Subject: the future of sniping servers
Posted by Whitedragon on Wed, 24 Dec 2003 06:21:58 GMT
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have a sniper server but dont like moderating it 24/7 for cheaters? then this post is for you!

this will be a server side mod done through a custom scripts.dll, it requires NO downloads by the client.

current features planned:

- invincible buildings
- war factory/airstrip destroyed at the start of every game to prevent vehs
- NO characters will come with timed c4 or pistol, including the soldier you spawn as!
- all non sniper units will have a sniper rifle instead of their usual weapon, except for mobius which will have a railgun and mendoza which will have a PIC, havoc and sakura still have ramjets
- all base defense will ignore players
- sbh will either not be cloaked or will not be buyable
- will work for all WS and fan maps

if you have any ideas for this feel free to post them.

all of this was coded by vloktboky with testing help from myself and many other mods from Black-Cell.net.
should be done just in time for christmas.

Subject: the future of sniping servers
Posted by warranto on Wed, 24 Dec 2003 06:33:27 GMT
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I'd say kep the defences up, or have the option to. Many people complain about spawn killing (though I could care less) and this will appease them.

Subject: the future of sniping servers
Posted by ApocXS on Wed, 24 Dec 2003 07:29:57 GMT
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pistols = sweet... besides if you cant kill someone whos using a pistol with your sniper rifle you shouldnt be in the server..

Subject: the future of sniping servers
Posted by Blazer on Wed, 24 Dec 2003 08:38:21 GMT

Having tested one of vloktboky's scripts.dll mods I must say good work guys! Some ingenious stuff is currently being done with this, and I envision quite a few cool things on the horizon

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Subject: the future of sniping servers
Posted by Crimson on Wed, 24 Dec 2003 08:52:06 GMT

Please don't do the base defense thing... that was never well-received.

Subject: the future of sniping servers
Posted by Whitedragon on Wed, 24 Dec 2003 09:20:00 GMT

few changes:

- all non sniper chars(except PIC/rave) will be killed when bought.
- there will be an option in a ini file to also kill PIC/rave or havoc/sakura.
- base defense can be toggled on or off with an ini setting.

were not sure what to do with beacons yet, if possible the person will be killed when they buy/deploy one, if we cant do that they'll just be left alone, since they cant kill buildings anymore they're useless.

Subject: the future of sniping servers
Posted by DanSolo on Wed, 24 Dec 2003 09:32:07 GMT

hi

Sorry to piss on your parade but im pretty sure this has been done already, The CEO sniper server on GSA has been using a similar map pack mod for a little over a year and a half now.

The base defenses are disabled and the only units you can buy are 500 cred snipers, 1000 cred snipers and pics/raves etc.

www.ceoclan.net goto the downloads section

Subject: the future of sniping servers
Posted by Titan1x77 on Wed, 24 Dec 2003 09:42:38 GMT

your not pissing on any parade....this is a scripts mod for all maps also fanmaps.

what the ceo server has is custom maps with options turned off...such as only 500 credit snipers and 1000 credit snipers only available and WF/AIR disabled....theres still minigunners when you spawn on those maps.

This is a scripts.dll that only the server uses...so say you have C&C_Alpine when you join the server youll spawn as a minigunner with a sniper rifle and whatever changes he mentioned will be in tact.

Thus no need for new modded versions of maps and such.

Sounds good guys...Keep up the good work!

Subject: the future of sniping servers
Posted by cowmisfit on Wed, 24 Dec 2003 13:34:17 GMT

Whitedragon

- all non sniper chars(except PIC/rave) will be killed when bought.

LOL thatll be cool to watch. You should make them blow up just for some added humor lol.

Subject: the future of sniping servers
Posted by flyingfox on Wed, 24 Dec 2003 13:54:38 GMT

Yea.. and just for fun, you could make crates blow up & kill infantry like in TS games.. something like a 1/5 chance of blowing up >

Subject: the future of sniping servers
Posted by snipesimo on Wed, 24 Dec 2003 14:38:24 GMT

Hats off guys, its lookin good!

Subject: the future of sniping servers
Posted by K9Trooper on Wed, 24 Dec 2003 14:43:53 GMT

Any idea on a time frame to public release? I would bring my server back up full time with something like this. Also, I am willing to guess that RenGuard has already tested it for when RG is released it will not conflict?

Subject: the future of sniping servers
Posted by Crimson on Wed, 24 Dec 2003 16:56:55 GMT
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RenGuard doesn't need to test the files on the server-side, and this scripts.dll only exists on the server-side... therefore it will work.

