Subject: SSM's Guard Towers and Turrets
Posted by JasonKnight on Wed, 18 Apr 2007 21:01:54 GMT
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Ok, I have played in a few servers that add the guard towers and turrets to the non defence maps, which all in all does add a little different gameplay, but drastically unbalances the game.

First thing first, i made clones of the guard tower and nodturret and gave them to the opposite party, now GDI and NOD have both.

ok. my first test is with the guard tower.

i added them in as a spawner following this.

http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=68

and this

http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=46

server loads up, (look at attached picture)

guardtowers spawn. server stays steady, great.

jump to my other computer and try to loginto my server to see if they work right. get the light blue screen says gameplay pending then game crashes to desktop. try it on my XP Pro machine, does the same thing as my vista machine does...

im lost, any help would be nice.

and yes, i rememberd to put the objects.ddb in the data folder and yes i renamed it to .aow

I also tryed this in SSGM2.0 and the server just keep restarting tis why I am trying SSAOW 1.5

File Attachments
1) server.jpg, downloaded 640 times

```
K Renegade Master Server - Win2kPro - svrcfg_cnc.ini          _ □ ×
Renegade Free Dedicated Server v1.037 BH-838 01/23/2003 - 10:59:26 ▲
Console mode active
Running Server Side All Out War - Version 1.5
RenegadeFDS DDE channel initialized
*** Auto starting game. Type 'quit' to abort ***
Initializing Westwood Online Mode
Detecting bandwidth...
Upstream bandwidth of 2M bps detected
Got server list
Got server pings
Logging onto USA Server
Logged on OK
Applying server settings
Creating game channel...
Channel created OK
Running Server Side All Out War - Version 1.5
RenegadeFDS DDE channel initialized
Loading level C&C_Islands.mix
Load 100% complete
Level loaded OK
-> Map "C&C_Islands.mix" detected, loading settings..
Running in All Out War mode.
New settings detected and loaded!
GDI Guard Tower created
GDI Guard Tower created
GDI Guard Tower created
GDI Guard Tower created
NOD_Guard_Tower created
NOD_Guard_Tower created
NOD_Guard_Tower created
NOD_Guard_Tower created
Nod Harvester created
GDI Harvester created
The Version of player 1 is 3.200000
Player jsnknght joined the game
jsnknght purchased a Nod Minigunner
Connection broken to client. 1
Player jsnknght left the game                            ▼
```

Subject: Re: SSM's Guard Towers and Turrets
Posted by Zion on Wed, 18 Apr 2007 21:14:02 GMT
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Did you add or temp the new presets?
Did you change the models team variable?
Does the server know where to load these?
Have you added anything else to the objects.ddb file?

More info would be nice.

Subject: Re: SSM's Guard Towers and Turrets
Posted by JasonKnight on Wed, 18 Apr 2007 21:26:17 GMT
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Did you add or temp the new presets? Added them

Did you change the models team variable? i added the new spawner for the nod guard tower by attaching the new nod guard tower that i added down at the mounteed vehicals area. I also made sure that for the team they were to be set for the team variable in both places matched NOD.

