
Subject: Ideas

Posted by [Obelisk](#) on Tue, 17 May 2005 04:00:33 GMT

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Hello, I was wondering if anyone can give me ideas for other cool scripts i could use for my serverside games.

Subject: Ideas

Posted by [reborn](#) on Tue, 17 May 2005 06:22:05 GMT

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Modify vloktoboky's open source capture the mobius scripts to to a single flag ctf mod. The mobius spawns in random places, the mobius model however can't be changed to a flag using a objects.ddb mod, it is controlled by the scripts no matter what you do in the objects.ddb, if you was to change the model to a flag, and fix a few things like returning to any pedestall, then it would be a pretty kewl new game mode, in my opinion...

Subject: Re: Ideas

Posted by [ghostSWT](#) on Tue, 17 May 2005 13:29:20 GMT

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i got a nice idea for you,

#1 add a 30 sec timer to the scripts that will save all the players names/positions/direction(looking)/char they are, and cur map to a text file.

#2 take a aerial picture of all your maps.

#3 make a program in... i don't know VB that will read the file in #1 and will show where all the players are using #2.

You can watch what's hapening in the game without beeing in the game

Subject: Ideas

Posted by [Sir Kane](#) on Tue, 17 May 2005 14:51:57 GMT

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That's called RenSpectator (RS) which I will continue working on after finishing my w3d render to texture program.

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Posted by [ghostSWT](#) on Tue, 17 May 2005 23:03:30 GMT

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i can make the scripts.dll part in about what 3 mins
the map pictures about 1.5 mins per pic
and the other app in VB in... i don't know 30-60 mins

the hardes thing will be scaling the image, and seting up the renegade position system to work with the vb app(x,y offsets and scaling).

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Posted by [Madtone](#) on Thu, 19 May 2005 11:53:01 GMT

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Silent KaneThat's called RenSpectator (RS) which I will continue working on after finishing my w3d render to texture program.

I have the new an improved GUI for RenSpec on me desktop, also a whole bunch of birdeye views of maps, misc images and other certain items.

i'll have to get back in contact with you again at some point.

Subject: Ideas

Posted by [Sir Kane](#) on Thu, 19 May 2005 12:26:34 GMT

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I used some special setup for the top view map images which is the reason for my work on a special w3d viewer that allows advaced camera setup, render to texture, etc.

Subject: Ideas

Posted by [Dan](#) on Thu, 19 May 2005 12:43:10 GMT

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It would also be good to set up your RenSpectator so that you can fly around the map and spectate it in 3D, rather than a birds-eye view.

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Posted by [Sir Kane](#) on Thu, 19 May 2005 12:55:52 GMT

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Could do that only if my w3d render shit perfoms good enough. Which it won't lol

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Posted by [Madtone](#) on Thu, 19 May 2005 14:30:38 GMT

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Silent Kanel used some special setup for the top view map images which is the reason for my work on a special w3d viewer that allows advaced camera setup, render to texture, etc.

Ah right.. i'll drop you a line on IRC sometime soon.