These maps differ from the maps the NeoSaber did because your players don't have to download anything to play.

If beacons can still be deployed then please don't allow them to be. It just leaves something open for grief players to do. Especially for those of us with Blazer's beacon countdown mod.

Subject: the future of sniping servers
Posted by kopaka649 on Wed, 24 Dec 2003 19:17:25 GMT
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very nice, good job lol

Subject: the future of sniping servers
Posted by ApocXS on Wed, 24 Dec 2003 19:45:54 GMT
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K9TrooperAny idea on a time frame to public release? I would bring my server back up full time with something like this. Also, I am willing to guess that RenGuard has already tested it for when RG is released it will not conflict?

they think it will be done just in time for christmas.   oh and since i doubt there will be pistols maybe you guys should make it so the people have more ammo with there sniper rifles so they dont have to worry about getting back to base to refill..

Subject: the future of sniping servers
Posted by flyingfox on Wed, 24 Dec 2003 19:59:31 GMT
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In all the serious games I've played, sniper outfitting would have something like a secondary submachine gun/pistol and a few grenades as well as binoculars/night vision/thermal goggles. Please don't disable pistols. A sniper should have a secondary weapon and it only renders a

---

player useless when his ammo is gone and he finds him/herself under attack.

Subject: the future of sniping servers
Posted by Whitedragon on Wed, 24 Dec 2003 22:12:34 GMT
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more changes:

- ini option to disable/enable pistols
- base spawn soldier will come with no weapons, or a pistol if its enabled
- possible anti spawn camping option, player would be invincible for 5 seconds after they spawn

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Subject: the future of sniping servers
Posted by Crimson on Wed, 24 Dec 2003 22:14:43 GMT
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/me likes the invincibility option

Subject: the future of sniping servers
Posted by DarkDemin on Wed, 24 Dec 2003 23:04:14 GMT
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Damn I would love to start hosting my sniping server again but I lost my serial I gotta figure out a keygen for that...

Subject: the future of sniping servers
Posted by Whitedragon on Wed, 24 Dec 2003 23:05:06 GMT
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first version of this is now running on jteksvr00.

Subject: the future of sniping servers
Posted by Majiin Vegeta on Thu, 25 Dec 2003 00:50:24 GMT
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i have to say WELL DONE!!!

this is great news

this will chasnge all sniper servers for the better and also maybe some AOW servers

---

better news than reading about reborn pfft

EDIT

tested it on jtek very nice work they worked great

would it be possible in the future to make servers fully editable..

ie
weapon damage/ammo
which characters are avalable
same with tanks
how much money the harvester will bring in
the speed's of units
how many people each tank can hold

changes like this can help make servers better..

Subject: the future of sniping servers
Posted by Whitedragon on Thu, 25 Dec 2003 05:26:07 GMT
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version 1.0 is released:
http://web.black-cell.net/server_sniper_mod.zip

beacons are still buyable for now(though they cant kill buildings anymore), in future releases this
will hopefully be fixed.
readme and an example ini file are included in the zip, along with the source code.

enjoy your christmas present all you sniper servers!

Subject: the future of sniping servers
Posted by forsaken on Thu, 25 Dec 2003 08:00:48 GMT
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sweet, might setup a dedicated server with this

Subject: the future of sniping servers
Posted by K9Trooper on Thu, 25 Dec 2003 21:37:30 GMT
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Works nice. But the WF was still functioning and the AS was toast.

Subject: the future of sniping servers
Posted by Dante on Fri, 26 Dec 2003 07:26:28 GMT
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nice work guys, just make sure you update it to 1.31 and not 1.3.

other then that, looks great, nice creative way to do it, and even spawned some ideas that i had been trying to figure out

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Subject: the future of sniping servers
Posted by Whitedragon on Wed, 31 Dec 2003 06:15:30 GMT
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bump

Subject: the future of sniping servers
Posted by snipesimo on Wed, 31 Dec 2003 15:55:27 GMT
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I dunno what happened, but when I was playin on JTEK the Airstrip/WF didn't blow up until like 10 min into the game. On all the other maps it blew up when the match started. There was only like 4 people playing and the map was Complex. Not sure if it was fluke or bug.

Subject: the future of sniping servers
Posted by OrcaPilot26 on Wed, 31 Dec 2003 17:29:02 GMT
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I don't see why people like sniping so much, Renegade was designed for vehicles.

Sniping is just:
wait...
wait...
wait...
wait...
FIRE
boink
wait...
wait...
move left
wait...
wait...
wait...
wait...

