
Subject: scripts.dll 2.1

Posted by [jonwil](#) on Tue, 30 Nov 2004 12:54:17 GMT

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Highest priority for 2.1 is anything the Reborn team needs
Next up comes anything other big mods (ra2ven, fist of fate, new hope) want.
Then comes anything else that general people want.

But if you have ideas for 2.1 that I havent already said "no" to in the past, feel free to post them here (especially if they are easy)

Subject: scripts.dll 2.1

Posted by [Doitle](#) on Tue, 30 Nov 2004 13:32:38 GMT

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Hydraulics for the vehicles?

lol don't think it's as crazy as it sounds I've done it before but they weren't controllable. Would that be possible? If so I'd play Renegade EVERY DAY again...

Subject: scripts.dll 2.1

Posted by [Renardin6](#) on Tue, 30 Nov 2004 19:49:52 GMT

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cool

Subject: scripts.dll 2.1

Posted by [rm5248](#) on Fri, 03 Dec 2004 21:49:02 GMT

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I'm curious to see if these can be made with scripts.dll...

- Is it possible to have different scopes for different guns? (ex. pistol has 2x scope, sniper rifle has 15x scope, auto rifle has 5x scope etc.)
 - Would it be possible to drive a vehicle and shoot the gun that you have in your hand at the same time?
 - Is it possible to make remote-controlled rockets?
 - Is it possible to change the position of your health from the default?
 - Is it possible to have a weapon's secondary mode to have you throw the weapon and have it turn into a sentry gun?
-

-(last question)Is it possible to make the ammo monitor go down when you have less ammo? (ex. out of 100 bullets, when you have 50 left 1/2 of the meter is filled in)

Subject: scripts.dll 2.1

Posted by [Blazea58](#) on Sat, 04 Dec 2004 13:20:46 GMT

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Im really curious about a gambling script for a map im working on right now.

What it would be is the player presses E to access the Slot machine, and you have given odds that will either take your 50 credits or give you a win, according to what its set at for the odds.

Subject: scripts.dll 2.1

Posted by [dodge1tis](#) on Sat, 04 Dec 2004 14:15:14 GMT

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throwing weapons sounds fun , or do u mean like in halo, were u could slam some1 with the butt of ur rifle. and cnc commando mod wanted to have hand to hand combat, is that possable in w3d? if so, c00!!

Subject: scripts.dll 2.1

Posted by [jonwil](#) on Sat, 04 Dec 2004 14:17:34 GMT

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different scopes for different guns, no.

drive and shoot your gun at the same time, no

remote controled rockets, no

Changing the position of your health is probobly doable but it would take a lot of effort (essentially it would be the same as re-doing the HUD completly)

Vehicle Hydraulics, no

Maknig it so you throw the weapon, no

Changing the ammo meater, no

As for the slot machine, basicly, what it would be is a scropt that takes 2 credit amounts, one is the "cost", the other is the "win". It will also take a percentage value.

When it is poked, it will check to see if the player has the "cost" amount.

If so, it will remove that many credits from their credit count.

Then it will randomly pick a percentage.

If the percentage is below the passed in value, it will give the "win" amount.

Subject: scripts.dll 2.1

Posted by [cheesesoda](#) on Sat, 04 Dec 2004 18:05:44 GMT

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jonwildifferent scopes for different guns, no.
drive and shoot your gun at the same time, no
remote controled rockets, no
Changing the position of your health is probobly doable but it would take a lot of effort (essentially it would be the same as re-doing the HUD completly)
Vehicle Hydraulics, no
Maknig it so you throw the weapon, no
Changing the ammo meater, no
This is why the W3D engine is a piece of shit.

Subject: scripts.dll 2.1
Posted by [Slash0x](#) on Sat, 04 Dec 2004 19:17:54 GMT
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Well, I think it's fine taking in the fact that they just released what they could before EA could stop them.

Renegade will take over the world!

PS: EA was being sued (sp?) by their own employees the last time I checked. :rolleyes:

Subject: scripts.dll 2.1
Posted by [Sir Kane](#) on Sat, 04 Dec 2004 20:51:55 GMT
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- 1) Possible
 - 2) Not possible
 - 3) Probably possible
 - 4) Possible
 - 5) Should be possible
 - 6) Possible
-

Subject: scripts.dll 2.1
Posted by [Everyone](#) on Sat, 04 Dec 2004 22:30:32 GMT
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So, Silent Kane, if its possible for the different weapon scopes, could you do it for renalert's next patch?

