Subject: Wireframe Mode C++

Posted by mrÃ£Ã§Ä·z on Sun, 18 May 2008 23:11:11 GMT

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For all Peoples who wanted to Test the Wireframe Mode, here a Code to Toggle it ON and OFF. Scripts 2.9.2 are needed!

Commands: !on and !off

Heres a Code to Enable Wireframe Mode:

```
class W3ChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType) {
 Set_Wireframe_Mode(2);
 }
};

ChatCommandRegistrant<W3ChatCommand>
W3ChatCommandReg("!on",CHATTYPE_ALL,0,GAMEMODE_AOW);
```

Heres a Code to Disable Wireframe Mode:

```
class WChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType) {
 Set_Wireframe_Mode(0);
 }
};
ChatCommandRegistrant<WChatCommand>
WChatCommandReg("!off",CHATTYPE_ALL,0,GAMEMODE_AOW);
```
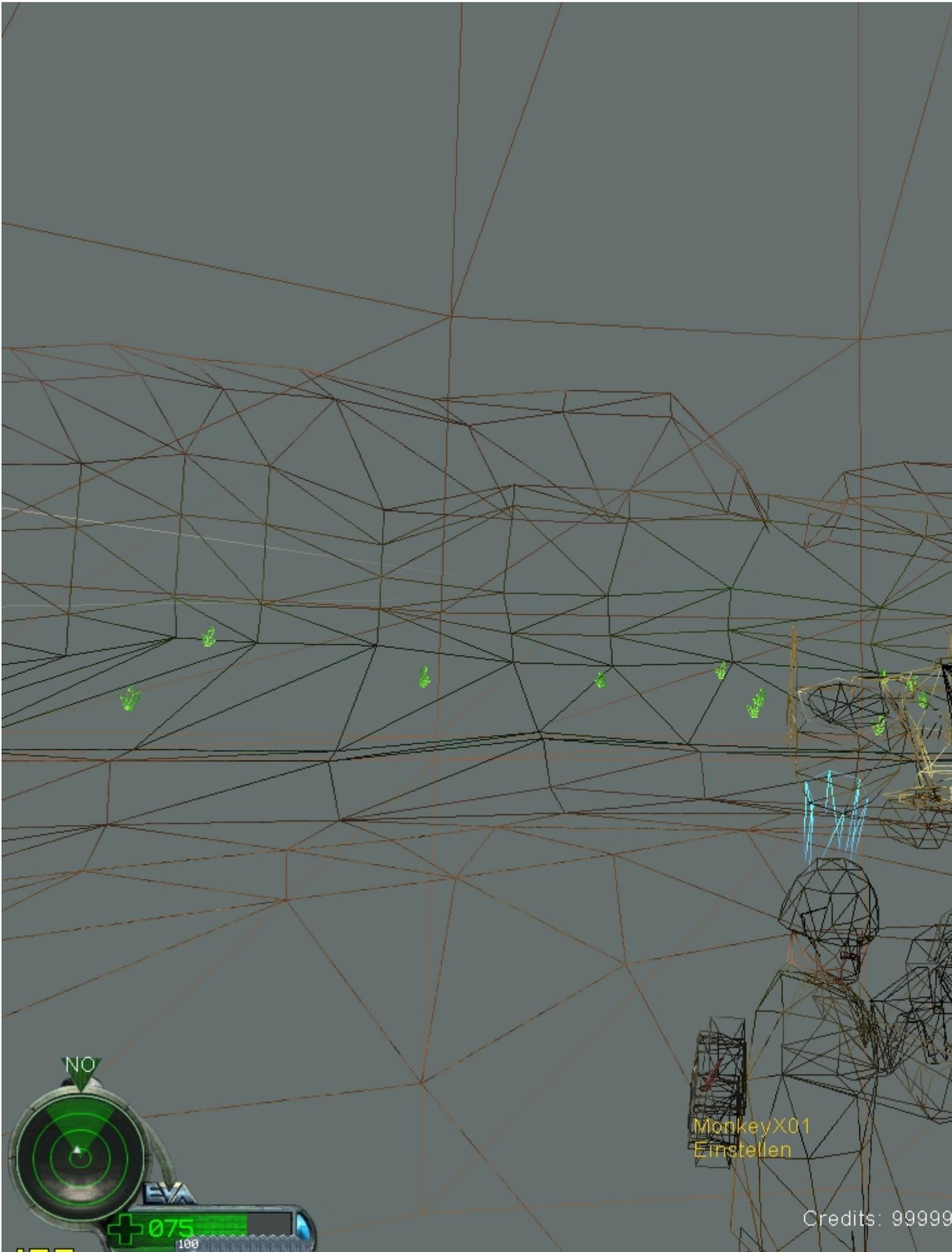
Subject: Re: Wireframe Mode C++

Posted by mrÃ£Ã§Ä·z on Sun, 18 May 2008 23:14:21 GMT

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Heres a Ingame Picture:

File Attachments
1) Wire.jpg, downloaded 488 times

NO

MonkeyX01
Einstellen

Credits: 99999

Subject: Re: Wireframe Mode C++
Posted by _SSnipe_ on Sun, 18 May 2008 23:47:47 GMT
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sweet thanks man!

few questions

1)how can you make it so only your charecter goes into that mode?
2)can everyone see it? or just you?

also why is it 2 not 1?

Subject: Re: Wireframe Mode C++
Posted by _SSnipe_ on Sun, 18 May 2008 23:49:27 GMT
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wont seem to work for me and i just copied and pasted the code u posted any ideas?