Does the server know where to load these? I put in the ldd file that i created with level edit and placed the spawners where i needed them to go.
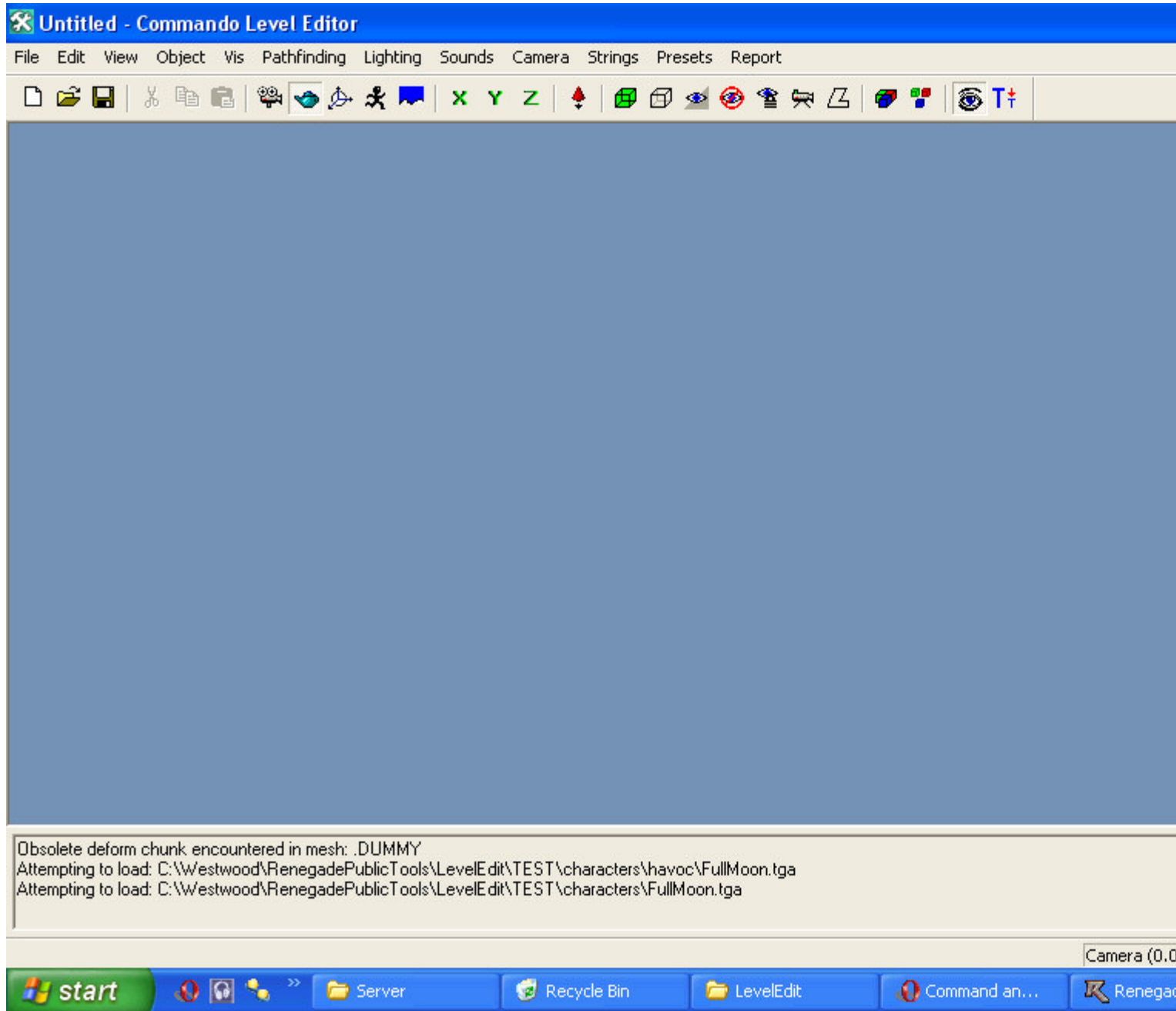
Have you added anything else to the objects.ddb file? only other thing changed in the objects file is advances spawn weapons. nothing else is different. its just a basic one other then that.

