
Subject: cmsg

Posted by [jnz](#) on Wed, 06 Sep 2006 04:58:21 GMT

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does this command work? i cannot get it to work here is what i am using:

CMSG 255,255,255 hello

i have tried cmsgt and cmsgp as well and they dont work.

Subject: Re: cmsg

Posted by [EvilWhiteDragon](#) on Wed, 06 Sep 2006 13:00:42 GMT

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1. Do you have the right scripts.dll + bhs.dll on your client ?
 2. Could it be that you are getting the message in white so that you think it didn't work ?
 3. StealthEye has found a problem with it some time ago, could it be that you have some other version then the most recent bhs.dll ? And maybe JW hasn't fixed it yet.
-

Subject: Re: cmsg

Posted by [jnz](#) on Wed, 06 Sep 2006 14:51:54 GMT

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il try putting the server bhs.dll and scripts.dll into my renegade folder

btw i get no text whatsoever

Subject: Re: cmsg

Posted by [jnz](#) on Wed, 06 Sep 2006 14:58:07 GMT

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just tried with latest scripts.dl client and still no luck. it would be cool to have it but i dont think i will get it working.

Subject: Re: cmsg

Posted by [Kamuix](#) on Wed, 06 Sep 2006 18:19:28 GMT

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The command does not work properly, i don't think it does anyway, i asked Jonwil about. He just said he will take a look at it.

Subject: Re: cmsg
Posted by [Zion](#) on Thu, 07 Sep 2006 13:32:14 GMT
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Try this one, since i think 255,255,255 = black.

cmsg 0,255,0 hello.... help linux sucks hehe(!)

Lol, soz, couldn't resist.

Subject: Re: cmsg
Posted by [havoc9826](#) on Thu, 07 Sep 2006 14:04:59 GMT
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Merovingian wrote on Thu, 07 September 2006 06:32Try this one, since i think 255,255,255 = black.

cmsg 0,255,0 hello.... help linux sucks hehe(!)

Lol, soz, couldn't resist.

If I'm correct that those are supposed to be RGB values, Photoshop says 0,0,0 is black and 255,255,255 is white, which means that RGB values are based on those colors as light, rather than as pigment. I'm not sure if that's what was intended in this command, though.

Subject: Re: cmsg
Posted by [jnz](#) on Thu, 07 Sep 2006 14:31:03 GMT
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i tryed:

```
cmsg 255,255,255 hello
cmsg 0,0,0 hello
cmsg 0,255,255 hello
cmsg 0,0,255 hello
cmsg 255,0,0 hello
cmsg 0,255,0 hello
```

none work :/

can anyone else get them working?

Subject: Re: cmsg
Posted by [Cat998](#) on Thu, 07 Sep 2006 14:54:14 GMT

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They work fine for me.

Be sure you have the latest scripts installed on your client (scripts 2.9.2).

You can't hear it when you receive a message because there is no sound associated with it.

Also wrong usage of that commands causes the server to crash.

Subject: Re: cmsg
Posted by [jnz](#) on Thu, 07 Sep 2006 14:58:18 GMT
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if i type:

cmsg hello world!

nothing happens, it doesn't crash. i am using your scripts.dll with ssaow built into it.

EDIT it crashes it if do: cmsg hello

Subject: Re: cmsg
Posted by [jnz](#) on Thu, 07 Sep 2006 15:02:57 GMT
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when i do: version 1(my id)

it says: version of player 1 is 2.3000000 shouldn't it be: player 1 is 2.9000000
?

Subject: Re: cmsg
Posted by [Cat998](#) on Thu, 07 Sep 2006 15:32:53 GMT
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Yes I told you, you need to have the latest scripts on your client to make it to work.

Subject: Re: cmsg
Posted by [jnz](#) on Thu, 07 Sep 2006 17:31:30 GMT

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does that version command say anything?

Subject: Re: cmsg

Posted by [Cat998](#) on Thu, 07 Sep 2006 17:35:34 GMT

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yes, it says stop asking dump questions

Subject: Re: cmsg

Posted by [jnz](#) on Thu, 07 Sep 2006 17:38:59 GMT

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lol, sorry.

HUFFS Very loudly

it was the version, i copied scripts 2.92 to my renegade folder and now it works.

thanks for the help.

Subject: Re: cmsg

Posted by [EvilWhiteDragon](#) on Fri, 08 Sep 2006 12:32:16 GMT

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EvilWhiteDragon wrote on Wed, 06 September 2006 15:001. Do you have the right scripts.dll + bhs.dll on your client
Told you

Subject: Re: cmsg

Posted by [jnz](#) on Fri, 08 Sep 2006 14:42:06 GMT

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EvilWhiteDragon wrote on Fri, 08 September 2006 13:32EvilWhiteDragon wrote on Wed, 06 September 2006 15:001. Do you have the right scripts.dll + bhs.dll on your client
Told you

i had the latest update from rengaurd so i assumed...

Subject: Re: cmsg
Posted by [EvilWhiteDragon](#) on Fri, 08 Sep 2006 18:46:32 GMT
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renguard != scripts.dll

Subject: Re: cmsg
Posted by [jnz](#) on Fri, 08 Sep 2006 18:53:42 GMT
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EvilWhiteDragon wrote on Fri, 08 September 2006 19:46: renguard != scripts.dll

i thought the core patches were in scripts.dll :/

Subject: Re: cmsg
Posted by [StealthEye](#) on Fri, 08 Sep 2006 23:26:47 GMT
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The core patches include a version of scripts.dll, but there is not a core patch for each scripts.dll release.

Subject: Re: cmsg
Posted by [havoc9826](#) on Sat, 09 Sep 2006 04:39:05 GMT
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help-linux wrote on Fri, 08 September 2006 11:53: i thought the core patches were in scripts.dll :/

You have it backward. Scripts.dll is updated every couple of months now, and you can find the latest version at <http://www.sourceforge.net/projects/rentools/> whenever jonwil announces a release.

Subject: Re: cmsg
Posted by [ghost](#) on Sun, 10 Sep 2006 17:27:21 GMT
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Whenever I did cmsg it would crash the FDS. Even with me + server running latest scripts (2.9 if im sure).
