Subject: Change what is actually brought from a PT (serverside)
Posted by sycar on Thu, 27 Apr 2006 21:46:20 GMT
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Hi I host a server and was wondering if someone could tell me what i would need to do to change what character is brought from a purchase terminal. I.e. they might select havoc but actually a mutant is brought etc.

I have the ren mod tools etc. Can anyone help?

thanks buffymaniack

Subject: Re: Change what is actually brought from a PT (serverside)
Posted by jonwil on Thu, 27 Apr 2006 22:28:41 GMT
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You cant.

Subject: Re: Change what is actually brought from a PT (serverside)
Posted by Renx on Thu, 27 Apr 2006 22:34:15 GMT
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Yes you can. You can change it via a modified objects.ddb and SSAOW.

Subject: Re: Change what is actually brought from a PT (serverside)
Posted by sycar on Thu, 27 Apr 2006 22:43:31 GMT
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ok, how do i create a modified object.ddb or what in ssaow do i need to change?

thanks for your replies!

 PS if i place a console somewhere on the map will it appear on the clients end as well, or does that have to actually be in the clients map copy.

Subject: Re: Change what is actually brought from a PT (serverside)
Posted by Renx on Thu, 27 Apr 2006 22:57:16 GMT
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When you install SSAOW on your server it should add a file named objects.aow somewhere. This file is the same as objects.ddb.

Take that file and rename it to objects.ddb and replace the one already in the directory for your mod project in level edit. On the side there will be a list of folder with thing you can edit. You'll need to find the settings that relate to the purchase terminals, and change things accordingly.

Then you save, go get the objects.ddb and rename it to objects.aow, and put it back on your server.

I've never done this before, so there could be an easier or different way of doing it. Someone else might be able to provide a more detailed explanation too.

Some things can't be changed for the client. For example you can't change the PT icon but you can change the character the icon gives you. I don't really have a list of things that can or cannot successfully be changed. If you do change something that doesn't work on the client's end, it won't mess anything up though. The clients just won't see the change.

Subject: Re: Change what is actually brought from a PT (serverside)
Posted by Canadacdn on Fri, 28 Apr 2006 00:29:16 GMT
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Renx basically covered the important stuff, just some notes:

-You cannot edit icons

-You CAN change prices, but the object cannot be bought until the original price is reached. Go figure.

-You can also get rid of harvesters from maps in objects, or change which vehicle the harvester is by modifying the refineries.
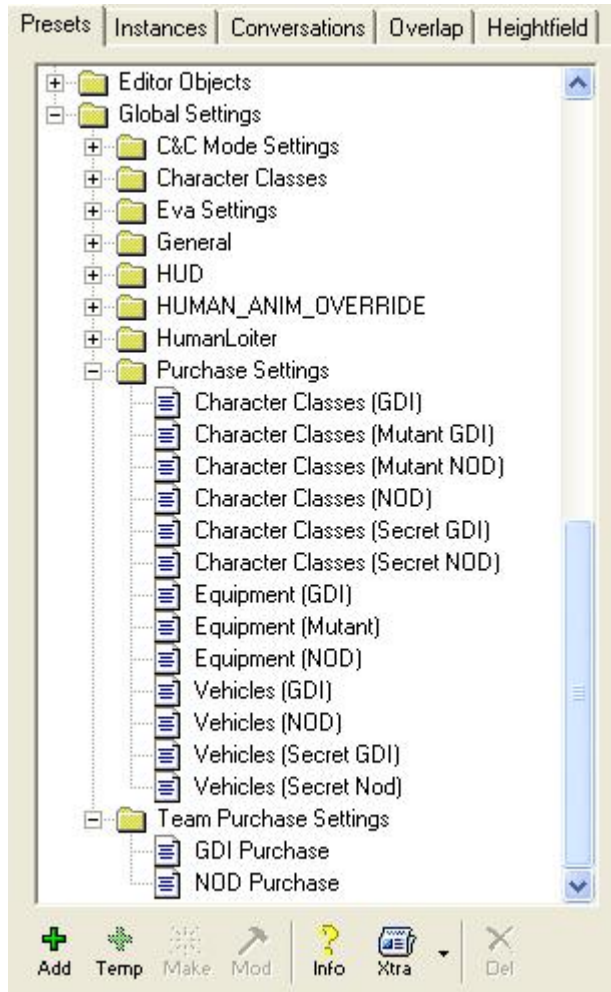

Subject: Re: Change what is actually brought from a PT (serverside)
Posted by Kamuix on Fri, 28 Apr 2006 01:05:57 GMT
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File Attachments
1) CDAick.JPG, downloaded 462 times

Presets | Instances | Conversations | Overlap | Heightfield

- Editor Objects
- Global Settings
  - C&C Mode Settings
  - Character Classes
  - Eva Settings
  - General
  - HUD
  - HUMAN_ANIM_OVERRIDE
  - HumanLoiter
  - Purchase Settings
    - Character Classes (GDI)
    - Character Classes (Mutant GDI)
    - Character Classes (Mutant NOD)
    - Character Classes (NOD)
    - Character Classes (Secret GDI)
    - Character Classes (Secret NOD)
    - Equipment (GDI)
    - Equipment (Mutant)
    - Equipment (NOD)
    - Vehicles (GDI)
    - Vehicles (NOD)
    - Vehicles (Secret GDI)
    - Vehicles (Secret Nod)
  - Team Purchase Settings
    - GDI Purchase
    - NOD Purchase

Add Temp Make. Mod Info Xtra Del

Subject: Re: Change what is actually brought from a PT (serverside)
Posted by jonwil on Fri, 28 Apr 2006 03:34:30 GMT
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All the checking for the PT happens client side (including costs). Then a purchase network event is sent over the network which causes the actual purchase to take place (including deducting the cost)

Subject: Re: Change what is actually brought from a PT (serverside)
Posted by Kamuix on Fri, 28 Apr 2006 18:27:50 GMT
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If possible. Would it cause more lag issues to make more things Serversided.

Subject: Re: Change what is actually brought from a PT (serverside)
Posted by Renx on Fri, 28 Apr 2006 19:27:34 GMT
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jonwil wrote on Fri, 28 April 2006 00:34All the checking for the PT happens client side (including costs). Then a purchase network event is sent over the network which causes the actual purchase to take place (including deducting the cost)

Obviously you've never tried this before, or else you would know it works perfectly fine.

Subject: Re: Change what is actually brought from a PT (serverside)
Posted by Cat998 on Fri, 28 Apr 2006 20:55:34 GMT
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You can change the objects and the cost serverside, what you cant change are the images and removing existing objects