
Subject: Building server

Posted by [snazy2000](#) on Mon, 08 Sep 2008 16:48:47 GMT

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i am building a building server if there was any way of seeing a object before u place it and follows arround

eg if i put !wall then u see the object in front of you he u write !build the it builds were u want???

i had made a post on the dcom forum but not much luck

<http://forums.dcomproductions.net/viewtopic.php?f=46&t=1021&p=8335#p8335> except Daniel gave me a code

but i dont no how to get it to work and to do wa he has said that he thinks is rong with the code and i dont no how to do this bit "when u write !build the it builds were u want???"

Subject: Re: Building server

Posted by [Distrbd21](#) on Mon, 08 Sep 2008 17:19:16 GMT

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More info about it pleas.

Is it for renegade?

are you trying to make a mod or map?

Subject: Re: Building server

Posted by [snazy2000](#) on Mon, 08 Sep 2008 17:34:22 GMT

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its a c++ code for renegade for my building server

Subject: Re: Building server

Posted by [cnc95fan](#) on Mon, 08 Sep 2008 18:58:05 GMT

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Well after talking to RoShamBo that code he gave you pretty much does what you want to do...

Subject: Re: Building server

Posted by [Distrbd21](#) on Mon, 08 Sep 2008 19:02:57 GMT

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yes but he don't know where to put it.

Subject: Re: Building server
Posted by [Lone0001](#) on Tue, 09 Sep 2008 00:57:25 GMT
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If you can't get any help on dcom I doubt you will get it here

Subject: Re: Building server
Posted by [mr£ÄŞÄ-z](#) on Tue, 09 Sep 2008 04:58:34 GMT
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{SB}Lone0001 wrote on Mon, 08 September 2008 19:57If you can't get any help on dcom I doubt you will get it here
Gonna post my code later.

Subject: Re: Building server
Posted by [MacKinsey](#) on Wed, 10 Sep 2008 15:09:57 GMT
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{SB}Lone0001 wrote on Mon, 08 September 2008 19:57If you can't get any help on dcom I doubt you will get it here
Nice Video, I posted feedback

Subject: Re: Building server
Posted by [snazy2000](#) on Wed, 10 Sep 2008 15:21:02 GMT
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can u give me the source in a email snazy2000@btinternet.com and can u reply when done please??

Subject: Re: Building server
Posted by [mr£ÄŞÄ-z](#) on Wed, 10 Sep 2008 15:26:49 GMT
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I dont have much time yet to redo the script more handy, so it will take a while and im busy with WGC maps

Subject: Re: Building server

Posted by [snazy2000](#) on Wed, 10 Sep 2008 17:54:18 GMT

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dont worry that code is good i like that 1 that is exacly what i wanted so u can post that 1

Subject: Re: Building server

Posted by [jnz](#) on Wed, 10 Sep 2008 19:08:24 GMT

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You really shouldn't need someone to hold your hand to add a script to the custom scripts.dll.

Subject: Re: Building server

Posted by [snazy2000](#) on Wed, 10 Sep 2008 19:11:26 GMT

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ya well i didnt no wa was rong with the code u gave me and i dont no how to set it up

Subject: Re: Building server

Posted by [mr£\\$Ä-z](#) on Wed, 10 Sep 2008 19:12:24 GMT

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snazy2000 wrote on Wed, 10 September 2008 12:54 dont worry that code is good i like that 1 that is exacly what i wanted so u can post that 1

No its a stupid code yet it has maybe 5 parameters to change for every object, later it will work with maybe just 1 or 2 parameters

Subject: Re: Building server

Posted by [snazy2000](#) on Wed, 10 Sep 2008 19:13:36 GMT

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so will u send me the code ??
