
Subject: Sciencepark 2. Bots: Working by Lan NOT by online
Posted by [RedOne](#) on Wed, 26 Nov 2008 00:30:07 GMT

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Hi All,

Had made some bots on own map. When I test them on LAN Game it wil work. If I put the Map on my FDS it dont want to work in online multiplayer. Where did I go wrong.

I had renamed my objects.ddb made bij LE to objects.aow en put this in my data folder on fds. Togheter with the map ofcourse

Also when I walk on the field en I want to walk on another mesh what is a bit higher then the first I get laggy. When I do it with a vehilce it get stuck. Also a problem only at the FDS not by LAN (localhost)

GrTz Red

Subject: Re: Sciencepark 2. Bots: Working by Lan NOT by online
Posted by [bisen11](#) on Wed, 26 Nov 2008 10:00:55 GMT

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Did you use scripts to get them to work? Maybe you're personal ren folder has the scripts but the server doesn't?

Subject: Re: Sciencepark 2. Bots: Working by Lan NOT by online
Posted by [RedOne](#) on Wed, 26 Nov 2008 11:01:53 GMT

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bisen11 wrote on Wed, 26 November 2008 04:00Did you use scripts to get them to work? Maybe you're personal ren folder has the scripts but the server doesn't?

Do you mean the scripts I attach to the bot in LE???

It can be possible. My knowhow about scipts is not that good .

I did attached scipts to the bots. And I thout I mnissed something on the server. Can be that. But how do I know that and where do I put the scripts and let de server know where to find them.??

Is this the smae reason the game lags when I step on a other higher mesh in game. This is also only on the server and not local??

Thanx for you reply.

GRTz Rene

Subject: Re: Sciencepark 2. Bots: Working by Lan NOT by online
Posted by [C C_guy](#) on Wed, 26 Nov 2008 11:09:13 GMT
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I think he/she meant scripts as in scrips.dll and scripts2.dll

You need those same scripts that you used in LE in your servers(FDS) Renegade Folder as well

Subject: Re: Sciencepark 2. Bots: Working by Lan NOT by online
Posted by [RedOne](#) on Wed, 26 Nov 2008 11:37:07 GMT
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C C_guy wrote on Wed, 26 November 2008 05:09I think he/she meant scripts as in scrips.dll and scripts2.dll

You need those same scripts that you used in LE in your servers(FDS) Renegade Folder as well

Thx for reply!

I found the scripts.dll and scripts2.dll in mij renegade folder. Are these the dll's used by le?? And when they are they have to be the same as the one on the server I guess.

The script2 is on both the same but the script isnt. On in my renegade map is newer then the one on server. Cant see which version.

GrTz Rene

Subject: Re: Sciencepark 2. Bots: Working by Lan NOT by online
Posted by [wittebolx](#) on Wed, 26 Nov 2008 12:24:20 GMT
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try renaming the objects file to objects.gm
and set it to load gm in the config

Subject: Re: Sciencepark 2. Bots: Working by Lan NOT by online
Posted by [C C_guy](#) on Wed, 26 Nov 2008 12:31:11 GMT
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Hi well its not so much which version of dll you use (depends what your doing really) just as long as you use say scripts.dll's that are the same version that you used in LE to mod with.

So if you use say scripts 2.9.2 or newest scripts 3.4.4 then just make sure those are the same in LE as in your (FDS). then your good to go.

As for which version of the scripts.dll's you use is totaly up to you to figure out. just make sure your using the same version(eg: 2.9.2 or 3.4.4 or whatever version) is in your FDS as well.

I believe www.renhelp website can help you in the tut department for this if you need.

Good luck to you and enjoy.

Subject: Re: Sciencepark 2. Bots: Working by Lan NOT by online

Posted by [RedOne](#) on Wed, 26 Nov 2008 12:44:29 GMT

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wittebolx wrote on Wed, 26 November 2008 06:24try renaming the objects file to objects.gm

This part I dont understand. Because I use objects.aow on my server I rename this file to objects.aow. Is gm the newest?? I installed the brenbot 1.50 (or 1.52 not sure about that one) And aow was included.

But I think the idea is the same as yours.

Quote:and set it to load gm in the config

In what cfg i have to change this?

I am very happy to came this far. I tried before but it was a big problem. No I use LE from JONwil it rans a bit better.

Thanx for your answer!

GrTz Red

Subject: Re: Sciencepark 2. Bots: Working by Lan NOT by online

Posted by [RedOne](#) on Wed, 26 Nov 2008 12:57:32 GMT

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C C_guy wrote on Wed, 26 November 2008 06:31So if you use say scripts 2.9.2 or newest scripts 3.4.4 then just make sure those are the same in LE as in your (FDS). then your good to go.

