
Subject: Re: :S Hostage Script help..

Posted by [zunnie](#) on Fri, 05 Sep 2008 00:28:37 GMT

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<http://www.multiplayerforums.com/index.php?showtopic=5040&st=0>

You should use the scripts in leveledit.

Use this dll in leveledit: <http://www.game-maps.net/staff/zunnie/hostagemode/scripts344/>

Use this dll on the server: <http://www.game-maps.net/staff/zunnie/hostagemode/ssgm202/>

If you insist on using the scripts.dll to create the hostages you should also have it create the hostage controller and get the ID of that controller object.

You should use it like this then:

```
Commands->Attach_Script(Commands->Create_Object("Civ_Resist_Male_v2a",host1pos),  
"z_Hostage", "1,0,100,100,2,1000,1010,2020");
```

Note though that the ControllerID is 1010 in the above script attached, this should be the ID of the object that has the z_Hostage_Controller script attached to it.
