

---

Subject: [script]Hostage Mode Scripts

Posted by [zunnie](#) on Mon, 04 Aug 2008 23:34:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Sourcecode can be found here: <http://www.multiplayerforums.com/index.php?showtopic=5040>  
<http://www.game-maps.net/staff/zunnie/hostagemode/>

The soundfiles used by the script, players should place these in their data folder to be able to hear "Hostage recued" sounds etc.

<http://ren.game-maps.net/index.php?act=view&id=1256>

The DLL files that people can use in Leveledit:

<http://ren.game-maps.net/index.php?act=view&id=1254>

The Server files for SSGM 2.0.2 with hostage mode scripts added

<http://ren.game-maps.net/index.php?act=view&id=1255>

z\_Hostage (To be sticked on objects that are the hostage)

z\_Hostage\_Controller (To be sticked on an APC for example)

z\_Hostage\_Rescue\_Zone (To be sticked on a Script\_Zone\_All)

Have fun!

Here is an example map for leveledit to look at how the scripts should be used:

[http://www.game-maps.net/staff/zunnie/hostagemode/ExampleHostageMode\\_M00Tutorial.zip](http://www.game-maps.net/staff/zunnie/hostagemode/ExampleHostageMode_M00Tutorial.zip)

[http://www.game-maps.net/staff/zunnie/hostagemode/M01\\_HostageMode\\_SourceFiles.ra](http://www.game-maps.net/staff/zunnie/hostagemode/M01_HostageMode_SourceFiles.ra)

another hostage map example M01:

edit: To load the map in your leveleditor copy the M01.ddb to your presets folder and rename it to temps20.ddb

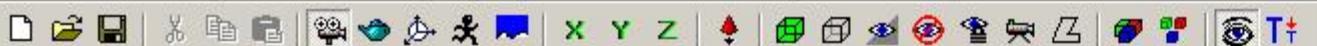
#### File Attachments

1) [untitled.JPG](#), downloaded 1354 times

---

# MOO\_Tutorial.lvl - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets Report



Picked model: UNNAMED

Selection set: Script\_Zone\_All.100010 (VisObjectId = 1021, ).

Picked model: UNNAMED

Ready



mIRC - [#mp-apb-admin ...]



Command and Conquer: ...

