Subject: More Questions
Posted by _SSnipe_ on Fri, 22 Jun 2007 09:53:06 GMT
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1)how do i know what things i add in plug in source or which ones i add to normal source?

2)whould u need 3.4.1 scripts to see stealth suits in these new ssaow?

3)could i run ssga BUT with older scripts?
4)which scripts makes a samsite work and defend?
5)why is weather not working on the maps?
6)how can i mae it so the spectate not show foot steps or pick up weps or crate?
7)how can u make it so u can go though walls?
8)how can a make a ceiling cam sound a alarm the whole time it sees

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Subject: Re: More Questions
Posted by futura83 on Fri, 22 Jun 2007 12:18:38 GMT
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joe937465 wrote on Fri, 22 June 2007 10:531)how do i know what things i add in plug in source or which ones i add to normal source?

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Oddly enough, i know the solution to only Q 8

What you do is make the camera a turret, but give it's weapon a dummy weapon that has the sound of an alarm. That way, when somone comes close to it, it will use the weapon, which will sound the alarm.

Subject: Re: More Questions
Posted by Sn1per74* on Fri, 22 Jun 2007 16:36:38 GMT
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joe937465 wrote on Fri, 22 June 2007 04:53
7)how can u make it so u can go though walls?

For that'n you could make a wall in RenX and not put any collisions on it and you can walk right through it.

Subject: Re: More Questions
Posted by _SSnipe_ on Fri, 22 Jun 2007 19:42:18 GMT
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Ancient_and_forever wrote on Fri, 22 June 2007 07:18joe937465 wrote on Fri, 22 June 2007 10:531)how do i know what things i add in plug in source or which ones i add to normal source?

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Oddly enough, i know the solution to only Q 8

What you do is make the camera a turret, but give it's weapon a dummy weapon that has the sound of an alarm. That way, when somone comes close to it, it will use the weapon, which will sound the alarm.

can u explain a little furture how i make it a turrent?
whats a dummy waepon?and where do i put the alarm thing

Subject: Re: More Questions
Posted by futura83 on Fri, 22 Jun 2007 19:45:39 GMT
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i think someone else better explain it...i only know the basic principle behind it (which is what i said)

btw, a dummy weapon is a weapon which dosnt shoot any bullets or do any damage.

Subject: Re: More Questions
Posted by _SSnipe_ on Fri, 22 Jun 2007 20:58:55 GMT

ok let me have anotheer question to add one each is importent one
what is the basic code to edit a char?

so like if i wanted to make a havoc stealth i can get the code change the preset and add any script
i want 2 it wat is it? so i can edit some char that i can do in level edit

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Subject: Re: More Questions
Posted by futura83 on Fri, 22 Jun 2007 21:25:50 GMT

find the havoc preset in level edit, click on it, then click 'mod'. go to the properties tab, look for 'is
stealth' and check the box next to it

Subject: Re: More Questions
Posted by AoBfrost on Fri, 22 Jun 2007 21:43:38 GMT

Technically some people with 2.3 and all with 2.9.2+ client side could see stealthed units, thats
because (correct me if i am wrong as I didnt make a sbh suit drop for our server, another member
did) it's because older scripts.dll for the server couldnt handle such scripts (dont yell at me) so by
using them in newer scripts.dll, you obviously need client side enw scripts too to have the NEW
features, I was told people with 1.9 and lower couldnt see other chars with the sbh power, they
just saw then normal with no sbh invisbility....so thats why you need new scripts.dll to see sbh suit
drops on people...or else you wont...the newer scripting will show it, old wont (once again, I was
told this so I may not be 100% accurate)

Same thing for every mod we made, back when we released it, only 1-2 people could use them
because they had new scripts while everyone else had 1.9 or lower....just remember, limit your
mods in scripts.dll to something that will work even with 1.9, it took a while of adding and deleting
before we finally got a version that worked fine with all players and not just 2.9.2+ people..

oh and old scripts.dll with new ssgm? I'd think it is possible to join a serer with it, but some
features may not work, they would just see and hear what their older scripts were built for.

Subject: Re: More Questions
Posted by _SSnipe_ on Fri, 22 Jun 2007 23:44:41 GMT

Ancient_and_forever wrote on Fri, 22 June 2007 16:25find the havoc preset in level edit, click on
it, then click 'mod'. go to the properties tab, look for 'is stealth' and check the box next to it

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tryed it dont work

Subject: Re: More Questions
Posted by AoBfrost on Sat, 23 Jun 2007 00:22:53 GMT
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That may only work if set up properly and made into a mod or something, that wont work serverside...the only way so far is edit source files for scripts.dll and make a pickup, the easiest thing to do is if you want it to work with old scripts, make the sbh suit drop turn them into a sbh, or else if they are havoc and have stealth effect, they wont see it cause they have old scripts.dll...but people with new ones would...so easiest thing to do for everything to work out fine is to tranform the player into a sbh when they pickup the suit.