## Subject: Points fix for friendly fire
Posted by WNxKenny on Thu, 02 Jul 2009 11:20:41 GMT
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Hey guys

I am 1 of the owners of the XxX DM server which has recently gone up. My problem is that it is a true DM server, meaning everyone is set to a neutral player, which means that WOL doesn't show neutral players as being in the server on the server listings, and thus, few people joining unless people are afk in our special boxes.

I was wondering if there is a way for WOL to show the neutral players on the server listings so it doesn't seem empty all the time.

ALTERNATIVELY

Is there a way to change the points system for friendly fire? EG:) instead of losing points for it, you actually gain points? (This way seems a better solution to me but no idea how to change the system)

Some help would be greatly appreciated.

Kenny

## Subject: Re: Points fix for friendly fire
Posted by jnz on Thu, 02 Jul 2009 12:33:35 GMT
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Get a programmer to use my hooks.dll. Use the damage hook to change the way points are given per point of damage.

## Subject: Re: Points fix for friendly fire
Posted by WNxKenny on Thu, 02 Jul 2009 13:24:53 GMT
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This my sound dumb, but where can i get the hook.dll ?

## Subject: Re: Points fix for friendly fire
Posted by reborn on Thu, 02 Jul 2009 14:59:59 GMT
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Change them all to Nod or GDI, enable friendly fire for that map. Then use the objecthook to attach a script to all players. The attached script should grant the shooter points on the ::Killed event.

This would solve the problems you mentioned. You may however wish to create a spawn manager or something, so it moves players to different positions on the map, rather than that teams default spawn positions.

---

Subject: Re: Points fix for friendly fire
Posted by ErroR on Thu, 02 Jul 2009 15:03:18 GMT
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You could also change the color for gdi and nod to 1 color in le

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Subject: Re: Points fix for friendly fire
Posted by Nightma12 on Thu, 02 Jul 2009 22:01:03 GMT
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ErroR wrote on Thu, 02 July 2009 08:03You could also change the color for gdi and nod to 1 color in le


How do you do this?

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Subject: Re: Points fix for friendly fire
Posted by ErroR on Thu, 02 Jul 2009 22:04:47 GMT
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Nightma12 wrote on Fri, 03 July 2009 01:01ErroR wrote on Thu, 02 July 2009 08:03You could also change the color for gdi and nod to 1 color in le


How do you do this?
LE>Global settings>HUD>HUD

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Subject: Re: Points fix for friendly fire
Posted by jnz on Fri, 03 Jul 2009 06:11:30 GMT
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http://www.renegadeforums.com/index.php?t=msg&goto=369904&rid=21311

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Subject: Re: Points fix for friendly fire
Posted by Nightma12 on Fri, 03 Jul 2009 23:09:00 GMT

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ErroR wrote on Thu, 02 July 2009 10:03You could also change the color for gdi and nod to 1 color in le

dousnt work server side

---

## Subject: Re: Points fix for friendly fire
Posted by ErroR on Sat, 04 Jul 2009 09:30:23 GMT

Nightma12 wrote on Sat, 04 July 2009 02:09ErroR wrote on Thu, 02 July 2009 10:03You could also change the color for gdi and nod to 1 color in le

dousnt work server side
um.. ok

---

## Subject: Re: Points fix for friendly fire
Posted by cnc95fan on Sat, 04 Jul 2009 10:31:08 GMT

Shit happens when you change the objects file for the server.

---

## Subject: Re: Points fix for friendly fire
Posted by WNxKenny on Sun, 12 Jul 2009 23:20:18 GMT

Hey again, sorry for the late reply

Ok, i have got the hooks.dll (Thx for the link )

You say i need a scripter to edit the hooks.dll? If i am not able to find one, could you throw some tips at me as to how i could do this myself? All i need to be able to do is edit the damage hook so that friendly fire GIVES points rather than takes.

Your feedback is really appreciated
 thx again
Kenny

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## Subject: Re: Points fix for friendly fire
Posted by CarrierII on Mon, 13 Jul 2009 08:35:19 GMT

Returning the absolute value of the damage seems like the quickest option to me.

---

Subject: Re: Points fix for friendly fire
Posted by WNxKenny on Mon, 13 Jul 2009 20:15:26 GMT
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How might i return the value? I have not managed to find a scripter to do what i originally wanted. But Any suggestions on an easy method of returning the value?

