Subject: how do i put this in ma script.dll
Posted by klote2314 on Sat, 06 Jan 2007 17:42:30 GMT
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hey i got this new mod for ma server only i gotta put it in ma script.dll file hod do i do that its text only so i cant copy paste the mod notepad wont work

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Subject: Re: how do i put this in ma script.dll
Posted by Cat998 on Sat, 06 Jan 2007 21:21:29 GMT
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?

Subject: Re: how do i put this in ma script.dll
Posted by Ryu on Sat, 06 Jan 2007 21:22:21 GMT
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Cat998 wrote on Sat, 06 January 2007 15:21?

Subject: Re: how do i put this in ma script.dll
Posted by icedog90 on Sat, 06 Jan 2007 21:55:53 GMT
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He doesn't natively speak english, he's dutch. If you take like 5 extra seconds to read it's understandable.

Subject: Re: how do i put this in ma script.dll
Posted by danpaul88 on Sat, 06 Jan 2007 22:01:47 GMT
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what kind of 'mod' needs to go in scripts.dll ?

Subject: Re: how do i put this in ma script.dll
Posted by Zion on Sat, 06 Jan 2007 22:03:45 GMT
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I've seen the text document he's got and basically it will listen for "!build turret" and build the turret where the player is. Unfortunately, my knowledge in C++ is insufficient to help him.

Subject: Re: how do i put this in ma script.dll
Posted by danpaul88 on Sat, 06 Jan 2007 22:57:24 GMT
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surely the person who made the scripts will have released it as a plain .dll file? He has obviously got the source code instead of the actual scripts somehow...

Subject: Re: how do i put this in ma script.dll
Posted by Zion on Sun, 07 Jan 2007 00:56:40 GMT
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I believe the person who made the scrips is Kamuix, i told klote to ask him for it but he kept pestering me to compile them...

Subject: Re: how do i put this in ma script.dll
Posted by klote2314 on Sun, 07 Jan 2007 16:33:36 GMT
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well i do not know how to contact kamuix as i have never spoke to him i got this mod from cdcyborg and he doesnt know whot to do with it right now im asking nightma12 to help me hopefully he can help here is the text mod
i got

```
     else if (stricmp(Msg2,"!Build Turret") == 0) {
 Vector3 spawn_position;
 float cost = 600.0f;
 char message[256];
 t = 0;
 GameObject *obj = Get_GameObj(ID);
 if (Get_Object_Type(obj) == 0) {
  if (cost <= Get_Money(ID)) {
   Vector3 Pos = Commands->Get_Position(obj);
Pos.Z += 0;
   Commands->Disable_Physical_Collisions(Commands->Create_Object("Nod_Turret_MP_Impro
ved ",Pos));
   Commands->Give_Money(obj,cost*-1.0f,false);
//Commands->Apply_Damage(obj,99999,"Death",false); //Was this here to stop the player from
getting stuck in the guard tower? disabling collisions on the guard tower is a better solution.
   sprintf(message,"msg [KB] Player %s Has deployed a Nod
Turret",Get_Player_Name_By_ID(ID));
   Console_Input(message);
  }
  else if (cost > Get_Money(ID)) {
   sprintf(message2,"ppage %d Sorry, the Nod Turret $600",ID);
```

```
  Console_Input(message2);
 }
     else if (Get_Object_Type(obj) == 0) {
  sprintf(message2,"ppage %d Test",ID);
  Console_Input(message2);
 }
}
```

i hope u can explain me whut to do with it >.<

Subject: Re: how do i put this in ma script.dll
Posted by Zion on Sun, 07 Jan 2007 17:36:24 GMT
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Lee doesn't know C++ so there's no point giving it to him.

Subject: Re: how do i put this in ma script.dll
Posted by sycar on Sun, 07 Jan 2007 23:50:59 GMT
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What version of scripts.dll do you want it built into and I'll do it for you. I can't do 3.0 or 3.1 at the moment as i only have VS.net. Haven't upgraded yet, but anything before that or SSAOW i can compile into it for you.