here are some more Screenies (sorry for the size of them. (1156x656) this is being done on my TVPC.
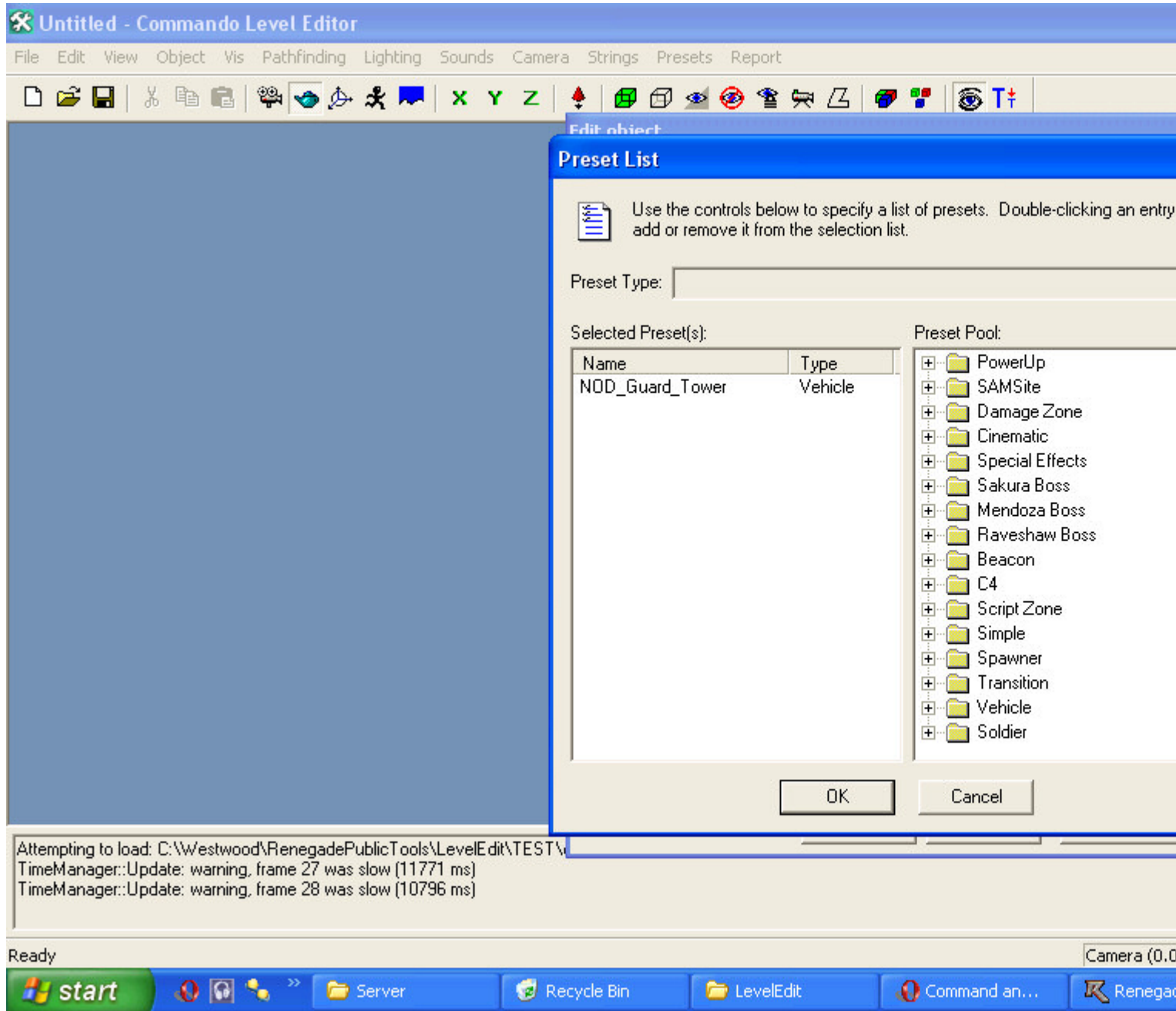
If you need more information just ask, i know pretty much what i need to to get the information for ya to help. Thanks

File Attachments
1) 1.jpg, downloaded 542 times

Obsolete deform chunk encountered in mesh: .DUMMY
Attempting to load: C:\Westwood\RenegadePublicTools\LevelEdit\TEST\characters\havoc\FullMoon.tga
Attempting to load: C:\Westwood\RenegadePublicTools\LevelEdit\TEST\characters\FullMoon.tga

