Subject: Is it true
Posted by dude22 on Wed, 06 Jun 2007 05:01:33 GMT
View Forum Message <> Reply to Message

that 20 engineers simultaneously healing a dead building will revive it?

Subject: Re: Is it true
Posted by Sn1per74* on Wed, 06 Jun 2007 05:03:13 GMT
View Forum Message <> Reply to Message

No.

Subject: Re: Is it true
Posted by Viking on Wed, 06 Jun 2007 05:05:25 GMT
View Forum Message <> Reply to Message

Wow how much of a n00b can you be...

Jonwil dose not even know how to do that with a script FFS.

Subject: Re: Is it true
Posted by Zion on Wed, 06 Jun 2007 09:10:54 GMT
View Forum Message <> Reply to Message

Ignore these, i've tried it and it works, go get 19 mates and try it, and tell us all so we can watch.

Shhhhhh, i know it's not true.

Subject: Re: Is it true
Posted by Memphis on Wed, 06 Jun 2007 09:21:51 GMT
View Forum Message <> Reply to Message

You can when 65 people on one team are healing it! (try and test that with your fickle 127 maximum players!). It is possible to resurrect buildings though however the MCTs don't function so they are mere shadows of that they once were (although I only know this was tested with base defenses).

Subject: Re: Is it true
Posted by IronWarrior on Wed, 06 Jun 2007 12:07:02 GMT
View Forum Message <> Reply to Message

dude22 wrote on Wed, 06 June 2007 00:01that 20 engineers simultaneously healing a dead building will revive it?

No, but if you join MP-Gaming.com UltraAOW or MP-Gaming.com IWarriors AOW Test, you can Re-Build destroyed buildings (scripts 2.9.2 or later needed).

All thanks to Zunnie.

Subject: Re: Is it true
Posted by Goztow on Wed, 06 Jun 2007 12:23:59 GMT
View Forum Message <> Reply to Message

IWarriors wrote on Wed, 06 June 2007 14:07dude22 wrote on Wed, 06 June 2007 00:01that 20 engineers simultaneously healing a dead building will revive it?

No, but if you join MP-Gaming.com UltraAOW or MP-Gaming.com IWarriors AOW Test, you can Re-Build destroyed buildings (scripts 2.9.2 or later needed).

All thanks to Zunnie.
As long as you need client side scripts, it won't be a useful mod. Same as the stealth crates...

Subject: Re: Is it true
Posted by reborn on Wed, 06 Jun 2007 12:30:34 GMT
View Forum Message <> Reply to Message

Goztow wrote on Wed, 06 June 2007 08:23IWarriors wrote on Wed, 06 June 2007 14:07dude22 wrote on Wed, 06 June 2007 00:01that 20 engineers simultaneously healing a dead building will revive it?

No, but if you join MP-Gaming.com UltraAOW or MP-Gaming.com IWarriors AOW Test, you can Re-Build destroyed buildings (scripts 2.9.2 or later needed).

All thanks to Zunnie.
As long as you need client side scripts, it won't be a useful mod. Same as the stealth crates...

Well, it's slighty more useful then the stealth crates. It only needs one person to "buy" the building back, then the building is back for everyone...

Subject: Re: Is it true
Posted by CarrierII on Wed, 06 Jun 2007 12:33:27 GMT
View Forum Message <> Reply to Message

yeah, but we can't exactly pressure Westwood into releasing another patch, and EA care

Subject: Re: Is it true
Posted by IronWarrior on Wed, 06 Jun 2007 13:01:12 GMT
View Forum Message <> Reply to Message

Goztow wrote on Wed, 06 June 2007 07:23IWarriors wrote on Wed, 06 June 2007 14:07dude22
wrote on Wed, 06 June 2007 00:01that 20 engineers simultaneously healing a dead building will
revive it?

No, but if you join MP-Gaming.com UltraAOW or MP-Gaming.com IWarriors AOW Test, you can
Re-Build destroyed buildings (scripts 2.9.2 or later needed).

All thanks to Zunnie.
As long as you need client side scripts, it won't be a useful mod. Same as the stealth crates...

Well, most people have the core patch or later scripts now and aleast 85% of the players joining
the servers, have the scripts, so its not really much of a problem.

Also, players who dont have the scripts are spammed enough to download them, which they
mosty do.

So its all   really.

But, it would help if more servers owners would add messages to their bot to tell players to update
their scripts, as this would help everyone and not just for the mods.

As you know, the scripts boost the loading times.

Subject: Re: Is it true
Posted by jnz on Wed, 06 Jun 2007 14:34:02 GMT
View Forum Message <> Reply to Message

Making a mod to allow the buildings to be restored is quite simple, without the client needing the
scripts.
However, since i need the address + some info about a class in the server, i am unable to do it.

Subject: Re: Is it true
Posted by Goztow on Wed, 06 Jun 2007 14:46:24 GMT
View Forum Message <> Reply to Message

Where do you get the number 85%? That seems hugely overestimated to me, considering the
amount of players still not even knowing about a program like renguard.

Subject: Re: Is it true
Posted by IronWarrior on Wed, 06 Jun 2007 14:57:45 GMT
View Forum Message <> Reply to Message

Goztow wrote on Wed, 06 June 2007 09:46Where do you get the number 85%? That seems hugely overestimated to me, considering the amount of players still not even knowing about a program like renguard.

