Subject: Scripts Release.
Posted by Mark72091 on Tue, 28 Oct 2008 22:48:53 GMT
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Hello Everyone,

I am Mark an Admin from XpHaZe.

I was backing up my files when I came across my old Scripts. I figured I might as well release them so someone can get some use out of it.

I just zipped my entire C++ folder so there is probably some things you don't need but instead of going through it all I figured I would just give you access to everything.

In this there should be the latest version of the MARA server which should include all the Veteran Scripts and RR stuff as well as a few other things. The only thing missing is the Objects file so if anyone wants to setup a Copy of the MARA server let me know and I can upload the objects file as well.

I believe the folder called SSGM MARA is the latest version. I will not be offering any support on this so basically you are all on your own with this. I don't really remember the what is in the other folders but I think I started work on remaking INF 2.0 so there may be some of that in there.

You are free to do what ever you want in this just please credit XpHAZe and link to our forums in a ReadME file. Thats all I ask.

There is quite a bit of borrowed work from the RenForums that I was using while I was still learning C++ so if you need some help with anything I am sure they will be happy to help.

http://rapidshare.com/files/158214898/Renegade_C__.zip
No Password.

Subject: Re: Scripts Release.
Posted by _SSnipe_ on Tue, 28 Oct 2008 23:03:28 GMT
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To point out to everyone mark was the only person to trust on xphaze her mad scripts for the site,irc,ts and etc so hes someone to trust. Xphaze is pretty much dead (thank god), But he had some really cool scripts im hoping are in this zip.

The infantry only serv was one of the best, All buildings but no harv or tanks only infantry with stronger mines and no defenses which is fucking awesome, Something to consider when looking at any inf. scripts inside the zip.

Subject: Re: Scripts Release.
Posted by samous on Thu, 30 Oct 2008 00:05:04 GMT
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TD? (team Death)

Subject: Re: Scripts Release.
Posted by zunnie on Sat, 01 Nov 2008 15:22:26 GMT
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Nice, thanks for releasing it.

Subject: Re: Scripts Release.
Posted by Genesis2001 on Sun, 02 Nov 2008 05:16:57 GMT
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zunnie wrote on Sat, 01 November 2008 08:22Nice, thanks for releasing it.

I agree.

Although, I wasn't expecting a 131mb download

Subject: Re: Scripts Release.
Posted by Omar007 on Sun, 02 Nov 2008 10:23:27 GMT
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Indeed. I didn't expect that too. But very nice
Thanks for releasing

PS. inside the 'revives buildings' map is a file called 'example.ini'. It has a password
Can you tell the pass pls?

Subject: Re: Scripts Release.
Posted by _SSnipe_ on Sun, 02 Nov 2008 19:53:18 GMT
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Omar007 wrote on Sun, 02 November 2008 02:23Indeed. I didn't expect that too. But very nice
Thanks for releasing

PS. inside the 'revives buildings' map is a file called 'example.ini'. It has a password

---

Can you tell the pass pls?
If i remember the password for it may be xpz or xphaze

Subject: Re: Scripts Release.
Posted by Omar007 on Mon, 03 Nov 2008 08:39:19 GMT
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Thx

It was xphaze

Subject: Re: Scripts Release.
Posted by DeathC200 on Mon, 03 Nov 2008 15:06:22 GMT
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wicked cool shit thanks for releasing this i well be sure to give it a test run

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Subject: Re: Scripts Release.
Posted by samous on Tue, 04 Nov 2008 02:06:02 GMT
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ummm, i'm new to these type of scripts (that is, if they are the C format scripts), what exactly do they do, and how do i use them?

=samous

shut up, i'm new to this

Subject: Re: Scripts Release.
Posted by _SSnipe_ on Tue, 04 Nov 2008 05:41:57 GMT
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samous wrote on Mon, 03 November 2008 18:06ummm, i'm new to these type of scripts (that is, if they are the C format scripts), what exactly do they do, and how do i use them?

