
Subject: Server side mods

Posted by [Vaati19](#) on Sat, 18 Apr 2009 09:40:04 GMT

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In some servers u can type !guardtower in the chatbox and there it comes a GDI guard tower. I wonder how to do it

Subject: Re: Server side mods

Posted by [reborn](#) on Sat, 18 Apr 2009 10:50:29 GMT

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Download SSGM2.02 here.

Un-pack the plug-in source code example and remove the un-needed code from it, the objecthookcall and the settings loader stuff, plus the example scripts and chat hooks.

Then write your own chat hook to create the guard tower object.

You'll need to be familiar with C++, and get used to the renegade API.

Subject: Re: Server side mods

Posted by [Vaati19](#) on Sat, 18 Apr 2009 11:06:46 GMT

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Thanks a lot

Subject: Re: Server side mods

Posted by [Vaati19](#) on Sat, 18 Apr 2009 11:28:15 GMT

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Where do I learn about C++

Subject: Re: Server side mods

Posted by [reborn](#) on Sat, 18 Apr 2009 12:06:27 GMT

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Many people will offer different advice about how to learn to program in c++, I learned alot through the renegade API itself, looking at others code and simple trial and error. I have a whole bunch of books on the subject, the best one I think for beginners to programming and the c++ language is this one here.

Subject: Re: Server side mods

Posted by [Vaati19](#) on Sat, 18 Apr 2009 19:50:10 GMT

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I got another question now. And that is: Where am I supposed to place these commands. There is a lot of files

Subject: Re: Server side mods
Posted by [ExEric3](#) on Sat, 18 Apr 2009 21:31:41 GMT
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Try look to gmmain.cpp

Subject: Re: Server side mods
Posted by [reborn](#) on Sun, 19 Apr 2009 00:16:04 GMT
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If you're using the plug-in source code, then start with plugin.cpp and plugin.h. However, you're going to have to do some reading first before you jump right in.

Subject: Re: Server side mods
Posted by [Vaati19](#) on Sun, 19 Apr 2009 17:31:36 GMT
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Well... I don't understand
Aren't there some better examples

Subject: Re: Server side mods
Posted by [Genesis2001](#) on Sun, 19 Apr 2009 20:19:56 GMT
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Start by making your own scripts.

Base Script:

```
class zbl_Example_Script : public ScriptImpClass
{
public:
    void Created(GameObject *o);
    void Timer_Expired(GameObject *o, int num);
    void Killed(GameObject *o, GameObject *s);
};
```

```

void zbl_Example_Script::Created(GameObject *o)
{
    Commands->Start_Timer(o, this, 300.0f, 123);
}
void zbl_Example_Script::Timer_Expired(GameObject *o, int num)
{
    if ( num == 123 )
    {
        Console_Input("msg zbl_Example_Script::Timer_Expired has expired...continuing!");
        Commands->Start_Timer(o, this, 300.0f, 123);
    }
}
void zbl_Example_Script::Killed(GameObject *o, GameObject *s)
{
    Console_Input("msg zbl_Example_Script::Killed called.");
}
ScriptRegistrant<zbl_Example_Script> zbl_Example_Script_Registrant("zbl_Example_Script", "");

```

Keep in mind, that when writing scripts, if you expect to release them, pick a prefix for your scripts. Mine is "zbl_" as those are my initials. jonwil's prefix is "JFW_" cos those are his initials. APB uses "RA_" and SCUD Storm uses "SCUD_" generally.

etc etc.

Just start by playing with the Scripts API and you'll learn more and more.

Some of the key stuff is in scripts.h and engine_*.h

Just explore the ScriptCommands struct ("Commands" variable; "Commands->_____")
