
Subject: Could a program be made...

Posted by [Spoony_old](#) on Tue, 08 Mar 2005 21:14:42 GMT

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where you can set a value for number of players in the game, and gameplay does not start until that value is reached?

For example, you can set it to 8, and until there are eight players in the game, everyone will see "gameplay pending". Time doesn't tick away, players don't receive credits, and the harvesters are not produced.

I'm just asking if this is possible.

Subject: Could a program be made...

Posted by [Sir Kane](#) on Tue, 08 Mar 2005 21:21:41 GMT

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Yes that's possible.

Subject: Could a program be made...

Posted by [Cat998](#) on Tue, 08 Mar 2005 21:27:34 GMT

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Silent KaneYes that's possible.

Nothing is impossible

I want to use this post to ask if it would be "possible" to report refill, or just an option in the server.ini where u can disable it. I tried to disable it via an objects.dbb file, but it didn't work, so maybe some1 could include that in the next scripts.dll version.

Subject: Could a program be made...

Posted by [Spoony_old](#) on Tue, 08 Mar 2005 21:54:27 GMT

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Silent KaneYes that's possible.

then does anyone feel the inclination to do it? I would, except I don't know how.

Subject: Could a program be made...

Posted by [flyingfox](#) on Wed, 09 Mar 2005 00:37:05 GMT

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in a few months I might be able to make a server-side mod for this (armed with enough visual basic knowledge) but I haven't yet learned how to make things that interact with games, notably renegade. maybe you guys (BHS) could release a quick tutorial on what you must do to make things for the game. there are too few of us here that know how...

Subject: Could a program be made...

Posted by [ghostSWT](#) on Wed, 09 Mar 2005 00:52:01 GMT

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Spoonythen does anyone feel the inclination to do it? I would, except I don't know how. I think it would be in the server.dat, I just started trying to get rid of game play pending so 1 player can play on a large server by himself. I think it involves the same technique. If I find out how to get rid of it I'll see if i can make it for you so it waits there till you get 8 player.

PS. if you get your 8 player thing, could you let me know I'll see if i can make what i need out of it.

Subject: Could a program be made...

Posted by [Chronojam](#) on Wed, 09 Mar 2005 03:57:05 GMT

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You can also adjust your server to allow gameplay to begin with only 1 player in-game.

Subject: Could a program be made...

Posted by [Nightma12](#) on Wed, 09 Mar 2005 16:22:11 GMT

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flyingfoxin a few months I might be able to make a server-side mod for this (armed with enough visual basic knowledge) but I haven't yet learned how to make things that interact with games, notably renegade. maybe you guys (BHS) could release a quick tutorial on what you must do to make things for the game. there are too few of us here that know how...

scripts.dll is C++, not VB

Subject: Could a program be made...

Posted by [flyingfox](#) on Wed, 09 Mar 2005 19:22:12 GMT

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I see, so to make a dll for a game you have to make it in the language the game's dlls (or dll) were written in?? (although i get how you call your dll scripts.dll because the game exe accesses it for the game)

Subject: Could a program be made...

Posted by [Jzinsky](#) on Sat, 26 Mar 2005 02:26:10 GMT

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Just as a thought, could you be bothered to sit about watching a "Gameplay pending" screen while more players join, or is the idea more for clan or other organised games, so there isn't an advantage in having a faster pc and connection?

Subject: Could a program be made...

Posted by [Spoony_old](#) on Sat, 26 Mar 2005 10:28:14 GMT

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Jzinsky Just as a thought, could you be bothered to sit about watching a "Gameplay pending" screen while more players join, or is the idea more for clan or other organised games, so there isn't an advantage in having a faster pc and connection?

It's for clan games, normally you wait until everyone's in then everyone suicides so they all have 0 credits to make it fair, but the problem with that is if someone loads really slow then it fucks up the start of the game, with regards to harvesters and stuff.

For example if it's complex 3v3, if the clans are forced to wait about a minute before suiciding, GDI can get three humvees when the harv dumps, there is LITERALLY nothing nod can do.

Subject: Could a program be made...

Posted by [jonwil](#) on Sun, 27 Mar 2005 01:02:33 GMT

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It IS possible, I am sure v00d00 and myself could find a way (although we are currently both busy with other stuff)

I dont know about reporting refill.

It IS possible to disable refill but only in a mod or something where everyone playing has the same preset changes.

Subject: Could a program be made...

Posted by [Sir Kane](#) on Mon, 28 Mar 2005 08:53:46 GMT

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The refill stuff is quite easy as well. Might make a dll that does the refill stuff, the gameplay pending and additional adds client side chat log.