I use 3.4.4. I just read in the forum to put the scriptfiles in my modfolder of LE. So i did. The bots I have to try now but the problem with the mesh isnt gone. I shall try to explane the problem better:

In Renx I made a simple plane whit on it a building. This building is moved a bit in the plane to make it lover so vehicles and soldiers kan step on it without to jump.

When I want to walk on the building. After a few steps the soldier brought back to the edge where it came on. (seems like lag)

If I jump on the building it is no problem.

If I want to ride up with a vehicle I drive against the edge and the vehicle "sinks in the ground" like a half meter.

This problem is not local(LAN) only when I play with FDS.

I shall try to capture the problem by video if neccesary (BAD ENGLISH from me)

Quote:I believe www.renhelp website can help you in the tut department for this if you need.

I know this site and it helped me a lot. Till this far.

Quote:Good luck to you and enjoy.

Thx and I will

GrTz Red

Subject: Re: Sciencepark 2. Bots: Working by Lan NOT by online

Posted by [C C_guy](#) on Wed, 26 Nov 2008 12:59:28 GMT

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RedOne wrote on Wed, 26 November 2008 06:44wittebolx wrote on Wed, 26 November 2008 06:24try renaming the objects file to objects.gm

This part I dont understand. Because I use objects.aow on my server I rename this file to objects.aow. Is gm the newest?? I installed the brenbot 1.50 (or 1.52 not sure about that one) And aow was included.

But I think the idea is the same as yours.

Quote:and set it to load gm in the config

In what cfg i have to change this?

I am very happy to came this far. I tried before but

it was a big problem. No I use LE from JONwil it rans a bit better.

Thanx for your answer!

GrTz Red

Ok if your using the aow then make sure in your LE that the objects.dbb thats currently in there you need to delete it.

then copy the aow file in your FDS data folder to your LE, and rename it aow.ddb. then do your moding in LE when your done with leveledit you will need to rename the aow.ddb back to what is was before and put it back and put it back in your FDS after.

this may all sound confusing for you i am sure but i advise you to goto renhelp website and check out reborns video tut on ref tick rate he shows you in the video how its done k.

REBORN Rocks!

Subject: Re: Sciencepark 2. Bots: Working by Lan NOT by online

Posted by [RedOne](#) on Wed, 26 Nov 2008 13:11:33 GMT

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C C_guy wrote on Wed, 26 November 2008 06:59this may all sound confusing for you i am sure but i advise you to goto renhelp website and check out reborns video tut on ref tick rate he shows you in the video how its done k.

REBORN Rocks!

Confusing is not the word I guess. I will do it like this and try it again. I did like this. I copied the objects.aow to my modfolder after I deleted object.ddb. The I renamed the object.aow to objects.ddb. After my work in LE i copied it back to FDS en renamed it to object.aow again

Is this wrong??

I shall check the tut but I have seen it a think. I shall see

Thx again

Subject: Re: Sciencepark 2. Bots: Working by Lan NOT by online

Posted by [C C_guy](#) on Wed, 26 Nov 2008 13:22:08 GMT

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RedOne wrote on Wed, 26 November 2008 07:11C C_guy wrote on Wed, 26 November 2008 06:59this may all sound confusing for you i am sure but i advise you to goto renhelp website and check out reborns video tut on ref tick rate he shows you in the video how its done k.

REBORN Rocks!

Confusing is not the word I guess. I will do it like this and try it again. I did like this. I copied the objects.aow to my modfolder after I deleted object.ddb. The I renamed the object.aow to objects.ddb. After my work in LE i copied it back to FDS en renamed it to object.aow again

Is this wrong??

I shall check the tut but I have seen it a think. I shall see

Thx again

Yup you did it right, you got it! I guess your on your way.

Subject: Re: Sciencepark 2. Bots: Working by Lan NOT by online
Posted by [RedOne](#) on Wed, 26 Nov 2008 13:35:36 GMT

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C C_guy wrote on Wed, 26 November 2008 07:22

Yup you did it right, you got it! I guess your on your way.

I saw an other tut before from him where he explained it. I guess about the bots. But was not the answer to my building problem

I read a lot in forums and viewed a lot of tuts from renhelp. Only when I cant find what i wanted to know I did place and topic in the forum. This was the second time since i am busy on the new map.

So I tap myself on my shoulder

But I am thankfull people respond so well and in such short time

GrTz Rene

Update: I have put de scripts from ssaow1.5.1 on my server and in de scriptsfolder in my mod. But the problem with entering de building still there. Other suggestions???
