
Subject: command editing

Posted by [hurricane](#) on Sun, 29 Oct 2006 14:29:01 GMT

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i have a problem i want to make a mod in my server that
can you like this

!build and then you can build some units in the list
but i also want to deploy some turrets like a nod turret
ceiling gun in my server maps

but how can i made that??

Subject: Re: command editing

Posted by [BlueThen](#) on Sun, 29 Oct 2006 16:44:03 GMT

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I think you need VB (Visual Basics) And some knowledge on C++(was it?)

Subject: Re: command editing

Posted by [Dave Anderson](#) on Sun, 29 Oct 2006 18:10:27 GMT

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Visual Basic and C++

Although I don't think you need both, and you can probably do it in any language. (VB, J#, C#, ect). I'm not sure if it is language specific or not, but I don't see why it would be.

Subject: Re: command editing

Posted by [Nightma12](#) on Sun, 29 Oct 2006 19:10:15 GMT

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requires modfided scripts.dll

therefore C++

Subject: Re: command editing

Posted by [Cat998](#) on Sun, 29 Oct 2006 19:29:43 GMT

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Egohooter mods in VB ? don't be stupid

Subject: Re: command editing

Posted by [Dave Anderson](#) on Sun, 29 Oct 2006 19:31:45 GMT

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Quote:requires modfided scripts.dll

therefore C++ Smile

Its possible to inject C#, J#, etc into scripts.dll, though, it is a very tedious task.

Subject: Re: command editing

Posted by [hurricane](#) on Sun, 29 Oct 2006 20:04:21 GMT

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aha

so i need c++

ok

ty

Subject: Re: command editing

Posted by [hurricane](#) on Fri, 03 Nov 2006 14:32:24 GMT

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but how can i edit the script.dll??

Subject: Re: command editing

Posted by [Cat998](#) on Fri, 03 Nov 2006 14:33:50 GMT

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hurricane wrote on Fri, 03 November 2006 15:32but how can i edit the script.dll??

C:\Windows\System32\notepad.exe

Subject: Re: command editing

Posted by [hurricane](#) on Fri, 03 Nov 2006 14:54:47 GMT

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yes i openend it wit it but the only thing i see are alot of squares

and add y to msn then it lot easyer:P

richard20febr1992@msn.com

Subject: Re: command editing
Posted by [Ryu](#) on Fri, 03 Nov 2006 16:10:34 GMT
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Cat998 wrote on Fri, 03 November 2006 15:33hurricane wrote on Fri, 03 November 2006 15:32but how can i edit the script.dll??

C:\Windows\System32\notepad.exe

LawL

Subject: Re: command editing
Posted by [danpaul88](#) on Fri, 03 Nov 2006 16:18:29 GMT
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whats wrong with that? Notepad is fine for editing scripts.dll source code, as long as you have something to compile it with again afterwards.

Although.. you really need a proper coding program if you want to make your life easier, trawling through 40 odd files in notepad would be very tedious

Subject: Re: command editing
Posted by [hurricane](#) on Fri, 03 Nov 2006 17:37:30 GMT
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aha so i need a decoding programm

do you know some one??

Subject: Re: command editing
Posted by [StealthEye](#) on Fri, 03 Nov 2006 18:11:54 GMT
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It's called compiler, and Microsoft Visual C++ 2005 Express works perfectly for compiling and editing scripts.dll.

Subject: Re: command editing
Posted by [danpaul88](#) on Fri, 03 Nov 2006 18:39:20 GMT
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If you don't even know that you need a compiler, I doubt you will be able to do much programming of scripts yet... try googling c++ tutorials and such, and once you have a decent understanding of how c++ works you will be in a much better position to modify scripts.dll

Subject: Re: command editing
Posted by [hurricane](#) on Fri, 03 Nov 2006 18:57:47 GMT
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i got vb but i cant instal it becuae my windows:S

Subject: Re: command editing
Posted by [reborn](#) on Fri, 03 Nov 2006 18:59:58 GMT
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hurricane, to do what you want to do you need;

ssaow1.5 from black-cell.net
visualstudio.net2003
An FDS from ftp.westwood.com
level edit from ftp.westwood.com
Some knowledge

Subject: Re: command editing
Posted by [hurricane](#) on Sat, 04 Nov 2006 08:08:35 GMT
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ok ty the most i already got

Subject: Re: command editing
Posted by [hurricane](#) on Sun, 12 Nov 2006 09:07:47 GMT
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ssaow1.5 from black-cell.net??

i cant find it on black-cell:S

and what is it??\

Subject: Re: command editing
Posted by [havoc9826](#) on Sun, 12 Nov 2006 09:32:15 GMT
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SSAOW 1.5

Subject: Re: command editing
Posted by [hurricane](#) on Fri, 17 Nov 2006 18:24:28 GMT
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and where can i download visualstudio.net2003??

Subject: Re: command editing
Posted by [Goztow](#) on Fri, 17 Nov 2006 18:39:41 GMT
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Reborn wrote on Fri, 03 November 2006 19:59hurricane, to do what you want to do you need;

ssaow1.5 from black-cell.net
visualstudio.net2003
An FDS from ftp.westwood.com
level edit from ftp.westwood.com
Some knowledge
He lacks the latter... severely!

Subject: Re: command editing
Posted by [Jerad2142](#) on Fri, 17 Nov 2006 20:37:00 GMT
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hurricane wrote on Sun, 29 October 2006 07:29build and then you can build some units in the list

This could easily be done through the script "MDB_Sidebar_Key". But the turrets would require some actual scripting, the downside to the !build idea would be the the person would have to type the whole name after !build (unless you abbreviated it, but then they would have to know the abbreviations for the item) and for people who were slow at typing this would be huge disadvantage, but it will have to be done through the !build method for the turrets no matter what. But the disadvantage to the "MDB_Sidebar_Key" script is that you would be able to buy different infantry in the field and thing like that, unless you modify the script.

Subject: Re: command editing
Posted by [danpaul88](#) on Fri, 17 Nov 2006 20:55:41 GMT

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hurricane wrote on Fri, 17 November 2006 18:24and where can i download
visualstudio.net2003??

It costs a few hundred £ from microsoft... amazon.com gives the US price as \$700.