---

Subject: Re: Points fix for friendly fire
Posted by Veyrdite on Tue, 14 Jul 2009 07:38:41 GMT
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Couldn't you just server-side negative values for points given on the character presets (objects.ddb)?

---

Subject: Re: Points fix for friendly fire
Posted by reborn on Tue, 14 Jul 2009 10:22:56 GMT
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WNxKenny wrote on Mon, 13 July 2009 16:15How might i return the value? I have not managed to find a scripter to do what i originally wanted. But Any suggestions on an easy method of returning the value?

What is it you've done, have you team everyone to GDI or Nod and enabled friendly fire, or are they all team nuetral still?
To list them on WOL you really need for them to be one of those two teams...

Are you running SSGM? If so, it probably wouldn't be a big deal to do what you need doing... I can get it done for you if there really is no one else willing to help.

---

Subject: Re: Points fix for friendly fire
Posted by WNxKenny on Tue, 14 Jul 2009 13:20:36 GMT
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Ok, atm everyone is on Neutral which isn't good as it makes the server look empty. I am running the latest SSGM. The idea now is to have them either on 1 team (Nod or GDI) or on both. I would really appreciate the help with editing the objects.dbb. If no1 can do this for me, it it possible i could get some sort of Idiots guide made plz

---

## Subject: Re: Points fix for friendly fire
Posted by reborn on Tue, 14 Jul 2009 14:09:51 GMT
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I'll write you a plug-in for SSGM that does the following:

Teams all players to GDI.
Enables friendly-fire.
Reverses the points for kills.
Disables purchases from the PT's for all players.
Makes all buildings indestructable, but disables base defences and refinaries.
Make a setting that's controlled via an ini file to state whether the map should end once a player achieves a certain amount of kills, and what that number of kills should be. If disabled it will go by map time.

I will do this for you, if you edit the maps in level edit to delete all but one of the Nod Spawners, and scatter the existing GDI spawners over the maps for all the westwood maps.
If you do that, and you are prepared to send me the maps so a release can be made, then I will write the plug-in.

## Subject: Re: Points fix for friendly fire
Posted by WNxKenny on Tue, 14 Jul 2009 14:21:22 GMT
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Thx man  sounds good. Possible that all guys are moved to nod though please? we have a custom skin for the nod sniper..

Also we only use 3 maps atm, islands, canyon and volcano inwhich we have sealed off the bases with the red barriers and created many spawn points in the field area themselves.

I can send you these maps. I didn't actually do the maps, Reloaded takes credit for these as he made them for the server. I will work out how to do this for the rest if need be

## Subject: Re: Points fix for friendly fire
Posted by reborn on Tue, 14 Jul 2009 19:02:46 GMT
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As long as he knows and is fine with the maps being released to everyone else, then that's cool.

## Subject: Re: Points fix for friendly fire
Posted by WNxKenny on Tue, 14 Jul 2009 19:21:45 GMT
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I will check up with him when he gets back off holiday (about another week and a couple days or

something)

Alternatively i have the hooks.dll. Git that working, however i need to edit the .DLL to return the points value. How would i edit it?

---

Subject: Re: Points fix for friendly fire
Posted by **reborn** on Tue, 14 Jul 2009 19:38:54 GMT
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Hooks.dll is a great way of doing most of what you need, but it isn't going to solve the problems of showing players up on WOL, or spawn positions.

---

Subject: Re: Points fix for friendly fire
Posted by **WNxKenny** on Tue, 14 Jul 2009 20:03:48 GMT
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spawning isn't an issue. Actually it will be, but we can get that fixed easy enough, i will fix the teams through SSGM. All i need is to edit the hooks for the points thing

---

Subject: Re: Points fix for friendly fire
Posted by **reborn** on Tue, 14 Jul 2009 21:29:42 GMT
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OK, if all you want me to do is reverse the points so they become positive using the damage hook via hooks.dll, I'll do that (or some other method of doing the same thing). To me it looks like you just talked yourself out of a few other functions, but hey, it's up to you...

---

Subject: Re: Points fix for friendly fire
Posted by **WNxKenny** on Wed, 15 Jul 2009 09:53:25 GMT
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The reverse points is all i need really. The spawns i am going to have to change as we will be using an actual team, not neutral.