Subject: Re: Wireframe Mode C++
Posted by mrÃ£Ã§Ä·z   on Mon, 19 May 2008 17:19:29 GMT
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All see this when they have Scripts 2.9.2

Subject: Re: Wireframe Mode C++
Posted by _SSnipe_ on Mon, 19 May 2008 19:41:13 GMT
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madrackz wrote on Mon, 19 May 2008 10:19All see this when they have Scripts 2.9.2
my server inc myself client side have 3.4.4
so why wont it work?

Subject: Re: Wireframe Mode C++
Posted by Zion on Mon, 19 May 2008 23:09:59 GMT
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SSnipe wrote on Mon, 19 May 2008 00:471)how can you make it so only your charecter goes into
that mode?

That's not possible, the graphics engine doesn't support that. Many graphics engines don't support wireframe for particular models, all the code is telling the engine to do it miss out the step the engine takes to fill in the polygons.

Subject: Re: Wireframe Mode C++
Posted by danpaul88 on Mon, 19 May 2008 23:16:52 GMT
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Umm, actually it *is* possible to only make a single item wireframe, but it involves hooking the engine drawing code and setting the DX device to wireframe mode and then back again after rendering.

Subject: Re: Wireframe Mode C++
Posted by Zion on Mon, 19 May 2008 23:18:20 GMT
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danpaul88 wrote on Tue, 20 May 2008 00:16Umm, actually it *is* possible to only make a single item wireframe, but it involves hooking the engine drawing code and setting the DX device to wireframe mode and then back again after rendering.

But that's ugly though >.>;

Subject: Re: Wireframe Mode C++
Posted by _SSnipe_ on Tue, 20 May 2008 01:52:00 GMT
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idk all i know it i got latest scripts and i did the chat hook and nothing!!!!!!

Subject: Re: Wireframe Mode C++
Posted by _SSnipe_ on Tue, 20 May 2008 06:42:07 GMT
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maybe its my vid card? server settings?

Subject: Re: Wireframe Mode C++
Posted by mrÃ£Ã§Ä·z on Tue, 20 May 2008 17:41:52 GMT
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Scripts 3.4.4 is bugged! you need 2.9.2 to see the Wireframe Mode!

Subject: Re: Wireframe Mode C++
Posted by _SSnipe_ on Tue, 20 May 2008 20:01:56 GMT
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madrackz wrote on Tue, 20 May 2008 10:41Scripts 3.4.4 is bugged! you need 2.9.2 to see the
Wireframe Mode!
waits for johnwil to see this

Subject: Re: Wireframe Mode C++
Posted by mrÃ£Ã§Ä·z   on Tue, 20 May 2008 21:18:37 GMT
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Im sure jonwil doesnt care about that

Subject: Re: Wireframe Mode C++
Posted by _SSnipe_ on Tue, 20 May 2008 21:40:32 GMT
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madrackz wrote on Tue, 20 May 2008 14:18Im sure jonwil doesnt care about that
well if its a glicth he should

Subject: Re: Wireframe Mode C++
Posted by Veyrdite on Thu, 22 May 2008 04:57:41 GMT
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I never knew the W3D engine could handle this! (exception of the LE rendering engine)

Any chance we can have this as a script in the next release?
JFW_Custom_Enable_WireframeMode

Subject: Re: Wireframe Mode C++
Posted by _SSnipe_ on Thu, 22 May 2008 05:18:10 GMT
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Dthdealer wrote on Wed, 21 May 2008 21:57I never knew the W3D engine could handle this!
(exception of the LE rendering engine)

Any chance we can have this as a script in the next release?
JFW_Custom_Enable_WireframeMode
john wil have u seen this message yet? you said report any errors in this mode will this post is one

Subject: Re: Wireframe Mode C++
Posted by mrÃ£Ã§Ä·z   on Thu, 22 May 2008 08:32:38 GMT
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What custom do you exactly want to turn on Wireframe Mode? thats easy to do in C++ dude

---

Subject: Re: Wireframe Mode C++
Posted by Veyrdite on Fri, 23 May 2008 11:06:44 GMT
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C++ is server-only, and cannot be added to a map file.

I'm going to put a wire frame texturing(UVW mapping)tutorial on RenHelp.net soon, just to let everyone know.

Subject: Re: Wireframe Mode C++
Posted by mrÃ£Ã§Ä·z   on Fri, 23 May 2008 14:24:12 GMT
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Dthdealer wrote on Fri, 23 May 2008 06:06C++ is server-only, and cannot be added to a map file.

I'm going to put a wire frame texturing(UVW mapping)tutorial on RenHelp.net soon, just to let everyone know.
I think you can with Daves arrow

Subject: Re: Wireframe Mode C++
Posted by _SSnipe_ on Fri, 23 May 2008 14:46:12 GMT
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madrackz wrote on Fri, 23 May 2008 07:24Dthdealer wrote on Fri, 23 May 2008 06:06C++ is server-only, and cannot be added to a map file.

I'm going to put a wire frame texturing(UVW mapping)tutorial on RenHelp.net soon, just to let everyone know.
I think you can with Daves arrow
now you know mad is gonna try it

Subject: Re: Wireframe Mode C++
Posted by saberhawk on Fri, 23 May 2008 21:44:12 GMT
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Temp a Dave's Arrow, name it "Wireframe" add JFW_Wireframe_Mode (jfwmisc.h/cpp), then use

another script to create said object (it sets wireframe mode on creation)

Subject: Re: Wireframe Mode C++
Posted by Veyrdite on Sat, 24 May 2008 00:27:15 GMT
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Thankyou.