
Subject: Re: A new person and a new question!
Posted by [danpaul88](#) on Sun, 22 May 2011 16:03:43 GMT
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Just as well I read your post before answering... I was about to post information about setting up a build server for compiling <insert language of choice> code based on your topic description. To coders the phrase 'build server' means something completely different to what you want

Don't you think Renegade has enough servers already? At this point there are more servers than there are players online at any given time... just play in one of the existing build servers instead of putting a lot of effort into setting up a new server to sit empty 24/7 like every other server on the listings without an a00000000000000000000 nickname.

If your really determined to go ahead and do it anyway... grab the source code to the latest SSGM version (2.0.2? Maybe....) and start by making sure you can compile and run it OK. Then start adding console commands like !buildaturretherelol and use `Commands->Create_Object (IIRC)` to create a new turret at the players location (`Commands->Get_Position(obj)`).

EDIT;
Also, this probably belongs in the Mod forum... [/backseat moderating]

EDIT 2;
Welcome to the forums by the way. Watch out for the trolls... don't feed them or they will never leave you alone!