That would be great if you could do the points reverse . Thx for all the support

---

Subject: Re: Points fix for friendly fire
Posted by **reborn** on Sat, 10 Apr 2010 09:00:44 GMT
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I got a message from WNxKenny this'morning about this, saying he wanted it again as he is making the DM server now.

A year ago I was advising him to do it on the ::Killed event, and jnz was suggesting to do it using Hooks.dll.
However, I thought the simplest way to do this would be to reverse the damage/death points for objects, so that's what I did...
Basically, I take the current value for death and damage points, and make them negative, so in a friendly fire event, it reverses my reversal, and the players get positive points. Neat.

http://spencerelliott.co.uk/forums/index.php/topic,50.0.html

---

Subject: Re: Points fix for friendly fire
Posted by reborn on Sat, 10 Apr 2010 10:32:26 GMT
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version 1.1 is now on the downloads page, which will allow you to re-team all players to One side on a per map basis. It comes with an ini file so you can choose if all players are reteamed or not, and also what team for that map you wish them to go to.

http://www.spencerelliott.co.uk/downloads.html

---

Subject: Re: Points fix for friendly fire
Posted by TNaismith on Sat, 10 Apr 2010 17:45:51 GMT
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So to clarify, if you choose to re-team all players to one side, they can still cause damage to each other (even if friendly fire settings in main server texts are set off?).

---

Subject: Re: Points fix for friendly fire
Posted by WNxKenny on Sat, 10 Apr 2010 18:03:55 GMT
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I believe you still have to enable friendly fire in the SSGM. Anyway thanks again Reborn, now to map editing

---

Subject: Re: Points fix for friendly fire
Posted by reborn on Sat, 10 Apr 2010 18:16:17 GMT
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You have to enable friendly fire, but you get points for killing your own team mates.

---

## Subject: Re: Points fix for friendly fire
Posted by Jerad2142 on Mon, 12 Apr 2010 14:21:41 GMT
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Instead of changing the players team to neutral, change the player's soldier's team to neutral, player will still be under GDI/Nod, but they will be enemy with everyone and will not suffer from friendly fire issues.

IE just take the soldier and do a:
Commands->Set_Player_Type(SOLDIER,-1);
-1 is team Renegade if I remember correctly (teams aren't the same as the set team command).

---

## Subject: Re: Points fix for friendly fire
Posted by reborn on Mon, 12 Apr 2010 14:33:38 GMT
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Jerad Gray wrote on Mon, 12 April 2010 10:21Instead of changing the players team to neutral, change the player's soldier's team to neutral, player will still be under GDI/Nod, but they will be enemy with everyone and will not suffer from friendly fire issues.

IE just take the soldier and do a:
Commands->Set_Player_Type(SOLDIER,-1);
-1 is team Renegade if I remember correctly (teams aren't the same as the set team command).

They're putting all players on One side, enabling friendly fire, and then using this plugin to avoid negative points.

I'm not sure if players show up in the AGL with the method you suggested, and I'm also pretty sure they can use the PT's still for their previous teams.
Using the plugin to avoid negative points, and teaming them all to One side ensures that no one is going to running around with character their not supposed to have.

Lets face it, however you do it, it's never going to be exactly perfect. It's all just a case of the least shit method.

---

## Subject: Re: Points fix for friendly fire
Posted by Jerad2142 on Mon, 12 Apr 2010 14:40:46 GMT
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reborn wrote on Mon, 12 April 2010 08:33They're putting all players on One side, enabling friendly fire, and then using this plugin to avoid negative points.

I'm not sure if players show up in the AGL with the method you suggested, and I'm also pretty sure they can use the PT's still for their previous teams.
Using the plugin to avoid negative points, and teaming them all to One side ensures that no one is going to running around with character their not supposed to have.

Lets face it, however you do it, it's never going to be exactly perfect. It's all just a case of the least shit method.
I don't know, seems that losing points for friendly fire is kind of lame, whereas my way all you'd have to do is put a script zone down by pt's that sets the players type to GDI or Nod. Then sets it back to Renegade when you leave the zone. If your soldier is teamed to renegade when you attempt to access the pt, it will deny you.

