Subject: Check this out.
Posted by jonwil on Sun, 08 Aug 2004 11:04:03 GMT
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http://www.n00bstories.com/image.fetch.php?id=1398070474

I am a minnigunner (GDI no less) and I am stealthed.
Thats not the magic part.
The magic part is that this is done over the network.
Yep, for the first time ever, it is possible to call the Enable_Stealth script command and have it
work in multiplayer for all players.

More to follow like Set_Fog_Range, Set_Fog_Enable, Set_War_Blitz and others.

Subject: Check this out.
Posted by Jaspah on Sun, 08 Aug 2004 12:30:52 GMT
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So the stealth suit power-up is fixed, too?

Subject: Check this out.
Posted by Sir Kane on Sun, 08 Aug 2004 12:44:23 GMT
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The steal alert goes off.

Subject: Check this out.
Posted by Jaspah on Sun, 08 Aug 2004 12:49:17 GMT
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oh noes.

Subject: Check this out.
Posted by Cebt on Sun, 08 Aug 2004 12:52:55 GMT
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Silent KaneThe steal alert goes off.

oh i thought it was uptight-guy-who-doesnt-want-to-help-the-community alert..

Subject: Check this out.
Posted by Sir Kane on Sun, 08 Aug 2004 12:55:48 GMT
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Nope. More like "retards who have no idea about stuff post bullshit" alert.

Subject: Check this out.
Posted by sniper12345 on Sun, 08 Aug 2004 12:56:21 GMT
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You are such an ACK.

Subject: Check this out.
Posted by Sir Kane on Sun, 08 Aug 2004 12:59:20 GMT
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How can someone be an "ACK"?

Quote:ACK

1. <character> /ak/ The mnemonic for the ACKnowledge
character, ASCII code 6.
So I'm an "acknowledge"? Idiot.

Subject: Check this out.
Posted by Deactivated on Sun, 08 Aug 2004 13:18:22 GMT
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ACK=Aircraftkiller

Also, Aircraftkiller uses "ACK" for naming his own textures.

Subject: Check this out.
Posted by sniper12345 on Sun, 08 Aug 2004 13:19:56 GMT
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This is too funny.

Subject: Check this out.
Posted by Sir Kane on Sun, 08 Aug 2004 13:22:22 GMT
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Your idiocy is funny. How can someone be another person then?

Subject: Check this out.
Posted by Cebt on Sun, 08 Aug 2004 13:28:45 GMT
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Silent KaneYour idiocy is funny. How can someone be another person then?

lol your funny too then

and to your information i dont care what you call me.. i have better things to think about soo.. fire away with every insult u got if ya want you wont make me angry or anything...

Subject: Check this out.
Posted by Sir Kane on Sun, 08 Aug 2004 13:42:19 GMT
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I didn't insult anyone, I was just stating facts. And I also don't see anything funny here.

Subject: Check this out.
Posted by Demolition man on Sun, 08 Aug 2004 14:18:58 GMT
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SK why do u waste time on those ppl?

Subject: Check this out.
Posted by Deactivated on Sun, 08 Aug 2004 14:47:50 GMT
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Here's an idea:

EnableStealthOnCustom_Sound
Enables stealth on custom (eg. vehicle enter) and disables stealth on another custom (eg. vehicle exit). Plays a sound whenever it receives a custom.

Differences with the standard preset stealth setting;
Eg.
-Stealth effect is applied only when somebody is in the vehicle.

-The cloaking sound can be seperate from the engine stop sound.

Subject: Check this out.
Posted by Sir Kane on Sun, 08 Aug 2004 16:10:51 GMT
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What would the purpose be? I don't see any besides using it with stealth tanks since anything not stealth will appear on the radar even if the vehicle is stealthed.

Subject: Check this out.
Posted by Deactivated on Sun, 08 Aug 2004 16:17:13 GMT
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Yes, my idea was to use it primaly with Stealth Tanks.

