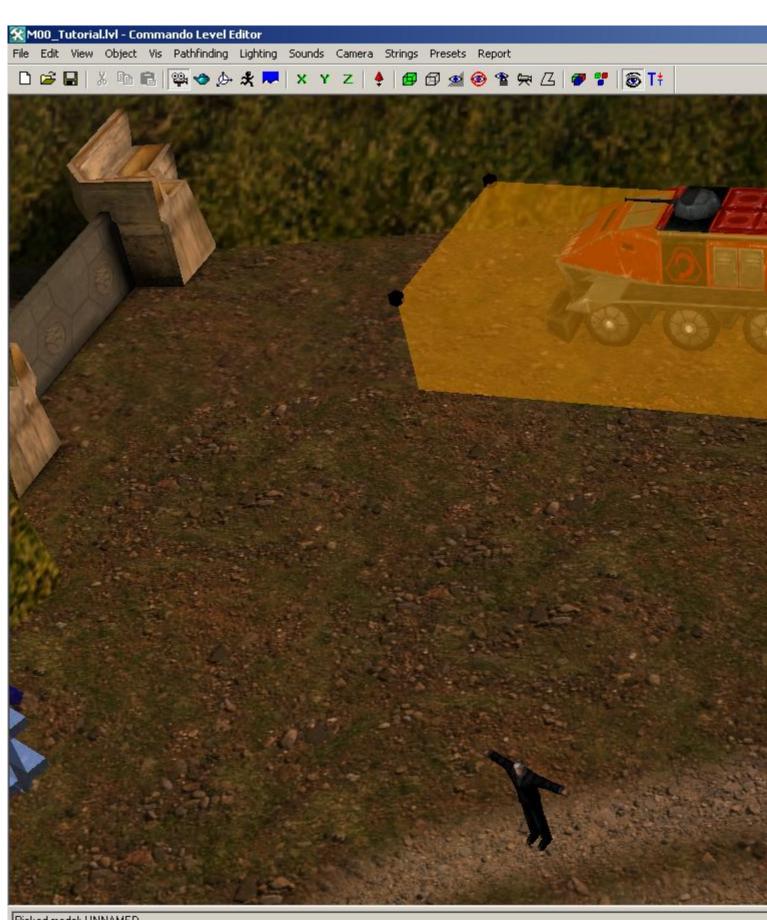
Here is an example map for leveledit to look at how the scripts should be used: http://www.game-maps.net/staff/zunnie/hostagemode/ExampleHostageMode_M00Tutorial .zip http://www.game-maps.net/staff/zunnie/hostagemode/M01_HostageMode_SourceFiles.ra r

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 1192 times



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

Ready











