Subject: Vech Limit
Posted by ghost on Sun, 07 May 2006 18:04:21 GMT
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Ive recently notice that my vech limit for my server is too small (considering the amount of players to vechs) and i was wondering is there a way to edit the vech limit? Ive searched in the WF presets and a few other places but came up short

Subject: Re: Vech Limit
Posted by Shadow2256 on Sun, 07 May 2006 18:20:09 GMT
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you won't find it in LE. Vech limit is imprinted in scripts.dll

Subject: Re: Vech Limit
Posted by dudley on Sun, 07 May 2006 18:32:03 GMT
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it is possible by using the single player presets for the tanks

Subject: Re: Vech Limit
Posted by ghost on Sun, 07 May 2006 18:34:18 GMT
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Ive used the latest scripts.dll but wont this screw up with ssaow 1.5 which i use on my server?

Subject: Re: Vech Limit
Posted by xptek on Sun, 07 May 2006 22:40:48 GMT
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I managed to do it by destroying the tank created by the WF/Airstrip and spawning the exact same thing in its place. This presents new problems such as the vehicle being no longer being "locked" after it's created, etc.

Subject: Re: Vech Limit
Posted by Titan1x77 on Mon, 08 May 2006 01:36:13 GMT
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add the latest scripts and go into console (of the server) and type "vlimit 20"

each team will now have a limit of 20.

doesnt get any easier then that.

Subject: Re: Vech Limit
Posted by ghost on Mon, 08 May 2006 02:07:46 GMT
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Doing so will overwrite ssaow 1.5

Subject: Re: Vech Limit
Posted by AmunRa on Mon, 08 May 2006 02:28:09 GMT
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Cry me a river dave

Subject: Re: Vech Limit
Posted by ghost on Mon, 08 May 2006 02:53:38 GMT
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/me cries you a river

Subject: Re: Vech Limit
Posted by Titan1x77 on Tue, 09 May 2006 09:52:12 GMT
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why not just update to the latest SSAOW?

Subject: Re: Vech Limit
Posted by Cat998 on Tue, 09 May 2006 09:56:06 GMT
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Titan1x77 wrote on Tue, 09 May 2006 11:52add the latest scripts and go into console (of the server) and type "vlimit 20"

each team will now have a limit of 20.

doesnt get any easier then that.

All players will need to have the latest scripts.dll on their client, or it will be unfair.

Subject: Re: Vech Limit
Posted by Titan1x77 on Wed, 10 May 2006 00:24:56 GMT
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Actually they need the BHS.dll, dont think they need scripts.dll too, but it wouldnt hurt to have both, I know BHS.dll is needed tho

But if they want to buy an extra vehicle they should go get it anyways.

Subject: Re: Vech Limit
Posted by dsaw on Fri, 12 May 2006 22:50:43 GMT
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The Nod Single Player vehicles are not bound to a limit.
To bypass the vehicle limit simply "temp" the "SP" tanks
apply the multiplayer health/armor settings etc to them and
update the purchase settings to point to these instead.

Subject: Re: Vech Limit
Posted by Blazer on Sat, 13 May 2006 03:14:46 GMT
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But then there would be no limit at all...Imagine the SFPS drop from a rush of 20 flame tanks :-\

Subject: Re: Vech Limit
Posted by Kamuix on Sat, 13 May 2006 03:44:28 GMT
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Lol i highly doubt ever seeing a 20 Ftank rush. But yea the FPS would probably drop if it did happen

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Subject: Re: Vech Limit
Posted by dsaw on Mon, 15 May 2006 11:24:15 GMT
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image

File Attachments
1) FLAMERS11.PNG, downloaded 410 times

Subject: Re: Vech Limit
Posted by pig2cat on Mon, 15 May 2006 12:37:46 GMT
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dsaw wrote on Mon, 15 May 2006 07:24image

lmao, they are screwed:D

Subject: Re: Vech Limit
Posted by ghost on Mon, 15 May 2006 14:43:11 GMT
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Kamuix wrote on Fri, 12 May 2006 20:44Lol i highly doubt ever seeing a 20 Ftank rush. But yea
the FPS would probably drop if it did happen

Ive seen this when i was testing the settings with my freinds :S
Only it was like 10 med tanks & a few APC's (sfps droped to 48)

Subject: Re: Vech Limit
Posted by havoc9826 on Tue, 16 May 2006 03:47:40 GMT
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Pssh, that's nothing. Check out these videos of the secret powers of Black-Cell's admins and
Dragonade (I apologize for the screaming of my teammates, but it can't be helped):
Video 1
Video 2

