Subject: new weapons, vehs, chars...ect
Posted by DarkOrbit on Thu, 29 Jul 2010 05:31:41 GMT
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Hello!

I dunno if this has already been answered,

but im wondering if it will be possible to add new character,vehicle, and weapon models to server sided mods now, because of the auto map uploader thing..

clients would just download the new models and play, correct?
or is it more complicated..

just curious

~DarkOrbit

Subject: Re: new weapons, vehs, chars...ect
Posted by reborn on Thu, 29 Jul 2010 05:37:02 GMT
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You can add new vehicles to your maps, yes.

Subject: Re: new weapons, vehs, chars...ect
Posted by DarkOrbit on Thu, 29 Jul 2010 05:38:27 GMT
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would you have to update individual maps or just edit objects file?
(off topic: did you ever get that crate glitch fixed on that SSGM plugin?)

Subject: Re: new weapons, vehs, chars...ect
Posted by reborn on Thu, 29 Jul 2010 07:00:01 GMT
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You would have to edit the map. I never got the glitch fixed, no. It's still on my list of shit to do

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Subject: Re: new weapons, vehs, chars...ect
Posted by a000clown on Thu, 29 Jul 2010 07:29:13 GMT
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If so, I hope I'm given the option to download the content... I don't want to end up auto

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downloading a ton of crap just because I happen to try joining a random server and it ends up being modded to hell.

Subject: Re: new weapons, vehs, chars...ect
Posted by reborn on Thu, 29 Jul 2010 07:41:06 GMT
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It would be a new map...

Subject: Re: new weapons, vehs, chars...ect
Posted by DarkOrbit on Thu, 29 Jul 2010 17:04:51 GMT
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would it be just as effective to just make the whole thing a .pkg so people just download that?

It seems like it would be easier to that instead of adding it to each map, and basically it would do the same thing?

Subject: Re: new weapons, vehs, chars...ect
Posted by a000clown on Thu, 29 Jul 2010 22:12:58 GMT
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reborn wrote on Thu, 29 July 2010 03:41It would be a new map...
Only if they decide to add all their custom content inside the map.

According to the announcement and other threads, more than just maps can be auto downloaded.
Crimson wrote on Sat, 21 June 2008 14:37The patch, originally planned as Core Patch 3, contains the following highlights:

scripts.dll 4.0

 automatic downloading of maps and other content

Subject: Re: new weapons, vehs, chars...ect
Posted by DarkOrbit on Fri, 30 Jul 2010 00:00:04 GMT
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which is why again, wouldnt be easier to just make it all a .pkg, that way everyone only had to download one thing? Plus you would be free to add new presets and stuff and not worry about server side modding anymore (oh the years of pain, thanks for the tutorials reborn, you have a cool voice on your videos)

Subject: Re: new weapons, vehs, chars...ect
Posted by a000clown on Fri, 30 Jul 2010 01:59:33 GMT
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You can already do that right now, you just gotta tell people to download the file in advance.

Subject: Re: new weapons, vehs, chars...ect
Posted by DarkOrbit on Fri, 30 Jul 2010 04:04:11 GMT
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well ya i know...

but with the auto thing, anyone who joins would download it automatically... right?

Subject: Re: new weapons, vehs, chars...ect
Posted by reborn on Fri, 30 Jul 2010 05:17:18 GMT
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I wouldn't like to see it download .pkg files myself, just because of the bugs they can create.

Subject: Re: new weapons, vehs, chars...ect
Posted by DarkOrbit on Sat, 31 Jul 2010 05:38:56 GMT
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seems it would be hella lot easier
haha and id be careful not to create bugs
but meh.

i guess ill try both, see what happens.

Subject: Re: new weapons, vehs, chars...ect
Posted by trooprm02 on Wed, 11 Aug 2010 15:42:50 GMT
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reborn wrote on Fri, 30 July 2010 00:17the bugs they can create.

.pkg issues were fixed a long time ago in 4.0