Subject: scripts.dll 2.1

Posted by [MilkyLep](#) on Sat, 04 Dec 2004 23:37:04 GMT

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EveryoneSo, Silent Kane, if its possible for the different weapon scopes, could you do it for renalert's next patch?

I thought RenAlert was already off to Source?

Subject: scripts.dll 2.1

Posted by [Doitle](#) on Sun, 05 Dec 2004 07:39:00 GMT

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SK, Hydros are possible!?

- 1) Possible -- different scopes for different guns, no.
- 2) Not possible -- drive and shoot your gun at the same time, no
- 3) Probably possible -- remote controled rockets, no
- 4) Possible -- Vehicle Hydraulics, no
- 5) Should be possible -- Maknig it so you throw the weapon, no
- 6) Possible -- Changing the ammo meater, no

That'd be like... Worth a 20\$ expansion pack. Renegizzle.

Subject: scripts.dll 2.1

Posted by [Sir Kane](#) on Sun, 05 Dec 2004 09:29:59 GMT

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```
[[list][*]Different scopes
[*]Drive vehicle and shoot
[*]Remote controlled rockets
[*]Chaning healt position
[*]Secondary weapon mode to throw weapon which turns into a sentry gun
[*]Chaning ammo display position
[/list:u]
```

No weapon hydraulics shit in that list

Subject: scripts.dll 2.1

Posted by [Blazer](#) on Mon, 06 Dec 2004 11:32:40 GMT

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It's not the fault of the engine, its the fault of our limited access to its functions. If we had the source code, all would be possible.

Subject: scripts.dll 2.1

Posted by [Renardin6](#) on Mon, 06 Dec 2004 11:53:36 GMT

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Maybe it's time to ask for the full source ! Petition idea...

Subject: scripts.dll 2.1

Posted by [Renardin6](#) on Mon, 06 Dec 2004 11:54:22 GMT

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DoitleHydraulics for the vehicles?

lol don't think it's as crazy as it sounds I've done it before but they weren't controllable. Would that be possible? If so I'd play Renegade EVERY DAY again...

Thekgbspy can do that, without any problems.

Subject: scripts.dll 2.1

Posted by [Madtone](#) on Mon, 06 Dec 2004 12:11:59 GMT

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But is it possible to write a script that can increase a vehicles speed by 50% on right click (secondary fire) to give like a Nitrous Oxide affect for a few seconds

If so you could start a "NFSU: W3D Edition".. lolz would be basic but would work

Subject: scripts.dll 2.1

Posted by [jonwil](#) on Mon, 06 Dec 2004 12:12:49 GMT

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"Renardin6"Maybe it's time to ask for the full source ! Petition idea...
Doubt that would work.

I tried that back in the day before the custom scripts.dll was created (back when WS was still around and Greg Hjelstrom was very much active on the renegade boards) to get them to release the sorce code to the scripts.dll and it didnt work.

Online petitions have a very low rate of suces unfortunatly.

There are many reasons why EA wouldnt release the code, some of the big ones are:

1. There is code (Miles Sound System, BINK video, Gamespy etc) that EA doesn't own and can't release
2. Releasing the code would mean that you could build it without the Safedisk copy protection (yes it has been cracked but that's beside the point)
3. There are things in the code that EA doesn't want public (e.g. secret algorithms or whatever). Also things that would be bad for EA if they went public (private internal EA info in comments for example or stuff in comments that would reflect badly on EA if it was made public)
4. EA is still using parts of the code (e.g. Battle For Middle Earth is apparently still using the core WW3D rendering engine code, same as what Renegade and Generals uses)
5. Cost to find the code (on a backup tape or wherever else it is), check it over, prepare it, write a suitable licence etc etc etc.

And there are more reasons I would guess but I can't think of them right now

Subject: scripts.dll 2.1
Posted by [Madtone](#) on Mon, 06 Dec 2004 16:38:14 GMT
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Basicly.. the best your get is a engine clone.. Thats all!

Subject: scripts.dll 2.1
Posted by [Deactivated](#) on Mon, 06 Dec 2004 17:37:58 GMT
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Half-Life 2... Source.. Engine...

Subject: scripts.dll 2.1
Posted by [rm5248](#) on Mon, 06 Dec 2004 20:30:34 GMT
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- Silent Kane1) Possible
2) Not possible
3) Probably possible
4) Possible
5) Should be possible
6) Possible

So will you code it or do I have to learn myself?
