Subject: Need someone for ASM.
Posted by cnc95fan on Mon, 17 Dec 2007 22:39:05 GMT
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Exactly what the title says. We just need someone who knows how to ASM hack server.dat. I can't let you in on it here, but if you do know ASM, please apply, it'll be worth your while.

Subject: Re: Need someone for ASM.
Posted by mrÃ£Ã§Ä·z on Mon, 17 Dec 2007 23:20:52 GMT
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why you want to hack server.dat?

Subject: Re: Need someone for ASM.
Posted by reborn on Tue, 18 Dec 2007 04:33:51 GMT
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He wants someone to make the server display a third team (-1) at the end of the map on the player scores screen. He also needs someone who can disable friendly fire on the -1 team, it is hard coded and I have been told it is client side.
It would also be cool if the third faction could be displayed on the WOL listings too.

The friendly fire issue I am hoping is just some boolean, a small thing... But I am guessing that enabling the third team to be seen at the end of the map would be quite hard.

He needs this because the mod he is working on uses three teams.
I wanted to see if it was possible to get three teams (or more) working in-game, so I said I would help them.
I have created a spawn manager to cope with three teams, it re-balances the teams after the map loads, and re-distributes the player when they join to ensure it is balanced. The manager also gives them a random spawn position out of a list of 32 possible spawns for the given map (as I still havn't been able to find a way in level edit to do this, although someone did say it was possible). However, this is all rather redundant if the team cannot be displayed at the end of the map, and that team can go around killing themselves.
Proof of concept:
http://www.mp-gaming.com/reborn/movies/Third_Faction.wmv

I hope someone does help them with this, it would be nice just to see if it is possible to get it working really.

Subject: Re: Need someone for ASM.
Posted by Jerad2142 on Tue, 18 Dec 2007 06:29:12 GMT
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If friendly fire is an issue it means that it is setting there team to Renegade -1, instead of mutant 2.

Subject: Re: Need someone for ASM.
Posted by jonwil on Tue, 18 Dec 2007 07:22:44 GMT
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Displaying the third team on the score screen is client-side and would be quite hard to pull off.

Subject: Re: Need someone for ASM.
Posted by reborn on Tue, 18 Dec 2007 07:52:18 GMT
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Jerad Gray wrote on Tue, 18 December 2007 01:29If friendly fire is an issue it means that it is setting there team to Renegade -1, instead of mutant 2.

Team 2 has the same issue, I tried... I changed it to team -1 on the basis that apparantly the server.dat doesn't even recognise team2 as a team, it goes from -5 to 1 Roshambo said.
He mentioned it should not be that hard to fix the problem though.

jonwil wrote on Tue, 18 December 2007 02:22Displaying the third team on the score screen is client-side and would be quite hard to pull off.

Ah ok, I thought it was on the server. I did mention to cnc95fan he would have a hard time finding someone able and willing to do this.
I'm hoping maybe Roshambo might be able to...

Subject: Re: Need someone for ASM.
Posted by Dreganius on Tue, 18 Dec 2007 07:58:37 GMT
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If someone pulled this off, mods all over renegade will scream with joy, and some mods might need to add another race.

Hmm... Ren40k's using 2 races out of... 12? 15?

EDIT: I just realised... Wouldn't that require 3 people to be in-game before you can play?

Subject: Re: Need someone for ASM.

Posted by reborn on Tue, 18 Dec 2007 08:05:09 GMT
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Check the video:
http://www.mp-gaming.com/reborn/movies/Third_Faction.wmv

It's all there, just needs someone who is good with assembly to make the team display properly...

Subject: Re: Need someone for ASM.
Posted by mrÃ£Ã§Ä·z   on Tue, 18 Dec 2007 16:24:06 GMT
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Thats Amazing, have 3 teams will be Awesome, if you guys get it work then u can give apocalypse rising the code and they can add Yuri !!!

EDIT Reborn i saw youre Video its Awesome !!!

Subject: Re: Need someone for ASM.
Posted by cnc95fan on Tue, 18 Dec 2007 16:34:49 GMT
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Well, we can't guarntee anything, but giving the code to AR is up to Reborn. Weather it will work or not.. we will know after the Christmas holidays, when we test out our first test version. We will post screens and video's of the mod afterwards.
 www.battlefordune.co.uk

Subject: Re: Need someone for ASM.
Posted by reborn on Tue, 18 Dec 2007 17:25:29 GMT
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Anyone who wants the code can have it. The code is not specific to the one mod, it just adds support (well, a spawn manager so far, I havn't gone into winning conditions) for a third team using -1.

Subject: Re: Need someone for ASM.
Posted by Jerad2142 on Wed, 02 Jan 2008 22:07:56 GMT
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So did anyone find out if -5 is actually a team then?

Subject: Re: Need someone for ASM.
Posted by jnz on Wed, 02 Jan 2008 22:15:42 GMT
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Jerad Gray wrote on Wed, 02 January 2008 22:07So did anyone find out if -5 is actually a team then?

Yes, it is.

Subject: Re: Need someone for ASM.
Posted by =HT=T-Bird on Wed, 02 Jan 2008 22:30:36 GMT
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BTW, we ought to reserve a few of the stock teams for specific kinds of modifications to use...

For instance, -1 should be used for all neutral objects and -4 for spectating players

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Subject: Re: Need someone for ASM.
Posted by Genesis2001 on Wed, 02 Jan 2008 23:24:53 GMT
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O.o

Subject: Re: Need someone for ASM.
Posted by cnc95fan on Wed, 02 Jan 2008 23:27:31 GMT
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Hmm, I suppose it can be brought further, AFAIK there are 7 possible teams ranging from 1 to -6

Subject: Re: Need someone for ASM.
Posted by Veyrdite on Thu, 03 Jan 2008 09:25:28 GMT
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Could you feed the clients two score boards, the first with GDI vs NOD and the second unteamed. So about 5 secs into match over, the server sends the other scoreboard as if there are no Nod players a nd the GDI players are the unteamed. I know the scoreboard is constantly sent as when a player quits there it displays.

Subject: Re: Need someone for ASM.
Posted by cnc95fan on Thu, 03 Jan 2008 12:15:51 GMT

^^ Yea, but we need someone who knows Assembeler to do that..