Subject: Re: how do i put this in ma script.dll
Posted by klote2314 on Mon, 08 Jan 2007 00:44:14 GMT
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the ssaow 1 pleas thank u verry mutch btw i really wanted that mod ^-^

Subject: Re: how do i put this in ma script.dll
Posted by SeargentSarg on Mon, 08 Jan 2007 00:46:10 GMT
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Lmfao. Still in that gay clan klote?

Subject: Re: how do i put this in ma script.dll
Posted by Kamuix on Mon, 08 Jan 2007 01:48:51 GMT
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That's not even my code lols, You can contact me at Obelisklaser@hotmail.com. if you did not get that code from WD i don't know where you got it....But than again I probably just forgot something I gave away awhile ago

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Subject: Re: how do i put this in ma script.dll
Posted by Zion on Mon, 08 Jan 2007 08:07:47 GMT
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Kam, don't capitalize your e-mail address, it'll make it incorrect (unless you're hoping to do that)

He got the script from cdcyborg, but i thought he got it from you, my mistake.

Subject: Re: how do i put this in ma script.dll
Posted by klote2314 on Mon, 08 Jan 2007 11:41:30 GMT
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kam lol that code is urs cdcyborg got it from u a looong time ago

and no im not in a clan any more

Subject: Re: how do i put this in ma script.dll
Posted by jnz on Mon, 08 Jan 2007 16:03:43 GMT
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here ya go, i can't test it because i don't have renegade atm. its SSAOW ported to scripts 3.2 with your turret program in it

If you want the sources i will send them to you. i didn't want tp put them in this zip because it would make it messy.

to build a turret you need 600 cred and you need to type "!Build Turret" (case sensitive)

File Attachments
1) scripts3.2_SSAO_turret.zip, downloaded 80 times

Subject: Re: how do i put this in ma script.dll
Posted by klote2314 on Mon, 08 Jan 2007 17:32:43 GMT
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ma fds wont start any more after i installed the stuff u gave me it says cant finde shaders.dll and i trayed to change shaders.sdb into dll but then it says some thing with a path to some where any

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ways its not workin and bhs.dll wont load whuts wrong??

Subject: Re: how do i put this in ma script.dll
Posted by Cat998 on Mon, 08 Jan 2007 17:35:01 GMT
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gamemodding wrote on Mon, 08 January 2007 17:03here ya go, i can't test it because i don't have renegade atm. its SSAOW ported to scripts 3.2 with your turret program in it

If you want the sources i will send them to you. i didn't want tp put them in this zip because it would make it messy.

to build a turret you need 600 cred and you need to type "!Build Turret" (case sensitive)

Scripts 3.2 ?
remember it's SSAOW, not SSAO

Subject: Re: how do i put this in ma script.dll
Posted by jnz on Mon, 08 Jan 2007 20:47:44 GMT
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heh, lol... i was in a rush, i was late for school hehe. yes its scripts 3.2, been needing SSAOW in it for the Seye.

and im sorry, i forgot to put shaders.dll in the zip. just unzip, and place all the files in your FDS folder.

File Attachments
1) scripts3.2_SSAOW_turret.zip, downloaded 126 times

Subject: Re: how do i put this in ma script.dll
Posted by klote2314 on Mon, 08 Jan 2007 21:29:35 GMT
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i think u missed another file i have the same error now but this time for the file d3dx9_30.dll is this normal??

Subject: Re: how do i put this in ma script.dll
Posted by jnz on Mon, 08 Jan 2007 21:46:39 GMT
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you need to install direct X. not me this time

http://www.dll-files.com/dllindex/dll-files.shtml?d3dx9_30

put this dll in the same dir as scripts.dll it should work fine then.

Subject: Re: how do i put this in ma script.dll
Posted by klote2314 on Mon, 08 Jan 2007 21:56:51 GMT
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mehh the server keeps reboooting lol whots wrong this time -_-:

gamemodder can u send me ur msn so we can talk live on there

Subject: Re: how do i put this in ma script.dll
Posted by wittebolx on Mon, 04 Jun 2007 09:11:56 GMT
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i have the same problem with scripts3.2_SSAOW_turrets

the server keeps restarting? how do i fixed that?