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Subject: Scripts

Posted by [ExEric3](#) on Sat, 08 Oct 2005 07:39:42 GMT

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Hi. I need help with scripts. Where I could a am was able to download scripts.dll for my Renegade FDS? I need script where is:

1.Crates

2.Refinery give 4\$ per second

3.Harvester give 1000 credits.

Please give me link. THX all.

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Subject: Re: Scripts

Posted by [danpaul88](#) on Sat, 08 Oct 2005 14:55:34 GMT

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you dont want a scripts.dll, you want a modified objects.ddb

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Subject: Re: Scripts

Posted by [ExEric3](#) on Sun, 09 Oct 2005 17:41:22 GMT

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OHH. Ok. Where I could a am was able to download objects.ddb for my Renegade FDS?

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Subject: Re: Scripts

Posted by [AADude7](#) on Sun, 09 Oct 2005 17:54:01 GMT

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Well if you want to be creative like crazy ctf then you can make your own and stuff...

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Subject: Re: Scripts

Posted by [AADude7](#) on Sun, 09 Oct 2005 17:55:13 GMT

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Should search for object.ddb tutorials...

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Subject: Re: Scripts

Posted by [xptek](#) on Sun, 09 Oct 2005 21:58:35 GMT

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Or, you could use a timer and scripts.dll and not fuck everything up.

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Subject: Re: Scripts  
Posted by [ExEric3](#) on Mon, 10 Oct 2005 05:55:51 GMT  
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How extract: object.ddb ???? How edit this file??? Pls help me.

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Subject: Re: Scripts  
Posted by [Kamuix](#) on Mon, 10 Oct 2005 22:19:36 GMT  
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Use leveledit to edit the presets. About the \$4 a seconds thing, t think you have to open the actual map and add another ref controller although i'm not sure.

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Subject: Re: Scripts  
Posted by [AADude7](#) on Tue, 11 Oct 2005 18:56:13 GMT  
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Okay... Get renegade public tools, open level editor and edit the presets (example: munitions\ammo\ammo infantry\ ...)  
To extract go to C:\ProgramFiles\RenegadePublicTools\LevelEdit\Ur-Mod-Name\Presets\  
and take the objects.ddb from there

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Subject: Re: Scripts  
Posted by [AADude7](#) on Tue, 11 Oct 2005 18:57:52 GMT  
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Okay wont edit it...  
Heres the edit:  
Presets \*\*

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Subject: Re: Scripts  
Posted by [ExEric3](#) on Thu, 13 Oct 2005 15:08:56 GMT  
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But i need objects.ddb with crates.

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Subject: Re: Scripts  
Posted by [AADude7](#) on Sat, 15 Oct 2005 01:18:33 GMT

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Umm I dont know... lol...  
Just search on [www.google.com](http://www.google.com) for scripts...

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Subject: Re: Scripts  
Posted by [neofmat](#) on Sun, 23 Oct 2005 12:25:41 GMT  
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i think the best way to do this is to make server side mod (.pkg) file. Use ren tools, open map and goto

Buildings >> Refinery >> mp\_GDI\_Refinery  
Buildings >> Refinery >> mp\_NOD\_Refinery

change these settings :

Funds Distributed PerSec 2.500 (change to 4 or 5)

This should do the trick .. plus u can also add more crates and watever stuff u want in the mod.

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Subject: Re: Scripts  
Posted by [Parad0x](#) on Sun, 23 Oct 2005 19:32:51 GMT  
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Open your objects.aow file in renegade tools and change the preset that neofmat mentioned, then save it and put back into the servers dir.

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Subject: Re: Scripts  
Posted by [ExEric3](#) on Tue, 25 Oct 2005 05:43:19 GMT  
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Where section is neofmat? I cannt found.

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Subject: Re: Scripts  
Posted by [neofmat](#) on Wed, 26 Oct 2005 08:05:57 GMT  
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When you open LEVELEDIT, you'll see "Presets" Tab on the right hand side. So under presets

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find "Buildings" then further expand/open you'll get "Refinery". Now you should see two nodes

mp\_GDI\_Refinery  
mp\_NOD\_Refinery

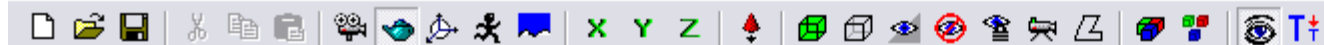
Select one and then click "Mod" at the very bottom. A new screen will pop wid differnt tabs. Select "Settings". Then scroll down to the very last few options. You ll see "Funds Gatherd" and "FundsDistributedPerSec". Those are the options you need to mess around with. Do the same for Nod refinery.

For reference i have included screen shots, have a look at them.

neofmat

### File Attachments

1) [screen1.gif](#), downloaded 204 times



**Edit object**

General **Settings** Dependencies Scripts

GDI DestroyReportID  
IDS\_M00BGTR\_KILL00011EVAG\_TXT

Nod DestroyReportID  
IDS\_M00BGTR\_KILL00021EVAN\_TXT

UnloadTime 10.000

FundsGathered 300.000

FundsDistributedPerSec 2.500

Harvester CnC\_GDI\_Harvester

OK Cancel OK & Propagate...

Presets

TimeManager::Update: warning, frame 1207 was slow (4084 ms)  
TimeManager::Update: warning, frame 1208 was slow (2641 ms)  
TimeManager::Update: warning, frame 1210 was slow (53283 ms)

Ready

Camera (0.00,0.00,80.00)

Subject: Re: Scripts

Posted by [ExEric3](#) on Thu, 27 Oct 2005 16:16:12 GMT

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Thank you very much neofmat.

Subject: Re: Scripts

Posted by [IshotYaaaTheGreat](#) on Wed, 02 Nov 2005 03:15:33 GMT  
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umm so were u success full  
if u were can u put the file for download

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