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Subject: [script]Hostage Mode Scripts

Posted by [zunnie](#) on Mon, 04 Aug 2008 23:34:07 GMT

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Sourcecode can be found here: <http://www.multiplayerforums.com/index.php?showtopic=5040>  
<http://www.game-maps.net/staff/zunnie/hostagemode/>

The soundfiles used by the script, players should place these in their data folder to be able to hear "Hostage recued" sounds etc.

<http://ren.game-maps.net/index.php?act=view&id=1256>

The DLL files that people can use in Leveledit:

<http://ren.game-maps.net/index.php?act=view&id=1254>

The Server files for SSGM 2.0.2 with hostage mode scripts added

<http://ren.game-maps.net/index.php?act=view&id=1255>

z\_Hostage (To be sticked on objects that are the hostage)

z\_Hostage\_Controller (To be sticked on an APC for example)

z\_Hostage\_Rescue\_Zone (To be sticked on a Script\_Zone\_All)

Have fun!

Here is an example map for leveledit to look at how the scripts should be used:

[http://www.game-maps.net/staff/zunnie/hostagemode/ExampleHostageMode\\_M00Tutorial.zip](http://www.game-maps.net/staff/zunnie/hostagemode/ExampleHostageMode_M00Tutorial.zip)

[http://www.game-maps.net/staff/zunnie/hostagemode/M01\\_HostageMode\\_SourceFiles.rar](http://www.game-maps.net/staff/zunnie/hostagemode/M01_HostageMode_SourceFiles.rar)

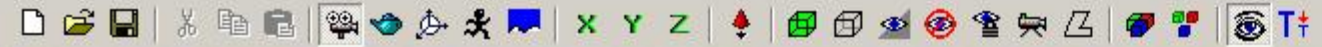
another hostage map example M01:

edit: To load the map in your leveleditor copy the M01.ddb to your presets folder and rename it to temps20.ddb

---

## File Attachments

1) [untitled.JPG](#), downloaded 1610 times



Picked model: UNNAMED  
Selection set: Script\_Zone\_All.100010 ( VisObjectId = 1021, ).  
Picked model: UNNAMED

Ready

Subject: Re: Hostage Mode Scripts  
Posted by [reborn](#) on Mon, 04 Aug 2008 23:45:48 GMT  
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Very cool man =]

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Subject: Re: Hostage Mode Scripts  
Posted by [\\_SSnipe\\_](#) on Tue, 05 Aug 2008 00:19:47 GMT  
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whats it do?

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Subject: Re: Hostage Mode Scripts  
Posted by [Xpert](#) on Tue, 05 Aug 2008 02:00:37 GMT  
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SSnipe wrote on Mon, 04 August 2008 20:19whats it do?

---

Subject: Re: Hostage Mode Scripts  
Posted by [u6795](#) on Tue, 05 Aug 2008 02:06:11 GMT  
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Dude, if I understand what you mean by hostage mode, then I love you. That's fucking awesome.

---

Subject: Re: Hostage Mode Scripts  
Posted by [IronWarrior](#) on Tue, 05 Aug 2008 02:09:22 GMT  
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If you played CSS, you can rescue bots.

They work by you poking the bot, they now follow you, you move towards a APC or a other object you desire and they jump in or whatever, a sound is played.

---

Subject: Re: Hostage Mode Scripts  
Posted by [Xpert](#) on Tue, 05 Aug 2008 02:51:35 GMT  
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Ahh okay lol. I haven't played CSS in a very long time so I forgot.

---

Subject: Re: Hostage Mode Scripts  
Posted by [\\_SSnipe\\_](#) on Tue, 05 Aug 2008 03:08:03 GMT  
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Xpert wrote on Mon, 04 August 2008 19:51Ahh okay lol. I haven't played CSS in a very long time so I forgot.  
i never played

---

Subject: Re: Hostage Mode Scripts  
Posted by [zunnie](#) on Tue, 05 Aug 2008 10:00:21 GMT  
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Here is an example map for leveledit to look at how the scripts should be used:  
[http://www.game-maps.net/staff/zunnie/ren/ExampleHostageMode\\_M00Tutorial.zip](http://www.game-maps.net/staff/zunnie/ren/ExampleHostageMode_M00Tutorial.zip)

---

Subject: Re: Hostage Mode Scripts  
Posted by [cAmpa](#) on Tue, 05 Aug 2008 10:27:04 GMT  
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Funny idea zunnie!

---

Subject: Re: Hostage Mode Scripts  
Posted by [zunnie](#) on Tue, 05 Aug 2008 13:38:36 GMT  
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I'm setting up a testmap for this in case anyone wants to try it out sometime. I'm still working on the map as i type this but the server on XWIS has nickname Coop250, map is M00\_Tutorial.mix, Serverip is: 84.104.205.243:4848

Its going up and down at the moment because im updating the map but in case anyone wants to try it out...