2) 2.jpg, downloaded 545 times

3) 3.jpg, downloaded 538 times

Invalid TGA format used in C:\Westwood\RenegadePublicTools\LevelEdit\TEST\tiles\building aggregates - multiplay\mp - nod refinery\ply-gradient.tga - only 2
Invalid texture size, scaling required. Texture: C:\Westwood\RenegadePublicTools\LevelEdit\TEST\terrain\building interior tiles_multiplay\mp - gdi refinery\gdfl
Invalid TGA format used in C:\Westwood\RenegadePublicTools\LevelEdit\TEST\tiles\building aggregates - multiplay\mp - nod air tower\MCT_wep-atr.tga - on
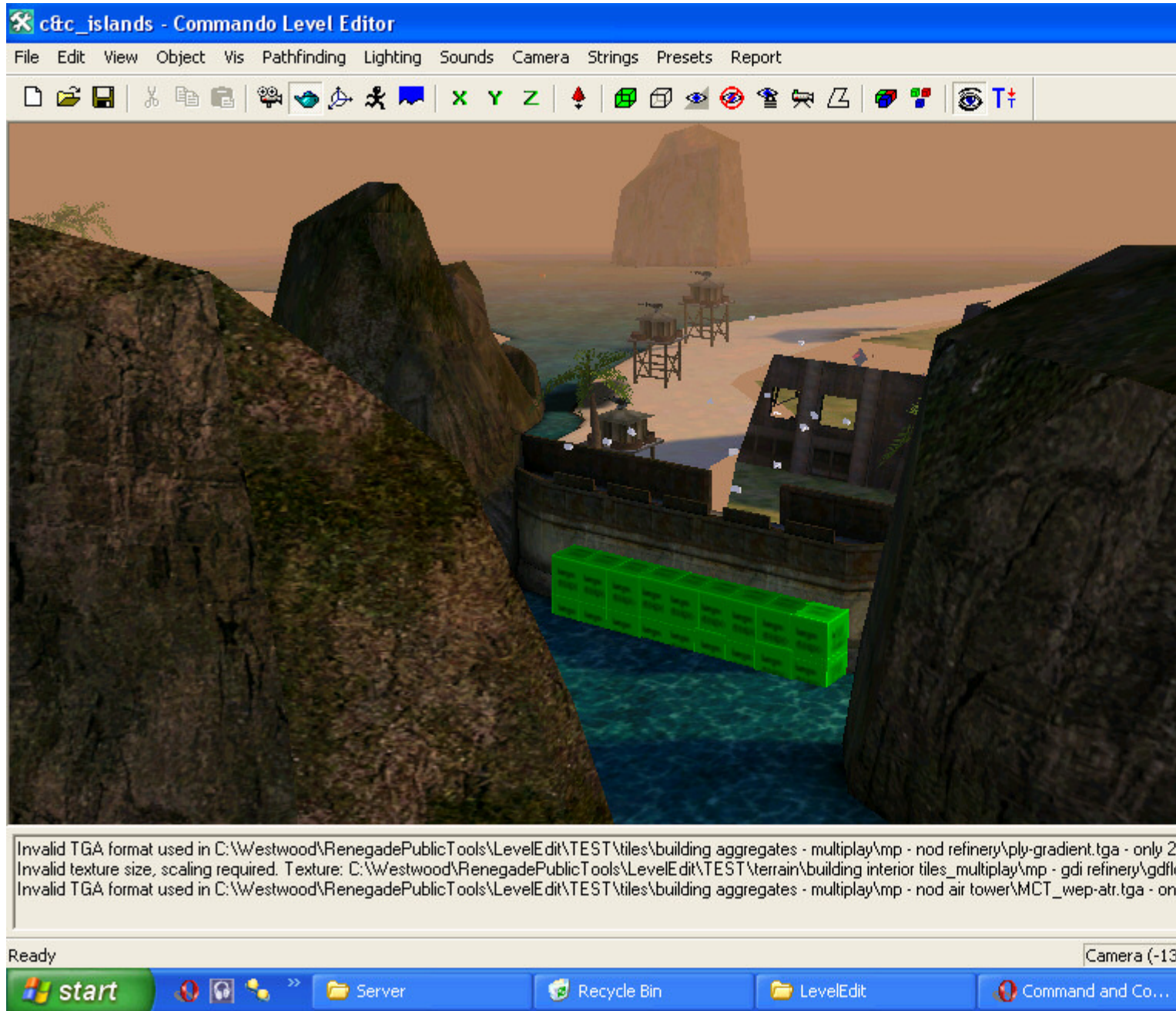
4) 4.jpg, downloaded 539 times

