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Subject: Renegade Map Rules Handler System  
Posted by [vloktboky](#) on Fri, 08 Sep 2006 13:24:50 GMT  
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This is a sneak peek at a new system I wrote this past night for C&C Renegade. I call it the Map Rules Handler System and it basically allows a server owner to completely redefine the game rules on a per-map basis by doing nothing but editing an XML file.

These XML files share the same name as the map name and are loaded automatically by the system when their corresponding map is being loaded by the server. Currently, a server owner has the ability to change the following with a Map Rules XML (MRXML) file:

- \* Completely redefine the Purchase Menu from cost to preset for the following: beacon, enlisted soldiers (free characters), soldiers, and vehicles.
- \* Ability to manually enable/disable any slot in the Purchase Menu.
- \* Ability to change the string ID and texture used to represent any slot in the Purchase Menu once this feature is available.
- \* Enable/Disable the following per team on map start: base power, team radar, ability to purchase characters, and ability to purchase vehicles.
- \* Easily redefine the following initial properties of any object in the game: max health, max armor, shield type, skin type, damage points, and death points.
- \* Easily enable/disable the use of any object in the game.

Here's an example of what a typical MRXML file may look like:  
[http://www.black-cell.net/~vloktboky/Template\\_Map\\_Rules.xml](http://www.black-cell.net/~vloktboky/Template_Map_Rules.xml)

Naturally almost all of the functionality is being controlled through the numerous BHS function definitions written into the latest distribution of the Scripts DLL library. I have not released this code yet for the purpose of ease of implementation for the community's use. Upon receiving a reply from other sources, I'll decide whether to withhold the release of the code and allow other parties to implement the code through their distributions or release it AS IS.

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Subject: Re: Renegade Map Rules Handler System  
Posted by [Cat998](#) on Fri, 08 Sep 2006 13:30:08 GMT  
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nice, keep up the good work vloktboky !

I always like it

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Subject: Re: Renegade Map Rules Handler System  
Posted by [Zion](#) on Fri, 08 Sep 2006 17:23:22 GMT  
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Cool, can't wait to test it.

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Subject: Re: Renegade Map Rules Handler System  
Posted by [Goztow](#) on Fri, 08 Sep 2006 18:22:14 GMT  
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Hmmmmmmm nice work

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Subject: Re: Renegade Map Rules Handler System  
Posted by [jnz](#) on Fri, 08 Sep 2006 18:22:38 GMT  
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Merovingian wrote on Fri, 08 September 2006 18:23Cool, can't wait to test it.

same ere.

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Subject: Re: Renegade Map Rules Handler System  
Posted by [Halo38](#) on Fri, 08 Sep 2006 19:35:12 GMT  
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wicked the guys at UN were talking about the need for this, i'm sure they will be happy

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Subject: Re: Renegade Map Rules Handler System  
Posted by [Mad Ivan](#) on Fri, 08 Sep 2006 20:49:28 GMT  
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Bravo

In the years ahead, i hope that XML can become a very powerful modding "language" for Renegade

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Subject: Re: Renegade Map Rules Handler System  
Posted by [LR01](#) on Sat, 09 Sep 2006 08:27:31 GMT  
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so, this is serverside and the client needs a new .dll?

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Subject: Re: Renegade Map Rules Handler System  
Posted by [vloktboky](#) on Sat, 09 Sep 2006 19:04:13 GMT  
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It is pure server-side and the client does not need a single thing.

I should have a definite answer on how I am going to be releasing this some time tomorrow.

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Subject: Re: Renegade Map Rules Handler System  
Posted by [Zion](#) on Sat, 09 Sep 2006 21:05:50 GMT  
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Omg so soon, i can't wait.

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Subject: Re: Renegade Map Rules Handler System  
Posted by [Kamuix](#) on Sat, 09 Sep 2006 21:45:45 GMT  
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Ne neithas

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Subject: Re: Renegade Map Rules Handler System  
Posted by [Nightma12](#) on Sat, 09 Sep 2006 21:57:05 GMT  
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what dll would this be?

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Subject: Re: Renegade Map Rules Handler System  
Posted by [Zion](#) on Sat, 09 Sep 2006 22:33:15 GMT  
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.xml and i predict it will edit objects.ddb files for each map.

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Subject: Re: Renegade Map Rules Handler System  
Posted by [jonwil](#) on Sun, 10 Sep 2006 04:47:11 GMT  
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Knowing what I know about the purchase terminal, I cant see any way to change that data unless either you are able to get new objects.ddb data to the client somehow or you are using the PT change engine calls (which require bhs.dll on the client).

