Subject: What can be pushed?
Posted by halo2pac on Fri, 09 Sep 2011 01:41:46 GMT
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I have a question about the resource downloader.

What can be pushed? DLLs? only maps? Sounds?

Subject: Re: What can be pushed?
Posted by StealthEye on Fri, 09 Sep 2011 01:50:05 GMT
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Pretty much everything that is read from the data folder. Maps, skins, models, textures. No dlls though.

Subject: Re: What can be pushed?
Posted by resistor1 on Fri, 09 Sep 2011 01:54:27 GMT
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holy shit you could have pacman servers and roleplay servers

Subject: Re: What can be pushed?
Posted by halo2pac on Fri, 09 Sep 2011 02:30:41 GMT
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Is there possibly the ability to send custom scripts in the future? (or now)

Subject: Re: What can be pushed?
Posted by kamuixmod on Fri, 09 Sep 2011 02:47:42 GMT
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Maybe. I wonder if there is a script to make a unit run into u to explode. Like a kamikaze unit.

Subject: Re: What can be pushed?
Posted by saberhawk on Fri, 09 Sep 2011 06:24:19 GMT
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halo2pac wrote on Thu, 08 September 2011 19:30Is there possibly the ability to send custom scripts in the future? (or now)

No, and never. The ability to send arbitrary executable code to a client and having it execute outside of a sandbox would be akin to walking up to a zombie and biting it.

Subject: Re: What can be pushed?
Posted by halo2pac on Fri, 09 Sep 2011 16:58:35 GMT
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Well ya... I was thinking along the lines of parsable text scripts.. maybe you could bastardize dan's lua engine to allow the pushing of .tlua scripting files
And include it in the full release of tt4. Its a good idea at least ..ya know?

Subject: Re: What can be pushed?
Posted by sla.ro(master) on Fri, 09 Sep 2011 17:50:52 GMT
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making clients to download and run custom dlls is dangerous. clients can't run Lua files, because TT doesn't use Lua engine.

btw why u need those? i think server with custom dlls is enough for programming part.

Subject: Re: What can be pushed?
Posted by EvilWhiteDragon on Fri, 09 Sep 2011 18:01:49 GMT
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sla.ro(master) wrote on Fri, 09 September 2011 19:50making clients to download and run custom dlls is dangerous. clients can't run Lua files, because TT doesn't use Lua engine.

btw why u need those? i think server with custom dlls is enough for programming part.
Do you even try to understand people's posts?

He's suggesting that we implement the lua engine so that it DOES understand lua.
Also, just that you don't need it doesn't mean others wouldn't have a use for it. I can see why custom client scripting could be useful. Whether it is something we should want from a security point of view is another issue.

Subject: Re: What can be pushed?
Posted by StealthEye on Fri, 09 Sep 2011 19:11:41 GMT
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Although that would be nice, it sounds like a lot of work, and with only a few applications, we can likely better put our effort in other things.

Subject: Re: What can be pushed?
Posted by Omar007 on Fri, 09 Sep 2011 22:13:59 GMT
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StealthEye wrote on Fri, 09 September 2011 21:11Although that would be nice, it sounds like a lot of work, and with only a few applications, we can likely better put our effort in other things.
Scripts 5.0 anyone?

Subject: Re: What can be pushed?
Posted by halo2pac on Sat, 10 Sep 2011 01:26:51 GMT
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I bet if you find daniel, you could talk him into rejoining and implementing his lua stuff.. I bet he checks up on you guys every once and a while silently... its very hard to stay away from this community

If not, and hes gone... it has to be ported anyways to 4.0 because half the xwis servers are lua. So you can port it whole and bastardize it for on the fly script downloading..

and who said lua was a security risk? it doesnt touch or execute anything or have to potential to on the client's operating system.....

Subject: Re: What can be pushed?
Posted by halo2pac on Mon, 12 Sep 2011 05:02:49 GMT
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Also, How do I push sounds? I read all the documentation... There's no instructions for that, just for map files.

Also what wav format (hz,windows pcm?) do the sound have to be in?

Subject: Re: What can be pushed?
Posted by iRANian on Mon, 12 Sep 2011 07:01:07 GMT
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Place them inside a .mix file, for example quake.mix does this. See http://www.tiberiantechnologies.org/wiki/index.php/Server_owner_guide#tt.cfg , it shows how to do it with quake.mix. The files can be WAV or MP3 as long as Renegade can play them.

Subject: Re: What can be pushed?
Posted by halo2pac on Tue, 13 Sep 2011 00:47:18 GMT
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iRANian wrote on Mon, 12 September 2011 03:01Place them inside a .mix file, for example quake.mix does this. See http://www.tiberiantechnologies.org/wiki/index.php/Server_owner_guide#tt.cfg , it shows how to do it with quake.mix. The files can be WAV or MP3 as long as Renegade can play them.

That shows how to add them to your server config.. not how to add them to a mix.