## Subject: Server-Side Obelisk / AGT and Walls 4u
Posted by Yrr on Sun, 04 May 2008 02:57:17 GMT

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Hello together

I was a bit bored and worked on some server-side stuff for Resurrection.
The result are four scripts, which can be used on Resurrection servers:

RR_Server_AdvancedGuardTower/RR_Server_Obelisk:
Server-side Advanced Guard Towers / Obelisks which looks quite good with working exterior, interior, doors, MCT, purchase terminals and spawn points. You can set up more than one building per map.
The obelisk does even have a destruction animation (see first single player mission for how it looks like)!
Usage: Simply create an Invisible_Object at the position where the AGT/Obelisk should appear and attach the script (no parameters needed).


RR_Wall:
This is a server-side destructible wall with destruction animation and health bar display.
Usage: Create an object of preset M06_Chateau_Rubble (in LE under Object > Simple > Mission_Specific > Mission_06) and attach the script RR_Wall (no parameters needed).


RR_Door
This script creates a server-side door, which behaves just like a real door (is for example used by the server-side AGT/Obelisk script).
Usage: Create an object of preset MX0_BaseWall (in LE under Object > Simple > Mission_Specific > Mission_X0) and attach the script RR_Door with the following parameters:
model: Model of the door (e.g. mpgdr_0 dor a GDI door, mpdr_obl for a Nod door)
range: Range in meters soldiers must be in to open the door (default is 4.0)
stayOpenTime: Time in seconds the door stays open after all soldiers are out of range. If set to 0 the door immediately closes when all soldiers are out of range.


These scripts are available on Renegade Resurrection servers, available at http://www.icefinch.net/files/ResurrectionServer-1.0.0.56-alpha.exe (be sure to enable auto-update).
You cannot add the scripts with LE, since they do not appear in the list there. If you are interested in using them with LevelEdit, contact me and I create a dummy scripts.dll for that.
Important: Copy M04.mix and M13.mix from client data directory into the server data directory.

If you want to test these scripts, set up a Resurrection server and extract the following archive in your DATA folders.
After you did that, load the map C&C_Islands and you should have a map with one AGT, one Obelisk and many walls.
http://www.icefinch.net/files/Islands.rar

Testserver
"Yrr's Islands+Defense Test Server"

GameSpy: 87.118.118.234:27777
Direct Connect: 87.118.118.234:6868


Greetings,
 Yrr

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