=samous

shut up, i'm new to this
Lot of steps and theres a sticky somewhere for it, Its c++ dont use it if you dont know how it will kill you and not easy to learn

---

Subject: Re: Scripts Release.
Posted by Omar007 on Tue, 04 Nov 2008 08:41:24 GMT
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actually it's pritty easy if you understand it. Made it to lesson 9 of a website in 1 day xD
Seems i understand scripts coding now enough to mod it

Crappy i have exams this week so haven't got further.

Subject: Re: Scripts Release.
Posted by Genesis2001 on Tue, 04 Nov 2008 23:51:33 GMT
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Omar007 wrote on Tue, 04 November 2008 01:41actually it's pritty easy if you understand it.
Made it to lesson 9 of a website in 1 day xD
Seems i understand scripts coding now enough to mod it

Learn the API before you began.

Subject: Re: Scripts Release.
Posted by _SSnipe_ on Tue, 04 Nov 2008 23:52:48 GMT
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Zack wrote on Tue, 04 November 2008 15:51Omar007 wrote on Tue, 04 November 2008
01:41actually it's pritty easy if you understand it. Made it to lesson 9 of a website in 1 day xD
Seems i understand scripts coding now enough to mod it

Learn the API before you began.
Whats API?

Subject: Re: Scripts Release.
Posted by Hex on Wed, 05 Nov 2008 00:31:02 GMT
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http://en.wikipedia.org/wiki/API

Subject: Re: Scripts Release.
Posted by Genesis2001 on Wed, 05 Nov 2008 17:06:08 GMT
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I looked at the source last night at work...There's really nothing (except the Inf-only stuff -which I still have to go through as I didn't notice any added-files) that can't be already produced D:<

The big plus I see is the Veteran stuff which I assume is pre-compiled

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Subject: Re: Scripts Release.
Posted by Mark72091 on Sun, 09 Nov 2008 00:03:27 GMT
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Most of it was taken from releases here on the forums. All I did was merge a few of them together into one package.

Now like I said I kind of just stopped work on this one day so there may be a few things that I started but never finished. As far as I know it should be 100% working without the need to modify anything so using the compiled DLLs should work.

Here is the change log that I posted as I worked on it.

Additions:
Added Renegade Resurrection.
Added the ability to rebuy buildings.
Added EMP Crate
Added TeamMoney Crate
Added DisarmC4 Crate
Added BlownFuse Crate
Added IonStorm Crate
Bug Fixes:
Quite a few RR fixes
-=====-

Version 1.1

Additions:
Veteran System Added
Bug Fixes:
None
-=====-
Version 1.0

Additions:
Purchasing Deadeye will give you the Logan model instead of Deadeye.
Crates, Coming Soon

Weapon Spawns have been modified to include all weapons as well as Sniper Pack (Ramjet, Sniper, Laser Rifle, +200 Health), Tiberium Pack (Tiberium Auto Rifle, Tiberium Flechette Gun, Chem Sprayer, Laser Rifle, +xx Armor), Anti Tank Pack (Rocket Launcher, Personal Ion Cannon, Railgun, +50 Armor)
Some Vehicles have upgraded armor.

There may be a few other things that I added and never got around to listing.

As for any INI files. I did not include any customization within what I was doing at the time since I figured I would go ahead an recode it when I got around to releasing it to the public but that never happened.

Seeing the response here I will provide support if there is something within the code that you are having any issues with just post or PM and I will attempt to point you in the right direction.

I appologize for the size but like I said I just zipped my entire C++ folder so I didn't look into what to keep and what to get rid of.

Subject: Re: Scripts Release.
Posted by Genesis2001 on Sun, 09 Nov 2008 02:44:02 GMT
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Meh. The biggest thing that you could've tossed were the Intellisense databases. >:(

lol, but other than that, I'll keep these stored on my flash drive for safe keeping.