Subject: Check this out.
Posted by jd422032101 on Sun, 08 Aug 2004 16:47:13 GMT
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yay good job

Subject: Check this out.
Posted by Cebt on Sun, 08 Aug 2004 16:58:12 GMT
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Silent Kanel didn't insult anyone, I was just stating facts. And I also don't see anything funny here.

lol facts you say?! whatever.. im not gonna argue with you cus' i dont wanna do anymore than i already did to ruin this post from jonwil...

and jon good work this will be very helpfull to the mods in progress out there im glad at least someone isnt selfish about the work they make...

Subject: Check this out.
Posted by Ferhago on Sun, 08 Aug 2004 17:13:16 GMT
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Ah you people are so funny. What would I do without you

Subject: Check this out.
Posted by jonwil on Sun, 08 Aug 2004 21:19:41 GMT
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My intended use for this is for the Stealth Generator zone in Reborn.
As for the radar thing, there is probobly some function you can call to make something invisible on radar.

Subject: Check this out.
Posted by vloktboky on Mon, 09 Aug 2004 01:26:35 GMT
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Yes, Silent Kane. You own the Enable_Stealth command and the functions used to send data over the netcode inside the game. He stole everything from you.

Subject: Check this out.
Posted by Aircraftkiller on Mon, 09 Aug 2004 01:40:45 GMT
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No, he simply stole all the ideas and the implementation methods from him. If SK hadn't of done any work on it, jonwil wouldn't have any of this to claim as totally his work.

Subject: Check this out.
Posted by vloktboky on Mon, 09 Aug 2004 01:45:26 GMT
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Yep, I'm sure Silent_Kane was the brain child of turning stealth on/off from the server's end. Did he also come up with the idea of firing a gun to damage other objects?

Subject: Check this out.
Posted by Aircraftkiller on Mon, 09 Aug 2004 01:47:12 GMT
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Making it work in multiplay is different than what you're talking about. Don't forget that he also got poke working in multiplay, which JW also stole.

Subject: Check this out.
Posted by sniper12345 on Mon, 09 Aug 2004 06:53:02 GMT
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Wait, is Jonwil releasing all this under the name of Jonathan Wilson, or Blackhand Studios?

Subject: Check this out.
Posted by vloktboky on Mon, 09 Aug 2004 08:19:21 GMT
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AircraftkillerMaking it work in multiplay is different than what you're talking about. Don't forget that he also got poke working in multiplay, which JW also stole.

No it isn't. I know exactly how he did it, because I did it in a very similar manner a month ago, and told him how I did it.

I'm not some idiot who feels the need to ramble on in a subject he is not educated in.

Subject: Check this out.
Posted by Aircraftkiller on Mon, 09 Aug 2004 08:24:07 GMT
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Never said you were, but that doesn't change the fact that he still copies from SK which the entire argument has been about for the past few weeks.

Subject: Check this out.
Posted by vloktboky on Mon, 09 Aug 2004 08:43:41 GMT
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SK doesn't own the rights to call assembly code inside the game. The only thing I see here is SK claiming to own the rights to brick, and refusing permission for anyone to build a brick house or produce stone blocks as substitutes for his bricks.

Subject: Check this out.
Posted by zunnie on Mon, 09 Aug 2004 10:11:14 GMT
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STFU ffs :S

I just wanna read the update, not some flaming over and over in EVERY fucking topic again. geezus..

[zunnie]

Subject: Check this out.
Posted by Deactivated on Mon, 09 Aug 2004 12:41:51 GMT
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vloktbokySK doesn't own the rights to call assembly code inside the game. The only thing I see here is SK claiming to own the rights to brick, and refusing permission for anyone to build a brick house or produce stone blocks as substitutes for his bricks.

Which thus limits creativity.

Subject: Check this out.
Posted by Renx on Mon, 09 Aug 2004 17:18:37 GMT
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Creativity? Or using other peoples work in your own mod?

Subject: Check this out.
Posted by vloktboky on Mon, 09 Aug 2004 17:24:24 GMT
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That's just it: this isn't SK's work at all. The methods they did are both totally different. The only thing they share similarities in are the results and the idea, both of which can not be claimed as ones own property.

