
Subject: Various things missing from multiplayer.
Posted by [m1a1_abrams](#) on Fri, 07 Jan 2005 05:29:26 GMT
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I've been playing the single player missions again and I noticed a few things that should be in the multiplayer too, but aren't for some some reason. Can any of this be fixed in a core patch? None of them are particularly important but they'd add to the look of the game.

The Tiberium Harvester is missing it's harvesting animation. I remember that RenAlert had trouble making the AI harvester animate, so perhaps this isn't possible to implement in multiplayer?

The tall spire part of the Tiberium Refinery is supposed to be a smoke stack. In the single player missions it smokes, but it doesn't in multiplayer. The Weapons Factory doesn't give off any smoke either and it probably should.

The Flame Trooper is missing his fuel cannister backpack.

Subject: Various things missing from multiplayer.
Posted by [mac](#) on Fri, 07 Jan 2005 07:36:37 GMT
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The harvesting animation has been fixed in scripts.dll 2.0

Subject: Various things missing from multiplayer.
Posted by [Majiin Vegeta](#) on Fri, 07 Jan 2005 14:53:47 GMT
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you know something.. i never noticed them

gonna have to play single player again sometime

Subject: Various things missing from multiplayer.
Posted by [m1a1_abrams](#) on Sat, 08 Jan 2005 04:23:44 GMT
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Mac, I assume that the scripts.dll thing is for Tiberium Harvesters purchased by the player? I was wondering if it's possible to make the AI Harvesters animate for all maps.

Subject: Various things missing from multiplayer.
Posted by [Bonzo](#) on Sat, 08 Jan 2005 18:34:23 GMT
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the harvy ani works on all maps
override the bhs.dll and scripts.dll with the new files from scripts2.0
<http://www.sourceforge.net/projects/rentools/>
its only clientside, on serverside it will crash the aow

Subject: Various things missing from multiplayer.
Posted by [m1a1_abrams](#) on Sat, 08 Jan 2005 21:31:15 GMT
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I just tried it out and it works in LAN, but not online.

Subject: Various things missing from multiplayer.
Posted by [mac](#) on Sat, 08 Jan 2005 22:02:03 GMT
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the server needs to have a scripts 2.0 based server side mod, or scripts 2.0 itself installed..

Subject: Various things missing from multiplayer.
Posted by [EA-DamageEverything](#) on Mon, 17 Jan 2005 01:33:10 GMT
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OK mac, I got 2 questions (you can answer me in german via Email, if it's easier for you):

Firstly: When I host a LAN game, I can "pimp my ride". Such things as change torque, change the length of the springs, change Gear ratio and so. This doesn't work in ANY server in WOL -why? This feature has been enabled since BHS.dll AFAIK.

Secondly: What's going on with the scripts? Look at the picture here and tell me why I will need so much script files and what will happen to my Game if I put them into the Renegade directory?

Picture here <http://img109.exs.cx/img109/9610/scripts1gp.jpg>

Subject: Various things missing from multiplayer.
Posted by [laeubi](#) on Mon, 17 Jan 2005 10:15:31 GMT
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a) this was never possible in an game >1 Player.

It is for test purpose only, so you not need to change every little piece reexport etc. You can now check the settings in game, write them down, and apply in Leveledit

b) You just need the scripts.dll, bhs.dll, scripts2.dll in your renegade folder.

Ofcourse you can put in all files, but this will not have any more effect than just putting in the

mentioned files.

Subject: Various things missing from multiplayer.
Posted by [EA-DamageEverything](#) on Tue, 18 Jan 2005 02:19:37 GMT
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Danke für die Info Läubi!

Subject: Various things missing from multiplayer.
Posted by [Weirdo](#) on Tue, 18 Jan 2005 10:30:34 GMT
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Laeubia) this was never possible in an game >1 Player.
It is for test urpose only, so you not need to change every little pice reexport etc. You can now
theack the settigs in game, write them down, and apply in Leveledit

Not to make you look stupid, not many people know this. But I think it was patch version .32 or
something that had a beta release. In this beta it was actually possible to edit the vehicle settings
on WOL in bigger servers.

Man some games I played with that version in those times were really screwed .

Subject: Various things missing from multiplayer.
Posted by [laeubi](#) on Tue, 18 Jan 2005 14:59:18 GMT
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But that was a bug... and was fixed by westwood, because you can get a heavy advantage from
using this function...

Subject: Various things missing from multiplayer.
Posted by [Weirdo](#) on Tue, 18 Jan 2005 17:58:53 GMT
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LaeubiBut that was a bug... and was fixed by westwood, because you can get a heavy advantage
from using this function...

True. That's why I also said, Quote:Man some games I played with that version in those times
were really screwed
I was more pointing out the fact that you said it was never possible.
Reading that, rememberd me of the good old screwed games of that beta. That beta, really had a
lot of bugs. Like people joing a server without a name, and not able to chat. And of course all the

games, like low gravity and all other screwed things.

Although the option might be great for some screwed up gameplay, I seriously wouldn't recommend it for real games.