---

wait...
FIRE
boink
wait...
wait...
wait...
get shot in the head

Subject: the future of sniping servers
Posted by Majiin Vegeta on Wed, 31 Dec 2003 18:13:58 GMT
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youve not seen how i snipe.. no waiting involved.. waiting gets you killed

---

Subject: the future of sniping servers
Posted by smwScott on Wed, 31 Dec 2003 18:17:57 GMT
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Well, I don't like playing on sniper servers, but this is great for the people who do. It would also be nice if a version of this could be made for AOW servers allowing for more customization.

Subject: the future of sniping servers
Posted by snipesimo on Sun, 04 Jan 2004 04:34:13 GMT
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There is a very nasty beacon bug that I know you aware of. Please fix it

---

Subject: the future of sniping servers
Posted by Creed3020 on Sun, 04 Jan 2004 04:36:39 GMT
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Majiin Vegetayouve not seen how i snipe.. no waiting involved.. waiting gets you killed

I can vouch for that...lol

Subject: the future of sniping servers
Posted by Whitedragon on Sat, 10 Jan 2004 04:18:46 GMT
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version 1.2 is released, it has fixes for the following:

- negative points exploit(happened when you beaconed your own buildings)
- spawn minigunner now comes with a pistol if pistols are allowed
- you will no longer lose your pistol if you move away from the PT right after purchasing something
- you no longer get credits for beaconing enemy buildings

same link as before, http://web.black-cell.net/server_sniper_mod.zip

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Subject: the future of sniping servers
Posted by Crimson on Sun, 11 Jan 2004 01:10:49 GMT
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/me installs...

Subject: the future of sniping servers
Posted by snipesimo on Sun, 11 Jan 2004 17:30:44 GMT
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This is on Crimson79 server where the newest version is installed. Its the return of the spawn
pistols! http://www.n00bstories.com/image.fetch.php?id=1252156893

Subject: the future of sniping servers
Posted by SS217 on Sun, 11 Jan 2004 18:36:39 GMT
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Pistols > you

Subject: the future of sniping servers
Posted by vloktboky on Sun, 11 Jan 2004 18:38:29 GMT
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snipesimoThis is on Crimson79 server where the newest version is installed. Its the return of the
spawn pistols! http://www.n00bstories.com/image.fetch.php?id=1252156893

Those pistols are getting on my nerves..

Emergency build released:
  - Positively sure the pistol dropping glitch has been destroyed.
  - Fixed a glitch where some 2nd skins of characters were killed no matter
    what the server settings were.

---

http://web.black-cell.net/Server_Sniper_Mod.zip

Subject: the future of sniping servers
Posted by Pendullum on Mon, 12 Jan 2004 19:56:26 GMT
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I have to say whoever made this....
WELL DONE!
Youve made my sniper games n00bless at last!
THANK YOU!

Subject: the future of sniping servers
Posted by TnTaTTacK on Mon, 12 Jan 2004 20:31:58 GMT
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had it running 2day &liked it very much, must say
 this helps the sniper servers alot!!!

THANK YOU

grtz

aTTacK

Subject: the future of sniping servers
Posted by vloktboky on Mon, 12 Jan 2004 20:32:42 GMT
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Version 1.2.2 is out:

   - Implemented a new mode: DropWeapons. If turned on, players will drop their weapons when killed.
   - Implemented a new mode: LogInfDeath. If turned on, when a player is killed, data will be written to the renlog file to report the death.
   - Made settings dynamic. They will be reloaded before a map is loaded. This will allow host to turn certain settings on and off for certain maps.
   - Fixed a bug that was logging when a building was damaged to the FDS window.

Same link as before, http://web.black-cell.net/Server_Sniper_Mod.zip

Subject: the future of sniping servers
Posted by snipesimo on Mon, 12 Jan 2004 21:30:17 GMT
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Just a question, could you add an option to log the kills to a different file?

Also, has anyone tested what happens with BR .Net on and logging enabled?

Subject: the future of sniping servers
Posted by Creed3020 on Mon, 12 Jan 2004 22:03:33 GMT
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Also how is the progress on this script:

http://web.black-cell.net/infonly.txt

I run an inf only server and would really interested in that. Would it be editable to choose what options you want or not? (ie with an .ini file or something)

Subject: the future of sniping servers
Posted by vloktboky on Mon, 12 Jan 2004 22:19:26 GMT
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snipesimoJust a question, could you add an option to log the kills to a different file?

