
Subject: Server-Side Obelisk / AGT and Walls 4u
Posted by Yrr on Sun, 04 May 2008 02:57:17 GMT
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Hello together

I was a bit bored and worked on some server-side stuff for Resurrection.
The result are four scripts, which can be used on Resurrection servers:

RR_Server_AdvancedGuardTower/RR_Server_Obelisk:

Server-side Advanced Guard Towers / Obelisks which looks quite good with working exterior, interior, doors, MCT, purchase terminals and spawn points. You can set up more than one building per map.

The obelisk does even have a destruction animation (see first single player mission for how it looks like)!

Usage: Simply create an Invisible_Object at the position where the AGT/Obelisk should appear and attach the script (no parameters needed).

RR_Wall:

This is a server-side destructible wall with destruction animation and health bar display.

Usage: Create an object of preset M06_Chateau_Rubble (in LE under Object > Simple > Mission_Specific > Mission_06) and attach the script RR_Wall (no parameters needed).

RR_Door

This script creates a server-side door, which behaves just like a real door (is for example used by the server-side AGT/Obelisk script).

Usage: Create an object of preset MX0_BaseWall (in LE under Object > Simple > Mission_Specific > Mission_X0) and attach the script RR_Door with the following parameters:

model: Model of the door (e.g. mpgdr_0 dor a GDI door, mpdr_obl for a Nod door)

range: Range in meters soldiers must be in to open the door (default is 4.0)

stayOpenTime: Time in seconds the door stays open after all soldiers are out of range. If set to 0 the door immediately closes when all soldiers are out of range.

These scripts are available on Renegade Resurrection servers, available at <http://www.icefinch.net/files/ResurrectionServer-1.0.0.56-alpha.exe> (be sure to enable auto-update).

You cannot add the scripts with LE, since they do not appear in the list there. If you are interested in using them with LevelEdit, contact me and I create a dummy scripts.dll for that.

Important: Copy M04.mix and M13.mix from client data directory into the server data directory.

If you want to test these scripts, set up a Resurrection server and extract the following archive in your DATA folders.

After you did that, load the map C&C_Islands and you should have a map with one AGT, one Obelisk and many walls.

<http://www.icefinch.net/files/Islands.rar>

Testserver
"Yrr's Islands+Defense Test Server"

GameSpy: 87.118.118.234:27777
Direct Connect: 87.118.118.234:6868

Greetings,
Yrr

Subject: Re: Server-Side Obelisk / AGT and Walls 4u
Posted by [reborn](#) on Sun, 04 May 2008 08:12:45 GMT
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Pretty awesome, especially if you create dynamic spawners for it too.

Subject: Re: Server-Side Obelisk / AGT and Walls 4u
Posted by [mrÅ£ÄŞÄ-z](#) on Sun, 04 May 2008 09:27:09 GMT
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nice =D i already have that but why did you add a ISD? theres just a Obelisk on NOD and GDI Base, wich doesnt have a interior etc... something wrong....

Anyways are there other Exteriors Models for ALL Buildings except of ENC_<buildingname> ?

Subject: Re: Server-Side Obelisk / AGT and Walls 4u
Posted by [Yrr](#) on Sun, 04 May 2008 11:52:41 GMT
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it's LSD, not ISD.

I had to change the harvester's path on Islands, because they ran into the AGT an Obelisk Obelisk and AGT work fine with exterior and interior. (View the map on the server, not in LE!).

Subject: Re: Server-Side Obelisk / AGT and Walls 4u
Posted by [mrÅ£ÄŞÄ-z](#) on Sun, 04 May 2008 11:53:33 GMT
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I didnt viewed in LE.. still doesnt work

Subject: Re: Server-Side Obelisk / AGT and Walls 4u

Posted by [Yrr](#) on Sun, 04 May 2008 12:39:12 GMT

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ah forgot to mention..

you need to copy M04.mix, M11.mix and M13.mix in your server data directory

Subject: Re: Server-Side Obelisk / AGT and Walls 4u

Posted by [mrÅ£Ä\\$Ä-z](#) on Sun, 04 May 2008 12:48:53 GMT

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Still doesnt work, it only added some Walls, nothing more.

Subject: Re: Server-Side Obelisk / AGT and Walls 4u

Posted by [Yrr](#) on Sun, 04 May 2008 12:51:37 GMT

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Curious, it worked fine on a public server for weeks Oo

So you have latest RR, added the MIXes and put the .isd/.idd into your data folder?

Subject: Re: Server-Side Obelisk / AGT and Walls 4u

Posted by [mrÅ£Ä\\$Ä-z](#) on Sun, 04 May 2008 13:34:58 GMT

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yes

Subject: Re: Server-Side Obelisk / AGT and Walls 4u

Posted by [EA-DamageEverything](#) on Sun, 04 May 2008 15:55:30 GMT

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Why don't you offer the Alpha 67 download on your site? If someone installs 56 and enable AutoUpdate, it will update itself to 67. Just wondering.

Subject: Re: Server-Side Obelisk / AGT and Walls 4u

Posted by [Yrr](#) on Sun, 04 May 2008 20:31:55 GMT

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Since there is an auto-update, there is no need to frequently update it on the website too

Subject: Re: Server-Side Obelisk / AGT and Walls 4u
Posted by [mr£Ä\\$Ä-z](#) on Sun, 04 May 2008 20:49:04 GMT
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but agts and obs still not working, i dont need it because i know how to add serverside buildings in LE... i just hoped that i can do it faster with your plugin

Subject: Re: Server-Side Obelisk / AGT and Walls 4u
Posted by [Yrr](#) on Sun, 04 May 2008 21:54:30 GMT
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You cannot (easily) add buildings with interior, exterior, working doors and aggregates in LE.
I'll setup a test server - should work fine >.<

Subject: Re: Server-Side Obelisk / AGT and Walls 4u
Posted by [Yrr](#) on Sun, 04 May 2008 22:07:30 GMT
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lol, would have been nice when you told me that the RR server update is damaged (Profiler.dll is missing, so RR doesn't even load).
fixing

Subject: Re: Server-Side Obelisk / AGT and Walls 4u
Posted by [Yrr](#) on Sun, 04 May 2008 22:29:03 GMT
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Okay, the test server runs fine!

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