Invalid texture size, scaling required. Texture: C:\Westwood\RenegadePub|
Invalid TGA format used in C:\Westwood\RenegadePublicTools\LevelEdit\TEST\tiles\building aggregates - multiplay\mp - nod air tower\MCT_wep-atr.tga - on
TimeManager::Update: warning, frame 524 was slow (159721 ms)
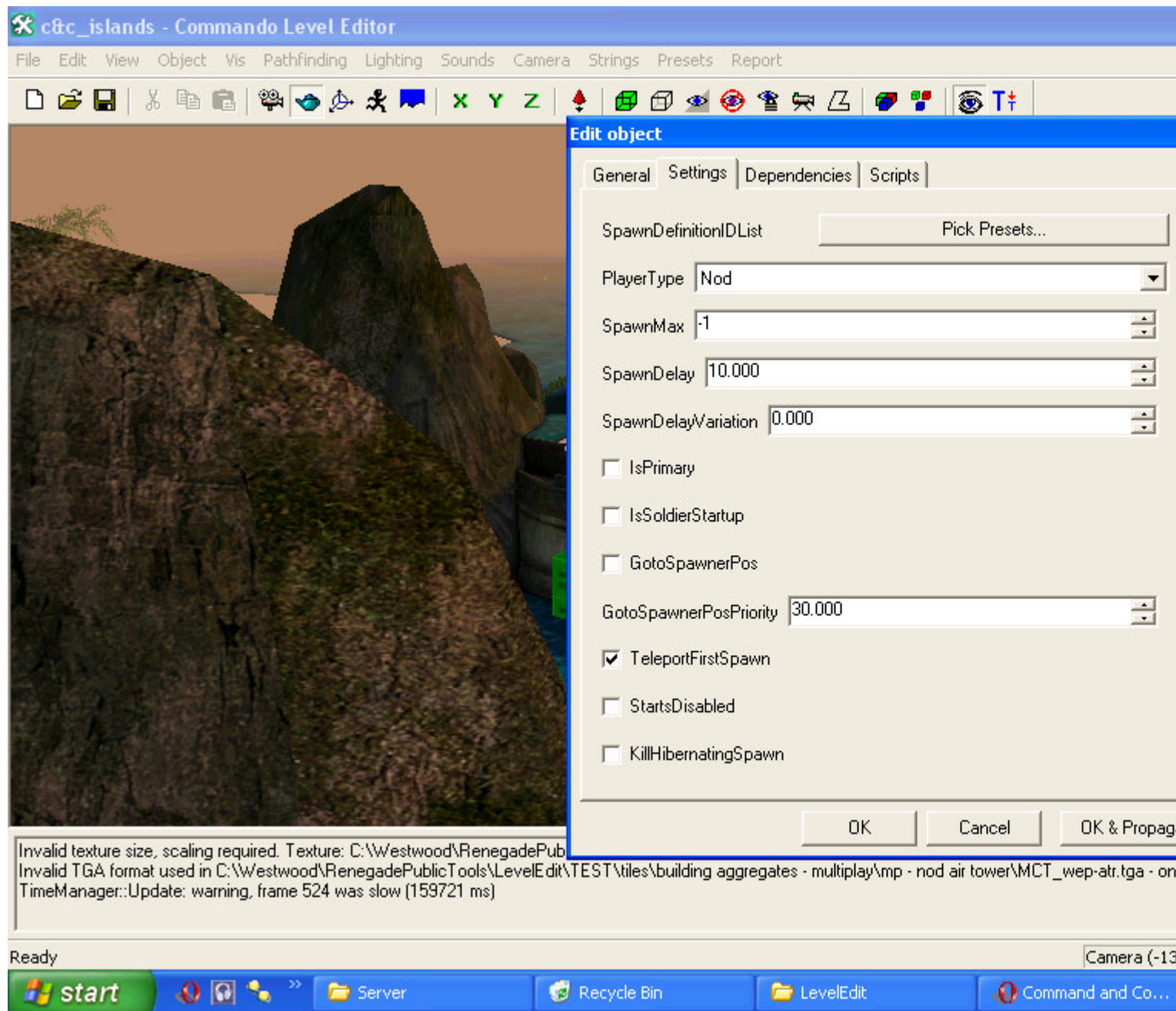
Subject: Re: SSM's Guard Towers and Turrets
Posted by Whitedragon on Wed, 18 Apr 2007 22:53:56 GMT
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You can't add or temp new presets server side. With the exception of spawners.

