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Subject: [Request] Build server scripts

Posted by [nuker7738](#) on Sat, 15 Mar 2014 02:04:31 GMT

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Hi guys, I have a request/question that's a little bit out there, but I figured I would ask anyways... I've been away from Renegade for a long time and I was a bit disappointed to see that all of the remaining build servers out there seem to have finally disappeared after all these years. Build servers were one of my favorite things about this game in its later years and I've been dreaming of going back to relive the glory days, so-to-speak.

I was wondering if anyone would be willing to help me whip up a quick-and-dirty version of the build scripts those servers used to use back in the day. Nothing super special, just the basic code for a ghost cursor that follows the player and the ability to place objects through chat commands.

Through my limited experience in scripts modding, I've already got the rough idea of how to place an object of my choosing in front of the player with the right positioning and orientation, but all of that was done through attached scripts in LevelEdit and is triggered by keypad commands hard-coded to place only a single object. What does the code look like to execute it on a chat command?

And if I do plan on using chat commands to drive the scripts, do I have to have a full-blown FDS running for it to work, or can I just save the scripts.dll to my game folder and fart around in a 1 player LAN game?

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