In addition you can run over other people with this method. Where as if you team everyone to GDI, you can't squish people to my knowledge.

---

Subject: Re: Points fix for friendly fire
Posted by reborn on Mon, 12 Apr 2010 17:02:02 GMT
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losing points for friendly fire isnt possible while using the plugin though, it iterates through and changes the damage and points values.

Your methos would then need them to go through and edit all the maps that little bit more.

---

Subject: Re: Points fix for friendly fire
Posted by WNxKenny on Mon, 12 Apr 2010 17:07:37 GMT
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The plugin returns the points to you in a friendly fire scenario, perfect for All vs all Death match. If you use the Team Renegade and you have 10 people on that team, they don't show up on WOL, which means people won't join a server that looks empty all the time, that is the problem i faced when i first made this thread. Reborns script moves everyone to 1 team and returns the points for friendly fire.

Renegade isn't perfect and the idea of all vs all deathmatch wasn't meant to be for Renegade, so there is always a flaw. Proximity c4 won't work for example, not that it is really needed and i have removed it.

With the second release i had issues with the moving everyone to one team part, the server wouldn't run, i will edit and post the actual problem. For now i am using the first version 1.0 and using the auto team part in one of the files to keep everyone on NOD.

EDIT

Ok, i can't get the 1.1 version to work, well the forcing everyone to one team per map anyway. No

matter what i do they end up on the neutral team again. I have played with the values that are in the SSGM file but nothing. I am quite happy having everyone on NOD so i put the value in the SSGM and use points reversal 1.0 and it works fine for me. Just thought i would post to see what i am doing wrong.

---

## Subject: Re: Points fix for friendly fire
Posted by reborn on Mon, 12 Apr 2010 18:57:10 GMT
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How is everyone teaming on nutral in the first place?

---

## Subject: Re: Points fix for friendly fire
Posted by WNxKenny on Tue, 13 Apr 2010 13:07:36 GMT
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Ok

If the teaming in the SSGM is disabled with the -1 value in the SSGM and i put in the value 0 or 1 in the pointsreversal mod for the moving everyone to one team, they still end up on Neutral (Not sure why, maybe i am not putting in the wrong values?).

If i enable teaming in the ssgm and pick nod or gdi and do the same in the points reversal, they all still end up on neutral.

Have i missed anything?

---

## Subject: Re: Points fix for friendly fire
Posted by reborn on Tue, 13 Apr 2010 14:53:05 GMT
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What are you doing messing around with the ssgm settings?

---

## Subject: Re: Points fix for friendly fire
Posted by WNxKenny on Tue, 13 Apr 2010 18:26:41 GMT
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Before i had this mod, i ahd used the SSGM to move everyone to NOD. Now if i disable it and use the 1.1 release, they still are getting moved to neutral for me, hence me playing around with the SSGM part trying to solve it.

---

On another note, what values am i supposed to be using in the 1.1 release? 0,1,2?

---

Subject: Re: Points fix for friendly fire
Posted by reborn on Wed, 14 Apr 2010 21:39:42 GMT
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Version 1.1 takes the format of 0 for Nod and 1 for GDI.

However, I totally forgot that SSGM had this feature in SSGM.ini.
However, if you diasbled it in SSGM.ini by selecting -1, then the plugin should work.

I do not have time to fix it if it doesn't, and to be fair I never would of written it into the plugin if I had remembered SSGM had the exact same feature.

If the plugin version doesn't work, then just use the 1.0 version and the SSGM settings.

---

Subject: Re: Points fix for friendly fire
Posted by WNxKenny on Thu, 15 Apr 2010 19:43:33 GMT
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I cannot get the 1.1 version to work. But i am more than happy with the version 1.0. Thanks again for your time and help Reborn , goodluck to you and the family.

---

Subject: Re: Points fix for friendly fire
Posted by reborn on Thu, 15 Apr 2010 20:47:16 GMT
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No worries man, and thank you very much. My wife is now Three days overdue and getting quite uncomfortable.

Let me know when the server is up, I would be keen to see how it went...

---

Subject: Re: Points fix for friendly fire
Posted by WNxKenny on Thu, 15 Apr 2010 21:31:56 GMT
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Shall do, i am keen to get it put online, shame real life is catching up this month.

---