I dont mean players in Renegade, just players joining MP servers.

Subject: Re: Is it true
Posted by cheesesoda on Wed, 06 Jun 2007 15:57:22 GMT
View Forum Message <> Reply to Message

Viking wrote on Wed, 06 June 2007 01:05Jonwil dose not even know how to do that with a script FFS.
You act as if jonwil is anything special. Heh...

Subject: Re: Is it true
Posted by Yrr on Wed, 06 Jun 2007 17:22:54 GMT
View Forum Message <> Reply to Message

gamemodding wrote on Wed, 06 June 2007 16:34Making a mod to allow the buildings to be restored is quite simple, without the client needing the scripts.
However, since i need the address + some info about a class in the server, i am unable to do it.

For the some buildings, it is NOT possible. Every building has an additional variable called 'destroyed', which is set to true on destruction. The server will tell the client 'the building was destroyed' and the client sets 'destroyed' to 'true', too. If you restore the building on the server, the server is unable to set the client's variable back to false. Infantry and vehicle buildings cannot be used through purchase menu, because the client still thinks that the building is destroyed. Additionaly, it may happen that a restored building has full health for the client, but is still darkened as if it was destroyed.

Subject: Re: Is it true
Posted by Cat998 on Wed, 06 Jun 2007 17:26:02 GMT
View Forum Message <> Reply to Message

Yrr wrote on Wed, 06 June 2007 19:22gamemodding wrote on Wed, 06 June 2007 16:34Making a mod to allow the buildings to be restored is quite simple, without the client needing the scripts. However, since i need the address + some info about a class in the server, i am unable to do it.

For the some buildings, it is NOT possible. Every building has an additional variable called 'destroyed', which is set to true on destruction. The server will tell the client 'the building was

destroyed' and the client sets 'destroyed' to 'true', too. If you restore the building on the server, the server is unable to set the client's variable back to false. Infantry and vehicle buildings cannot be used through purchase menu, because the client still thinks that the building is destroyed. Additionaly, it may happen that a restored building has full health for the client, but is still darkened as if it was destroyed.

Yes, it's not possible to revive wf, hon, bar and air.
Reviving any other building is easy

Subject: Re: Is it true
Posted by BlueThen on Wed, 06 Jun 2007 17:26:41 GMT
View Forum Message <> Reply to Message

What if you can completely remake the buildings?

Subject: Re: Is it true
Posted by luv2pb on Wed, 06 Jun 2007 17:29:30 GMT
View Forum Message <> Reply to Message

It takes 69 engineers to do that.

Subject: Re: Is it true
Posted by BlueThen on Wed, 06 Jun 2007 17:31:47 GMT
View Forum Message <> Reply to Message

BS! It takes 128! Dur! >.<

Subject: Re: Is it true
Posted by IronWarrior on Wed, 06 Jun 2007 17:37:53 GMT
View Forum Message <> Reply to Message

Hmm.

I dont think it be possible without the new scripts to do the things, maybe you can, I wouldnt know, I know shit all about scripts.

But, with the new scripts you can.

Subject: Re: Is it true

Posted by jnz on Wed, 06 Jun 2007 17:40:19 GMT
View Forum Message <> Reply to Message

I'm saying this is possible without the client having any scripts at all.

give the building blamo armour when it gets really low and change everything else to look like it's destroyed.

Subject: Re: Is it true
Posted by trooprm02 on Wed, 06 Jun 2007 19:13:47 GMT
View Forum Message <> Reply to Message

dude22 wrote on Wed, 06 June 2007 00:01that 20 engineers simultaneously healing a dead building will revive it?

are you BBFdude22 or something?

Subject: Re: Is it true
Posted by Yrr on Wed, 06 Jun 2007 23:16:53 GMT
View Forum Message <> Reply to Message

gamemodding wrote on Wed, 06 June 2007 19:40I'm saying this is possible without the client having any scripts at all.

give the building blamo armour when it gets really low and change everything else to look like it's destroyed.

And how do you darken the building? Some maps even have building destruction animations, like on MutationRedux.
How do you show the destruction message and play the destruction sound?
How do you disable the purchase terminal buttons?

Subject: Re: Is it true
Posted by jnz on Wed, 06 Jun 2007 23:21:18 GMT
View Forum Message <> Reply to Message

Jonwil made an engine call that makes the vehicle building constantly "on". You could just use the hooks and disallow purchasing.
about the darkening, idk, i think i saw an engine call to disable the power to specific buildings though.

Although, crude.

Subject: Re: Is it true
Posted by IronWarrior on Wed, 06 Jun 2007 23:24:09 GMT
View Forum Message <> Reply to Message

gamemodding wrote on Wed, 06 June 2007 18:21Jonwil made an engine call that makes the vehicle building constantly "on". You could just use the hooks and disallow purchasing.
about the darkening, idk, i think i saw an engine call to disable the power to specific buildings though.

Although, crude.

That would require the scripts on the server, not sure about the client, I would had thought so.

Subject: Re: Is it true
Posted by jnz on Wed, 06 Jun 2007 23:26:30 GMT
View Forum Message <> Reply to Message

You could also just create the hooks yourself. So you wouldn't need the scripts on the server. But it's recommended to save time.