
Subject: Is this server sided?

Posted by [mrŁÄŞÄ-z](#) on Sat, 06 Oct 2007 15:07:10 GMT

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hey guys is this server sided if i change
sprintf(message,"Msg %s Has Purchased A
to

 sprintf(message,"Tmsg %s Has Purchased A
(i have it in my Server data folder, its in Kamuix.cpp)
or do the clients need to download it?

```
void Kamuix_Announce_Preset_Buy::Entered(GameObject *obj,GameObject *enter)
{
    const char *preset;
    int x;
    int cost;
    Vector3 spawn_position;
    x = Get_Int_Parameter("Player_Type");
    if (CheckPlayerType(enter,x))
    {
        return;
    }
    char message[1000];
    preset = Get_Parameter("Preset_Name");
    cost = Get_Int_Parameter("Cost");
    if (cost <= Commands->Get_Money(enter))
    {
        cost = -cost;
        spawn_position = Get_Vector3_Parameter("location");
        Commands->Give_Money(enter,(float)cost,0);
    }
}
```

```
Commands->Create_Object(preset,spawn_position);
sprintf(message,"Msg %s Has Purchased A
%s",Get_Player_Name(enter),Get_Parameter("DisplayName"));
Console_Input(message);
}
else
{
sprintf(message,"page %d You do not have enough money to purchase
this!!",Get_Player_ID(enter));
Console_Input(message);
}
}
```

Subject: Re: Is this server sided?
Posted by [danpaul88](#) on Sat, 06 Oct 2007 15:24:22 GMT
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Scripts like that run server side, but just having the cpp file in the data folder won't make a blind bit of difference, you would need to recompile the scripts.dll with that updated file.

Subject: Re: Is this server sided?
Posted by [Ethenal](#) on Sat, 06 Oct 2007 15:31:51 GMT
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danpaul88 wrote on Sat, 06 October 2007 10:24Scripts like that run server side, but just having the cpp file in the data folder won't make a blind bit of difference, you would need to recompile the scripts.dll with that updated file.

Yes. A cpp file merely tells the compiler what to do, it means nothing to a program (Until compiled).

Subject: Re: Is this server sided?
Posted by [mrÅ£Å\\$Å-z](#) on Sat, 06 Oct 2007 15:59:52 GMT
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how can i put it into the scripts.dll?

Subject: Re: Is this server sided?
Posted by [danpaul88](#) on Sat, 06 Oct 2007 16:07:59 GMT
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Download scripts.dll source code from www.sourceforge.net/projects/rentools

Open Visual Studio
Load scripts.dll solution
Make your changes to kamuix.cpp
Build->Compile (after setting build mode to Release)
Copy the newly created scripts.dll to your server folder.

Subject: Re: Is this server sided?
Posted by [Matix101](#) on Sat, 06 Oct 2007 16:25:31 GMT
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Lol, like I said, a noob still trying to copy Kamuix's scripts. =O

Subject: Re: Is this server sided?
Posted by [Ethenal](#) on Sat, 06 Oct 2007 16:26:12 GMT
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Matix101 wrote on Sat, 06 October 2007 11:25Lol, like I said, a noob still trying to copy Kamuix's scripts. =O

STFU.

Subject: Re: Is this server sided?
Posted by [Matix101](#) on Sat, 06 Oct 2007 16:27:46 GMT
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You know its true fag.

Everyone tries to copy off Kamuix's server and tries to pose it off as their "Ultra AOW" or even copy the same name and make it "C&C Mode"

If you wanna be a wannabe go ahead and copy Kamuix and be like the other 5 people who keeps trying to copy his mod.

Subject: Re: Is this server sided?
Posted by [Ethenal](#) on Sat, 06 Oct 2007 16:32:11 GMT
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Sigh. We could argue this all day (and in the end it's probably true), but can't you just leave them alone?

Subject: Re: Is this server sided?
Posted by [Matix101](#) on Sat, 06 Oct 2007 16:33:39 GMT
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Alls im saying is, be fucking creative.

What makes you think, that if one Kamuix C&C Mod server is running great & popular, 5 additional ones will get the same attention?

Its always best to be original.

Subject: Re: Is this server sided?
Posted by [BlueThen](#) on Sat, 06 Oct 2007 17:18:55 GMT
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No, matix. I think he was merely trying to modify one of Kamuix's public scripts. No stealing involved here.

Subject: Re: Is this server sided?
Posted by [Ethenal](#) on Sat, 06 Oct 2007 17:41:47 GMT
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BlueThen wrote on Sat, 06 October 2007 12:18No, matix. I think he was merely trying to modify one of Kamuix's public scripts. No stealing involved here.

That's what I thought, couldn't be sure though.

Subject: Re: Is this server sided?
Posted by [mr£ÄŞÄ-z](#) on Sat, 06 Oct 2007 17:56:01 GMT
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i only like change the message when u buy an orca on my map !!! i dont use any commands like in kams server !!! i only have !Weapon commands wich XPHAZE had first, and im only work with kams scripts to edit maps like zones to enter, then u get an orca not more !!! i had Build commands and buy commands but they suck !!!

My server commands:

!Guns / !Weapons

!Refill

!Fly

!Money

!Bots (my own bot command not like in wittefuck's server, on my command helis drop bots with parachutes.)

!Armor

!Host / Only says "MonkeyX01 is the Host" in many new colors.

!MonkeyX01 / Only gives me Blamo Health to Test something.no !Buy Command.

More i dont need for a DM Server!

Subject: Re: Is this server sided?
Posted by [BlueThen](#) on Sat, 06 Oct 2007 23:23:27 GMT
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Nevermind...

Subject: Re: Is this server sided?
Posted by [Matix101](#) on Sun, 07 Oct 2007 00:25:16 GMT
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ROFL!!!!

Quote:!Bots (my own bot command not like in wittefuck's server, on my command helis drop bots with parachutes.)

LOL!!!!!!!!!!