Subject: 1.6 is out
Posted by jonwil on Fri, 16 Apr 2004 03:25:39 GMT

get it from http://www.sourceforge.net/projects/rentools/

Note specificly the changes to JFW_Nod_Obelisk_CnC (read readme for that script)

Basicly, I got the obelisk powerup animation (not the sound, working on that) to work properly in MP.

Basicly, you switch from using M00_Nod_Obelisk_CnC to using JFW_Nod_Obelisk_CnC and you get the effect automaticly.

Subject: 1.6 is out
Posted by CnCsoldier08 on Fri, 16 Apr 2004 03:29:01 GMT

Nice, keep up the great work, good job.

Subject: 1.6 is out
Posted by jonwil on Fri, 16 Apr 2004 09:52:07 GMT

Sorry to Silent_Kane for not crediting him with the discovery of the new functionality in Set_Animation that allows it to be used instead of Set_Animation_Frame (and therefore have things work in MP)

Subject: 1.6 is out
Posted by SomeRhino on Fri, 16 Apr 2004 12:50:31 GMT

Great work! Thanks you so much for writing the scripts I needed, I can now finally get the final beta for SS underway.

Subject: 1.6 is out
Posted by Try_lee on Fri, 16 Apr 2004 12:58:57 GMT

So once all the servers download 1.6, should we start to see working obelisks or do we need to wait for other fixed stuff?

Subject: 1.6 is out
Posted by xptek_disabled on Fri, 16 Apr 2004 13:04:59 GMT
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Someone will need to change the present to point to the new script. I'll probablly make a quick objects.ddb for dedicated servers that changes the ob and adds vehicle destruction animations when I get home.

Subject: 1.6 is out
Posted by ericlaw02 on Fri, 16 Apr 2004 14:51:35 GMT
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Basicly, basicly basicly......[/joking]
Good work!

Subject: 1.6 is out
Posted by Sir Kane on Fri, 16 Apr 2004 15:30:12 GMT
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xptekSomeone will need to change the present to point to the new script. I'll probablly make a quick objects.ddb for dedicated servers that changes the ob and adds vehicle destruction animations when I get home.

It's possible to build a scripts.dll that makes the standard obelisk script work. That's how I initizially did it.

Subject: 1.6 is out
Posted by xptek_disabled on Fri, 16 Apr 2004 20:19:02 GMT
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If I had any scripting experience I'd try that, but, I don't so this'll work

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Subject: 1.6 is out
Posted by Dante on Thu, 22 Apr 2004 05:56:59 GMT
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Nice work jonwil, should concentrate replacing all teh ren scripts for 2.0