
Subject: request - cityfly crate, and infantry ammo
Posted by [Spoony](#) on Sat, 27 Nov 2010 00:14:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

i wonder if someone can supply me with a mod for two minor things
<http://www.renegadeforums.com/index.php?t=msg&th=37081&start=0&rid=2> 0608

1. all infantry have infinite ammo for everything except the various c4 (but they still have to reload)
2. for cityfly, the first box spawn should be slap bang in the middle of the field. all boxes thereafter unaltered.

is that an easy thing to knock up?

Subject: Re: request - cityfly crate, and infantry ammo
Posted by [Altzan](#) on Sat, 27 Nov 2010 04:53:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

First one sounds easy, not sure about the second.

Hopefully someone can help out.

Subject: Re: request - cityfly crate, and infantry ammo
Posted by [reborn](#) on Sat, 27 Nov 2010 09:42:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

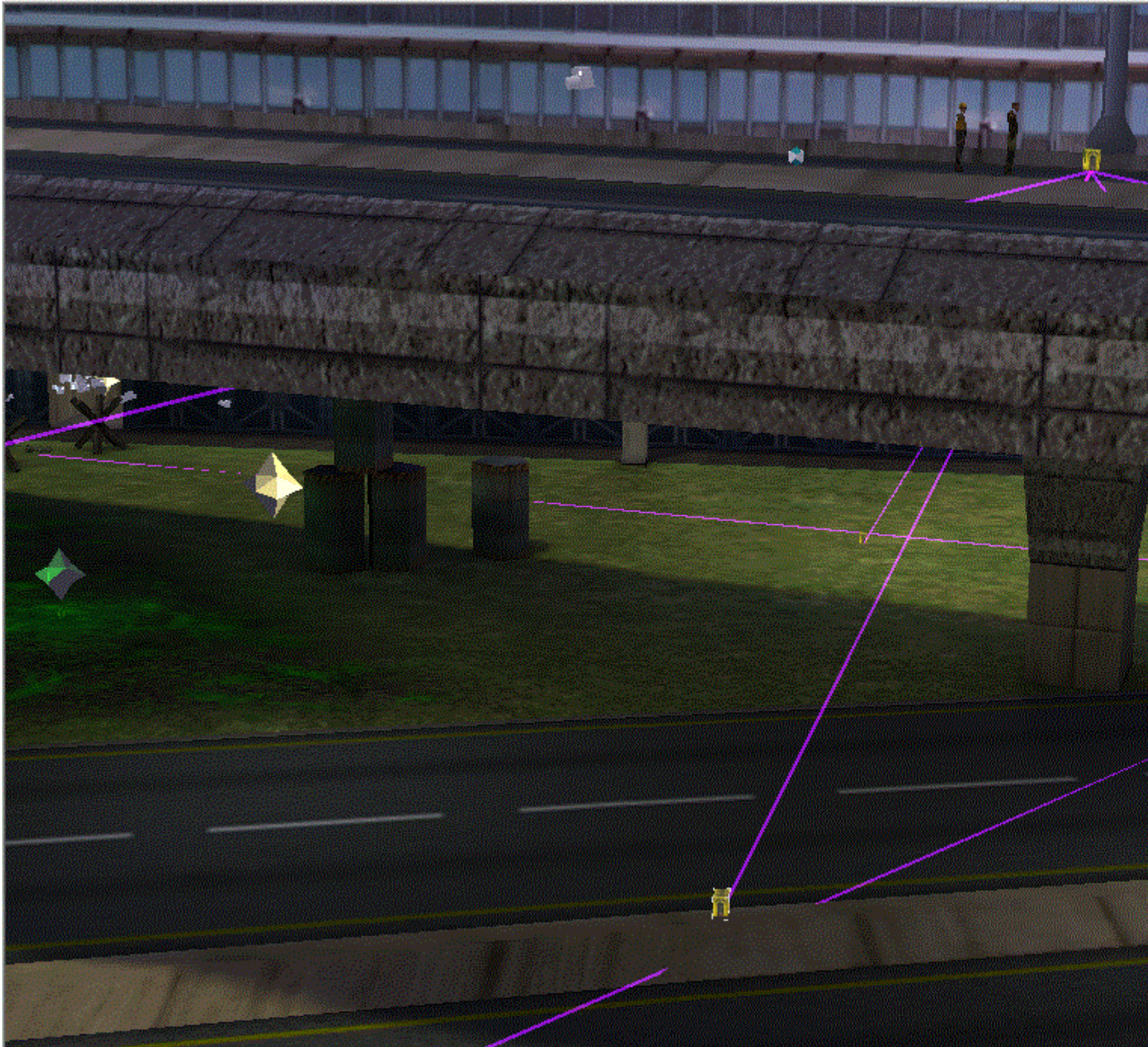
First one is easy enough (infact there's probably a SSGM setting for it), second one is possible. I'm working this weekend, but if I can grab some time I will do this.