Dont forget to dump the soundfiles in your renegade data folder or you wont be able to hear the sounds.  
<http://ren.game-maps.net/index.php?action=file&id=1256>

---

Subject: Re: Hostage Mode Scripts  
Posted by [ErroR](#) on Tue, 05 Aug 2008 14:53:14 GMT  
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I had this idea once

---

Subject: Re: Hostage Mode Scripts

Posted by [mr£\\$A-z](#) on Tue, 05 Aug 2008 16:37:30 GMT

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HURRAY zunnie is back

---

Subject: Re: Hostage Mode Scripts

Posted by [zunnie](#) on Tue, 05 Aug 2008 20:24:02 GMT

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Just testplayed on M00\_Tutorial with a couple of people, this is quite fun.

---

Subject: Re: Hostage Mode Scripts

Posted by [HeavyX101](#) on Tue, 05 Aug 2008 20:30:19 GMT

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zunnie wrote on Tue, 05 August 2008 15:24 Just testplayed on M00\_Tutorial with a couple of people, this is quite fun.

Yes, it was fun zunnie. I was there too

---

Subject: Re: Hostage Mode Scripts

Posted by [cnc95fan](#) on Tue, 05 Aug 2008 22:33:14 GMT

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Did you cheat?

---

Subject: Re: Hostage Mode Scripts

Posted by [HeavyX101](#) on Tue, 05 Aug 2008 22:35:09 GMT

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cnc95fan wrote on Tue, 05 August 2008 17:33 Did you cheat?

Erm, no. But i won. ( cuz people where killing those hostages and getting negative poits D: )

---

Subject: Re: Hostage Mode Scripts

Posted by [zunnie](#) on Sun, 10 Aug 2008 13:34:09 GMT

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Took some screenshots from earlier today:

<http://www.multiplayerforums.com/index.php?showtopic=5069>

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Subject: Re: Hostage Mode Scripts  
Posted by [zunnie](#) on Sun, 10 Aug 2008 14:58:09 GMT  
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Finished the map M01 just now.  
Source files for Leveledit are included so you can have a look how stuff is done.

[http://www.game-maps.net/staff/zunnie/hostagemode/M01\\_HostageMode\\_SourceFiles.rar](http://www.game-maps.net/staff/zunnie/hostagemode/M01_HostageMode_SourceFiles.rar)

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Subject: Re: Hostage Mode Scripts  
Posted by [zunnie](#) on Thu, 21 Aug 2008 10:58:04 GMT  
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<http://www.multiplayerforums.com/index.php?showtopic=5150>

Added a little tutorial on how to use this script on your map.  
The script was added to scripts 4.0 by Saberhawk earlier so when  
scripts 4.0 is released you can use the script on your map if you like

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Subject: Re: Hostage Mode Scripts  
Posted by [ErroR](#) on Thu, 21 Aug 2008 11:08:15 GMT  
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Isn't it a modified Mobius script ?

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Subject: Re: Hostage Mode Scripts  
Posted by [zunnie](#) on Thu, 21 Aug 2008 11:10:03 GMT  
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No.

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---

Subject: Re: Hostage Mode Scripts  
Posted by [mr£ÄŞÄ-z](#) on Thu, 21 Aug 2008 12:55:13 GMT  
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No.

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---

Subject: Re: Hostage Mode Scripts  
Posted by [ErroR](#) on Thu, 21 Aug 2008 17:26:02 GMT  
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madrackz wrote something uselessNo.  
I think this post was useless, are u trying to get more posts?\*

\*no offence

---

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Subject: Re: Hostage Mode Scripts  
Posted by [mr£\\$A-z](#) on Thu, 21 Aug 2008 18:44:39 GMT  
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No.

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---

Subject: Re: Hostage Mode Scripts  
Posted by [ErroR](#) on Fri, 22 Aug 2008 12:08:36 GMT  
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Subject: Re: [script]Hostage Mode Scripts  
Posted by [Distrbd21](#) on Sun, 25 Oct 2009 05:42:32 GMT  
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Bump

Can't find the scriptrs in LE i have your 3.4.4 le scripts from GM but when i load le and look for the script nothing????

---

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Subject: Re: [script]Hostage Mode Scripts  
Posted by [zunnie](#) on Sun, 25 Oct 2009 06:05:41 GMT  
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Are you using standard or Jonwils editor?  
If you use standard editor you place them in /scripts/ folder in  
your moddir else put them in your renegade folder.

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Subject: Re: [script]Hostage Mode Scripts  
Posted by [Distrbd21](#) on Sun, 25 Oct 2009 11:47:49 GMT  
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Ok so i have been talking to zunnie on irc and i got m13 in the making for the hostage mode,  
check it out.

---

Server Nick: BigRed69  
Server Name: Testing New CO~OP

its up idk how long it will be up for.

---

---

Subject: Re: [script]Hostage Mode Scripts  
Posted by [Omar007](#) on Sun, 25 Oct 2009 16:07:40 GMT  
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Use 'Gameplay Pending' patch PLEASE!!!!

---

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Subject: Re: [script]Hostage Mode Scripts  
Posted by [Distrbd21](#) on Mon, 26 Oct 2009 02:35:24 GMT  
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Omar007 wrote on Sun, 25 October 2009 11:07Use 'Gameplay Pending' patch PLEASE!!!!  
its alrdy on there.....

my brenbot is not connecting to the server and ssgm is not loading on the server for some reason  
idk

Edit:OK so i figured out that the patch was not on the server so i put it on there the server is up  
and running now,i'm working on m13 and i noticed that the bots in m01 is not working right..

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