Subject: Re: Vech Limit
Posted by Saga on Wed, 17 May 2006 03:02:05 GMT
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We have the higher vehicle limits running in The Brotherhood of Renegade server with the latest
aow script. The only drawback i've seen so far is that vlimit has to be manually typed into the FDS
each time a player joins in order for that player to be able to utilize 2.7.2 script. Additionally, a
vehiclelimit.cfg support into brenbot needs to be done so that limits can be set per map, and some
kind of timer perhaps needs to be used in order to refresh vlimit as players join and leave the
server. I hope someone with the ability could make these changes, the higher vehicle limits on
large maps makes the game feel new again.

Subject: Re: Vech Limit

Posted by dudley on Wed, 17 May 2006 03:25:18 GMT
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doesnt even need much work of coding to put this in a mIRC script

---

Subject: Re: Vech Limit
Posted by Whitedragon on Wed, 17 May 2006 03:25:40 GMT
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You shouldnt need to redo the vehicle limit each time a player joins, bhs.dll will automatically send the new vehicle limit to them when they join.

Subject: Re: Vech Limit
Posted by Saga on Wed, 17 May 2006 20:04:48 GMT
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Whitedragon,

I haven't observed the bhs to enable vehicle higher vehicle limits without manually inputing it in the FDS when a player joins mid-game. Yes, it will when the map changes. Unless you have another idea, it seems to me some timer will needd to be implemented.

As for the scripting to use the commands vlimit and vlimitd in IRC, I'm open to suggestions. I'm not a scripter. An attempt to use the xml file and add this was not successful.

As I stated, I'm open to ideas.

Subject: Re: Vech Limit
Posted by dudley on Thu, 18 May 2006 03:30:49 GMT
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```
on @*:TEXT:*:#chan:{
  if (($nick == brenbotnick) && ($1-3 == Level loaded ok)) {
    run C:\Westwood\RenegadeFDS\Server\renrem.exe -r="vlimit 20" ServerIP RemAdminPort
RemAdminPass LocalPort
  }
}
```

Subject: Re: Vech Limit
Posted by Saga on Fri, 19 May 2006 13:29:49 GMT

Pardon my ignorance please. What is that script line supposed to do? And if it addresses the problem, where is it added too?

Subject: Re: Vech Limit
Posted by dudley on Fri, 19 May 2006 16:55:30 GMT

thats a mIRC script simply using renrem to set the command vlimit 20 whenever a new map is loaded
never tried the vlimit command myself though

Subject: Re: Vech Limit
Posted by AmunRa on Sat, 20 May 2006 00:32:33 GMT

message me if you want it done saga

Subject: Re: Vech Limit
Posted by Saga on Sat, 27 May 2006 06:12:23 GMT

Thank you for the offer amanra, but this still is a bigger problem than an irc script I think. We have a new server, a fresh reinstall and still the same outcome. A client that joins cannot exceed vehicle limit unless someone in the FDS manually types vlimt and sets a vehicle number. As I've stated before, it seems to me a timer of some sorts needs to contact the fds periodically with a set vehicle limit command. Perhaps a better solution is possible, but the scripts in the server and client seem to be like an old married couple - they don't talk to each other often enough.

Subject: Re: Vech Limit
Posted by jonwil on Sat, 27 May 2006 14:13:20 GMT

I can confirm that the vehicle limit works just fine as long as both the server and all the clients have the latest version of the custom scripts.dll.

Subject: Re: Vech Limit

Posted by ghost on Sun, 28 May 2006 01:46:36 GMT

Hmmm...
I use ssaow1.5 and i dont see the "vlimit" command on the fds console. couldnt you add it? ive tired the script and it didnt work.

Subject: Re: Vech Limit
Posted by jonwil on Sun, 28 May 2006 22:57:30 GMT

SSAOW 1.5 is too old for vlimit.
You will probobly have to wait untill SSAOW 1.6.

Subject: Re: Vech Limit
Posted by BHmath on Wed, 31 May 2006 01:07:52 GMT

ghost wrote on Sun, 07 May 2006 11:04Ive recently notice that my vech limit for my server is too small (considering the amount of players to vechs) and i was wondering is there a way to edit the vech limit? Ive searched in the WF presets and a few other places but came up short

Talk to Wilost0rm from St0rm. He has new updated scripts that allow you to edit the veh limit. (code: vlimit)