Also, has anyone tested what happens with BR .Net on and logging enabled?

If enough people want it, I can throw that option in.
Server side bots can use the data as they wish.

Creed3020Also how is the progress on this script:

http://web.black-cell.net/infonly.txt

I run an inf only server and would really interested in that. Would it be editable to choose what options you want or not? (ie with an .ini file or something)

Very good, I should have a release for the infantry only server side mod ready by today or tomorrow, hopefully today. Yes, there will be an INI file for it as well. Configuration options are good, after all.

Subject: the future of sniping servers
Posted by snipesimo on Mon, 12 Jan 2004 22:23:28 GMT
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I only ask because currently the ugly output is just thrown in IRC by BR .Net. With a seperate file I could clean it up and make it live output.

Subject: the future of sniping servers
Posted by Majiin Vegeta on Tue, 13 Jan 2004 00:21:08 GMT
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Hey vloktboky

i was hosting the version that was release like 2 week ago.. on my computer the other day.. not sure if it has been fixed in the latest ones.. but..

 the buildings on certain maps would not blow up.. untill they was shot by an enemy.. :/

but anyway nice work.. gonna get my server running these when me new HDD comes

---

Subject: the future of sniping servers
Posted by vloktboky on Tue, 13 Jan 2004 01:27:02 GMT
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Majiin Vegeta the buildings on certain maps would not blow up.. untill they was shot by an enemy.. :/

Yes, that has been fixed. The WF/Air will now blow at the start of the map, regardless of any scenario.

Subject: the future of sniping servers
Posted by vloktboky on Tue, 13 Jan 2004 02:10:25 GMT
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Sorry for the double post, put wanted to say that I made another build. Since BR.net likes to print it out, I went ahead and changed it to log to infantrylog_(date).txt instead of renlog_(date).txt, as well as a few other changes.

Changes in version 1.2.3:
   - Changed the infantry log to infantrylog_(date).txt.
   - Fixed a few errors where disabling the mod from the INI file didn't stop all changes.

Same link, http://web.black-cell.net/Server_Sniper_Mod.zip

Subject: the future of sniping servers
Posted by snipesimo on Tue, 13 Jan 2004 02:36:15 GMT

Lookin good, when will we be able to get playernames from the infantrylog instead of just class?

Subject: the future of sniping servers
Posted by cmdr1337 on Sat, 14 Feb 2004 17:37:50 GMT

one of GDI's extras isn't instantly killed, locke; the 1100 creds volt autorifle wielder.

also, if its possible, can beacons be optionally disabled in the next version?
I get tired of n00bs spamming them the whole game.. Bogs down my poor celeron server, and it doesn't need anymore

---

Subject: the future of sniping servers
Posted by snipesimo on Sat, 14 Feb 2004 21:14:44 GMT

If I am not mistaken, its impossible to remove beacons with just a server side mod, but I'm not positive. Don't quote me on that

---

Subject: the future of sniping servers
Posted by cmdr1337 on Sat, 14 Feb 2004 22:47:01 GMT

snipesimoIf I am not mistaken, its impossible to remove beacons with just a server side mod, but I'm not positive. Don't quote me on that bleh, for time being I've made it so people start with 1000 credits, and are awarded 1000 if they die. hopefully most n00bs won't be able to earn enough kill points (before death) to buy a beacon   (award on death sets credits at 1000, not adds)

still have to listen to "WTF, NO CREDITS??"

Subject: the future of sniping servers
Posted by Alkaline on Sun, 15 Feb 2004 06:50:49 GMT

infantry only mod is great... but we need a way to dissable beacons...

Subject: the future of sniping servers
Posted by Blazer on Sun, 15 Feb 2004 07:31:51 GMT

Last time I talked to vloktboky he now has a way to disable beacons. I don't know when he is going to roll that fix into the sniper mod though.

Subject: the future of sniping servers
Posted by Creed3020 on Wed, 18 Feb 2004 23:06:02 GMT

We need that opiton on our inf only server, ppl still have the option to use beacons, we don't like that. If it could be added in as an on/off switch in the ini file that would be great.

Subject: the future of sniping servers
Posted by dommafia on Wed, 21 Apr 2004 15:32:08 GMT

bump

Subject: the future of sniping servers
Posted by Kytten9 on Wed, 21 Apr 2004 18:06:29 GMT

bump indeed :rolleyes:

Subject: the future of sniping servers
Posted by Creed3020 on Wed, 21 Apr 2004 21:19:08 GMT

dommafiabump

and why did you do that?