
Subject: [script]Hostage Mode Scripts

Posted by [zunnie](#) on Mon, 04 Aug 2008 23:34:07 GMT

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Sourcecode can be found here: <http://www.multiplayerforums.com/index.php?showtopic=5040>
<http://www.game-maps.net/staff/zunnie/hostagemode/>

The soundfiles used by the script, players should place these in their data folder to be able to hear "Hostage recued" sounds etc.

<http://ren.game-maps.net/index.php?act=view&id=1256>

The DLL files that people can use in Leveledit:

<http://ren.game-maps.net/index.php?act=view&id=1254>

The Server files for SSGM 2.0.2 with hostage mode scripts added

<http://ren.game-maps.net/index.php?act=view&id=1255>

z_Hostage (To be sticked on objects that are the hostage)

z_Hostage_Controller (To be sticked on an APC for example)

z_Hostage_Rescue_Zone (To be sticked on a Script_Zone_All)

Have fun!

Here is an example map for leveledit to look at how the scripts should be used:

http://www.game-maps.net/staff/zunnie/hostagemode/ExampleHostageMode_M00Tutorial.zip

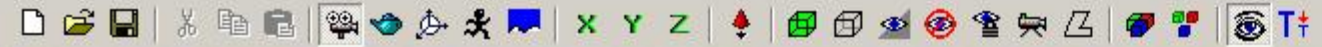
http://www.game-maps.net/staff/zunnie/hostagemode/M01_HostageMode_SourceFiles.rar

another hostage map example M01:

edit: To load the map in your leveleditor copy the M01.ddb to your presets folder and rename it to temps20.ddb

File Attachments

1) [untitled.JPG](#), downloaded 1516 times



Picked model: UNNAMED
Selection set: Script_Zone_All.100010 (VisObjectId = 1021,).
Picked model: UNNAMED

Ready