Subject: Renegade Map Rules Handler System
Posted by vloktboky on Fri, 08 Sep 2006 13:24:50 GMT
View Forum Message <> Reply to Message

This is a sneak peek at a new system I wrote this past night for C&C Renegade. I call it the Map Rules Handler System and it basically allows a server owner to completely redefine the game rules on a per-map basis by doing nothing but editing an XML file.

These XML files share the same name as the map name and are loaded automatically by the system when their corresponding map is being loaded by the server. Currently, a server owner has the ability to change the following with a Map Rules XML (MRXML) file:

   * Completely redefine the Purchase Menu from cost to preset for the following: beacon, enlisted soldiers (free characters), soldiers, and vehicles.
   * Ability to manually enable/disable any slot in the Purchase Menu.
   * Ability to change the string ID and texture used to represent any slot in the Purchase Menu once this feature is available.
   * Enable/Disable the following per team on map start: base power, team radar, ability to purchase characters, and ability to purchase vehicles.
   * Easily redefine the following initial properties of any object in the game: max health, max armor, shield type, skin type, damage points, and death points.
   * Easily enable/disable the use of any object in the game.

Here's an example of what a typical MRXML file may look like:
http://www.black-cell.net/~vloktboky/Template_Map_Rules.xml

Naturally almost all of the functionality is being controlled through the numerous BHS function definitions written into the latest distribution of the Scripts DLL library. I have not released this code yet for the purpose of ease of implementation for the community's use. Upon receiving a reply from other sources, I'll decide whether to withhold the release of the code and allow other parties to implement the code through their distributions or release it AS IS.