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Subject: brenbot / ssgm plugin

Posted by [neofmat](#) on Sun, 21 Oct 2007 00:48:16 GMT

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Is there a way to change character to a different character via brenbot ? Can someone please outline the steps required to do something like that. I would like to have an irc command which wud change a perticular person to a predefined preset (not available to purchase).

Its basically similar to using teams command via server console but it always changes it to default spawn character.

Thanks a bunch.

RxD dev.

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Subject: Re: brenbot / ssgm plugin

Posted by [Hex](#) on Sun, 21 Oct 2007 09:50:41 GMT

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No, brenbot does not have any commands to change a players character

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Subject: Re: brenbot / ssgm plugin

Posted by [neofmat](#) on Sun, 21 Oct 2007 17:21:23 GMT

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i know bren dosnt. I'm asking wat needs to be done to achieve that.

I'm guessing the following:

1-add function to ssgm dll which uses ~team comand etc along with character changing script

2-bren calls thsoe functions with appropriate params

Am i right ?

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Subject: Re: brenbot / ssgm plugin

Posted by [Hex](#) on Sun, 21 Oct 2007 17:24:45 GMT

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well, if using bren, you would need to have a console command to do it

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Subject: Re: brenbot / ssgm plugin  
Posted by [neofmat](#) on Sun, 21 Oct 2007 17:50:46 GMT  
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Thank you for the quick response but would you care to elaborate ?

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Subject: Re: brenbot / ssgm plugin  
Posted by [Ethenal](#) on Sun, 21 Oct 2007 18:29:51 GMT  
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He means what he says. You would need a new console command to perform that function.

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Subject: Re: brenbot / ssgm plugin  
Posted by [neofmat](#) on Sun, 21 Oct 2007 21:28:11 GMT  
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mmm if you can change character via crate and u can change team via console command then it should be possible to do this without adding anything new to bhs.dll. Isn't that right ?

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Subject: Re: brenbot / ssgm plugin  
Posted by [Caveman](#) on Sun, 21 Oct 2007 23:01:17 GMT  
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No because the code to change players via crates is already coded into scripts.dll. It doesn't use the console command. For a bot to change a player Renegade itself would need a command to do so.

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Subject: Re: brenbot / ssgm plugin  
Posted by [Goztow](#) on Mon, 22 Oct 2007 07:06:48 GMT  
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I think u'd need LUA to do something like this.

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Subject: Re: brenbot / ssgm plugin  
Posted by [neofmat](#) on Mon, 22 Oct 2007 16:51:04 GMT  
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Can you add command via LUA ? Any example scripts or resources ?

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Subject: Re: brenbot / ssgm plugin  
Posted by [Lone0001](#) on Tue, 23 Oct 2007 04:55:06 GMT  
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Look around Lua Forums there is lots of examples but you might have to dig deep through the pages > <http://forums.dcomproductions.net/viewforum.php?f=14>

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Subject: Re: brenbot / ssgm plugin  
Posted by [=HT=T-Bird](#) on Tue, 23 Oct 2007 11:48:58 GMT  
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Also...unfortunately neither scripts.dll engine code nor bhs.dll allow you to natively create Renegade console commands :S (hopefully the BI people can fix that when and if BICEPS rolls out our door

Hence, you need to use the ugly hack known as the SSGM DDE hook (or LUAPugin's equivalent) in order to (partially) implement this.

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Subject: Re: brenbot / ssgm plugin  
Posted by [neofmat](#) on Wed, 24 Oct 2007 14:21:37 GMT  
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Ouch! can anyone help me with this ?

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Subject: Re: brenbot / ssgm plugin  
Posted by [Goztow](#) on Wed, 24 Oct 2007 14:24:22 GMT  
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As said before (there's even a link): check LUA .

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