Subject: Re: SSM's Guard Towers and Turrets
Posted by BlueThen on Wed, 18 Apr 2007 23:08:51 GMT

Can't you change a diff preset's name and model and set it to attack?

Subject: Re: SSM's Guard Towers and Turrets
Posted by JasonKnight on Wed, 18 Apr 2007 23:35:34 GMT

Whitedragon wrote on Wed, 18 April 2007 17:53You can't add or temp new presets server side. With the exception of spawners.

how come, all your doing is manipulating excisting settings.

cloning them

I add warheads and new weapons all the time. why would this be any different???

I am pretty sure as long as the models are available in the clients always.dat you can. like i said before, i modify and add weapon presets all the time. why would cloning a turrent be any differnt, all settings stay the same, itjust give it to GDI and the guard tower to NOD.

there is a different reason, i am pretty sure of it...

Subject: Re: SSM's Guard Towers and Turrets
Posted by Whitedragon on Thu, 19 Apr 2007 01:32:33 GMT

Because the client doesn't have the new preset in its objects.ddb.

Subject: Re: SSM's Guard Towers and Turrets
Posted by JasonKnight on Thu, 19 Apr 2007 02:50:14 GMT

Whitedragon wrote on Wed, 18 April 2007 20:32Because the client doesn't have the new preset in its objects.ddb.

ok then,

if i just do the GDI guard tower for GDI why does it not shoot????

they turn but they dont shoot.

Subject: Re: SSM's Guard Towers and Turrets
Posted by zunnie on Thu, 19 Apr 2007 12:10:38 GMT
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JasonKnight wrote on Wed, 18 April 2007 22:50Whitedragon wrote on Wed, 18 April 2007
20:32Because the client doesn't have the new preset in its objects.ddb.

ok then,

if i just do the GDI guard tower for GDI why does it not shoot????

they turn but they dont shoot.

Attach the script JFW_Base_Defense to it under the scripts tab.

Subject: Re: SSM's Guard Towers and Turrets
Posted by JasonKnight on Thu, 19 Apr 2007 23:06:18 GMT
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thats the thing... i did...

wait, do i attach it in the spawned objects area or the mounted weapons area???

Subject: Re: SSM's Guard Towers and Turrets
Posted by Zion on Fri, 20 Apr 2007 07:37:52 GMT
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Attach it to the object itself. Double click the object and select the scripts tab.

Subject: Re: SSM's Guard Towers and Turrets
Posted by JasonKnight on Fri, 20 Apr 2007 07:53:41 GMT
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yep, figured it out, thank you everyone for your help..

maybe when I am done I will make a better tutorial for renhelp.net since the ones for this were
kinda vauge...