Subject: Check this out.
Posted by Sir Kane on Mon, 09 Aug 2004 18:14:22 GMT
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It's just funny how some of JW's code has EXACTLY the same variable/paremter names as my code. And I don't think anyone besides me would call them "_ptr" (which is called so because ptr is an assembler keyword).

GameObject *Get_GameObj(int ID)
{
 unsigned long _ptr = FindPlayer(ID);
Pretty weird, isn't it? He was supposed to remove any BHS.dll source, but yet he didn't, copied assembly code and remade it in C++ code. Be intelligent enough to use different variable/paramter names next time, idiot.

Subject: Check this out.
Posted by Dante on Mon, 09 Aug 2004 18:51:04 GMT
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yup, this gets it...

** removed image that violates forum rules **

Subject: Check this out.
Posted by Madtone on Mon, 09 Aug 2004 19:00:47 GMT
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lmao... What else am i supposed to say?

Subject: Check this out.
Posted by Jaspah on Mon, 09 Aug 2004 19:23:10 GMT
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Subject: Check this out.
Posted by Crimson on Mon, 09 Aug 2004 20:31:30 GMT
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http://www.renegadeforums.com/viewtopic.php?t=11692

Subject: Check this out.
Posted by Madtone on Mon, 09 Aug 2004 22:17:42 GMT
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Just checked out some updates from RenAlert.com and found something interesting.

Just wanted to bring this to attention of everyone.

http://dynamic6.gamespy.com/~renalert/forum/index.php?showtopic=3682

The first link shows RenAlerts new level, seems they are using the dynamic logic first discovered by SomeRhino, i don't see any credit to him at all... Is this stealing?

Secondly...

http://dynamic6.gamespy.com/~renalert/forum/index.php?showtopic=3676

This link shows us RenAlert is working on a new logic for helicopters, now i remember on the old ModX that SomeRhino came up with the idea, implemented it and showed everyone... Is this also stealing?

Just a few things i wanted to know...

Subject: Check this out.
Posted by Aircraftkiller on Mon, 09 Aug 2004 22:22:56 GMT
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WTF are you talking about? The only dynamic thing in Metropolis are the stop lights I animated to glow green, yellow, then red over a period of time.

SomeRhino never came up with Helipad implementation. NeoSaber was the first to create a working Helipad that actually does what it was supposed to do: Allow the purchase of helicopters, reload their weapons, and disallow purchase upon destruction.

You don't even know what you're talking about, go back to D6 and shut up...

Subject: Check this out.
Posted by Madtone on Mon, 09 Aug 2004 22:31:57 GMT
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Ok, AircraftKiller....

Want me to release the tutorial and the Helipad-tut.rar i have on my HD?

It includes all the source files and scripts...

See unlike SK i actually have proof!

http://www.n00bstories.com/image.fetch.php?id=1324178751

Subject: Check this out.
Posted by Pendullum on Mon, 09 Aug 2004 23:10:34 GMT
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Im glad the stealth suit pickup works now. Ignore the stealing shit

---

Subject: Check this out.
Posted by Aircraftkiller on Mon, 09 Aug 2004 23:57:37 GMT
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That is something totally different. The helicopter pad script that Dante wrote isn't even functional in the sense that it disallows purchases and shit like that.

The RA script NeoSaber wrote is identical to how a Helipad works in C&C\RA\TS\RA2.

Subject: Check this out.
Posted by Alkaline on Tue, 10 Aug 2004 05:22:42 GMT
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meh, I'm thinking Aircraftkiller is next on BHS hitlist

Subject: Check this out.
Posted by Vitaminous on Tue, 10 Aug 2004 05:57:11 GMT
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Meh, I'm thinking that you're next on mine.

Subject: Check this out.
Posted by Aircraftkiller on Tue, 10 Aug 2004 06:46:47 GMT
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Why would I be on the "firing hitlist?" I do what is asked of me and that's all there is to it...

Subject: Check this out.
Posted by Madtone on Tue, 10 Aug 2004 07:08:51 GMT
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Ok, thats cool.

Well im gonna package this all up and touch up the tutorial a bit an put it up on ModX ready for the public opening, amongst other tutorials and files i have on my HD.