If you have found another way to do it, please do tell me how

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Subject: Re: Renegade Map Rules Handler System  
Posted by [vloktboky](#) on Sun, 10 Sep 2006 05:46:42 GMT  
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Like I said, I am using your engine calls. This is just a wrapper for them: a cleaner way for any Joe Smith to setup the data and the system will handle calling everything in the background. This is why I stated the stringID and texture do not function yet. That data is still passed in to your Set\_X calls and once you get those functions to take that data and show it on the clients as well, then they will have meaning. If you set Slot1 in the Vehicle tree to create a Nod Light Tank at 300 credits, you'll still see the same texture drawn for the purchase slot in your PT menu. However, when you access it, 300 credits will be taken away and a Nod Light Tank will be created instead. This doesn't care about whatever entity tree the game has loaded; this is just a simple wrapper for functionality already present. It's just a nicer presentation of that functionality for the common server host.

I've talked to Whitedragon and he informed me he'd be happy to include this in SSAOW 1.6. It's better this way for the community as this would be one more thing you would otherwise have to deal with. When he released version 1.6, you'll have access to this system.

I may have a window towards the end of next week that I could spend a few hours on adding anything else to this. So if anyone has any other things they'd like to see in these XML files that would be useful in their server, let me know now. I've already heard default spawn character.

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Subject: Re: Renegade Map Rules Handler System  
Posted by [LR01](#) on Sun, 10 Sep 2006 07:46:19 GMT  
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that is cool

(how many years before SSAOW 1.6 will be released?)

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Subject: Re: Renegade Map Rules Handler System  
Posted by [jonwil](#) on Sun, 10 Sep 2006 12:46:17 GMT  
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If you add in a call to Update\_PT\_Data in the right places, all the data gets sent over the network to any client with the right bhs.dll.

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Subject: Re: Renegade Map Rules Handler System  
Posted by [LR01](#) on Sun, 10 Sep 2006 15:47:03 GMT  
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jonwil wrote on Sun, 10 September 2006 14:46 If you add in a call to Update\_PT\_Data in the right places, all the data gets sent over the network to any client with the right bhs.dll.

10 of the 40 players?

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Subject: Re: Renegade Map Rules Handler System  
Posted by [vloktboky](#) on Sun, 10 Sep 2006 20:09:44 GMT  
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Ten is better than none. Granted it is not the best solution, but given the fact that these ten will only witness a cosmetic change over the other thirty, and that this cosmetic change does not affect the gameplay nor the effects promised by the system, I see no harm or foul.

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Subject: Re: Renegade Map Rules Handler System  
Posted by [KIRBY-098](#) on Mon, 11 Sep 2006 01:17:25 GMT  
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Subject: Re: Renegade Map Rules Handler System  
Posted by [Matix](#) on Mon, 11 Sep 2006 01:39:55 GMT  
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This will totally reshape renegade, if this is 100% functional, I can see all the \*good\* servers being modded some more everyday. But, I must ask, since it is server-side, and what crimson said about the files distributing accross the net changing client files, or whatever, will it cause lag?

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Subject: Re: Renegade Map Rules Handler System  
Posted by [LR01](#) on Mon, 11 Sep 2006 08:31:43 GMT  
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put it in a corepatch, then more people will have it

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Subject: Re: Renegade Map Rules Handler System  
Posted by [vloktboky](#) on Mon, 18 Sep 2006 07:53:30 GMT  
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@ the lag-producing question: I cannot fully answer that because I have no knowledge of the underlying functionality or procedures being applied in the functions I am calling. However, I can assure you that the code that I wrote is sufficiently clean enough to be unnoticeable.

I have just sent the final version of the system off to Whitedragon. I added the "SpawnSoldier" entry for each team to allow for the default spawn character to be changeable as well. Seeing as how I received no other requests, this is the only addition I made. Also, I have taken Jon's advice and put in the call to Update\_PT\_Data.

It's out of my hands at this point. When Whitedragon puts it out in SSAOW 1.6 under its GPL, so to will this code follow. Enjoy.

(Also, hopefully the XML parsing code is sufficiently commented enough for those of you to look off of and emulate if you choose to do something with XML in your future projects. I have applied the use of an interface which you should find helpful.)

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Subject: Re: Renegade Map Rules Handler System  
Posted by [LR01](#) on Mon, 18 Sep 2006 15:32:14 GMT  
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enjoying it would be no problem

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