Subject: Re: request - cityfly crate, and infantry ammo
Posted by [reborn](#) on Mon, 29 Nov 2010 21:26:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'm just going to set the position on the floor where is actually supposed to have a chance of spawning, but doesn't because of various dark magic, k?
Toggle Spoiler

File Attachments

- 1) [city.gif](#), downloaded 664 times



TimeManager::Update: warning, frame 1275 was slow (85660 ms)
Picked model: P_CRATE
Picked model: P_CRATE

Ready



Subject: Re: request - cityfly crate, and infantry ammo
Posted by [Spoony](#) on Mon, 29 Nov 2010 21:35:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

just right in the centre of the field (ground level, not the bridge)

(btw, talking about cityfly here, not city)

how would this be implemented? i.e. would it create a separate City_Flying_Box.mix map that players would need to download too, or could it just be a serverside alteration?

Subject: Re: request - cityfly crate, and infantry ammo
Posted by [Xpert](#) on Mon, 29 Nov 2010 21:41:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

If only you knew about level edit. He's showing you what he's doing.

I believe to make it City_Flying, all you got to do is change the ldd name to City_Flying and it will be fine. I could be wrong.

It's a server side alteration. He's not making a new map, he's just editing what already exist and placing it server side.

Subject: Re: request - cityfly crate, and infantry ammo
Posted by [reborn](#) on Mon, 29 Nov 2010 21:53:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi, my name is Spencer, and I approve this release.

Server side plugin for SSGM. Just add the .dll to your server and add the entry YACWM to the plugin list in ssgm.ini.

When cityfly loads the first crate spawn will be underneath the bridge in the middle of the map where you saw it in that screenshot (where it is actually supposed to have a chance of spawning).

All other crates after the first will go back to the other random spawn locations and it will never spawn in the middle again until the next map loads.
No other map is affected.

I did not bother with the infinite ammo thing because it's actually in SSGM itself already, although I've never used it.

Xpert is also correct in what he was saying, although I only loaded up the map to get the coordinates (I could have modified the map, but you specifically only wanted the first crate to be spawned there).

Subject: Re: request - cityfly crate, and infantry ammo
Posted by [Xpert](#) on Mon, 29 Nov 2010 22:02:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

LOL nice name. This gave me an idea too for my mod. Thanks for source reborn!

Subject: Re: request - cityfly crate, and infantry ammo
Posted by [reborn](#) on Mon, 29 Nov 2010 22:10:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

Xpert wrote on Mon, 29 November 2010 17:02LOL nice name. This gave me an idea too for my mod. Thanks for source reborn!

No worries, it was a very quick and small mod.

Subject: Re: request - cityfly crate, and infantry ammo
Posted by [Spoony](#) on Mon, 29 Nov 2010 22:10:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

thank you sir.

Subject: Re: request - cityfly crate, and infantry ammo
Posted by [reborn](#) on Mon, 29 Nov 2010 22:17:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

No sweat.

You might wanna check it before you actually play a CW game with it though. I just joined the map to check it was in the middle of the map then left, I did no further testing to make sure it's fine... It probably is though.

Subject: Re: request - cityfly crate, and infantry ammo
Posted by [Hypnos](#) on Tue, 30 Nov 2010 04:14:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

@Spoony - go harras Gozy to get this on the TK2 Server

@reborn - thanks very much

Subject: Re: request - cityfly crate, and infantry ammo
Posted by [FlaminGunz](#) on Thu, 09 Dec 2010 19:18:51 GMT

reborn i tried it on the Exodus Community War server today and it works fine. Crate appears in the middle and it gave credits.

the infinie ammo is a simple ssgm setting.

the server has both applied and will remain like that through the weekend. Your welcome to use it on sunday if needed.

let me know how the tests go as im interested to see how it plays out (i might join in!). If you want to keep it like that, just tell me and it will be fine
