Subject: Extras icons!
Posted by Viking on Thu, 21 Jul 2005 02:48:29 GMT
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Hey why don't you make new icons so you can get a picture of the actul thing you are buying when you buy a extra. Mabe you could fix the names to, like when you buy kane it can say kane not Ravashaw? When you buy a sadan you dont see a Humvee you see a sadan and a pickup for the pickup? Mabe add the chiken to the extras?

Subject: Re: Extras icons!
Posted by Ma1kel on Thu, 21 Jul 2005 05:53:12 GMT
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If you weren't such a retarded fucker you would of used the search function.

jonwill am considering adding 2 new features to scripts.dll 2.2: (among all the other new ideas I have for 2.2)
The first is a changer for the vehicle limit
The second is a feature that lets you change the settings for a PT icon at runtime (i.e. icon, cost, preset it buys, string)

The features will be available as both engine calls and console commands. (so e.g. if you are making a sniper mod you can disable all stuff you dont want them to buy, although you need to put something in somewhere so that every time a new player joins the settings are triggered again so that the new player gets the settings)

The problem is that both of these features would require all players in the game to have scripts.dll 2.2 on the client.

For people running servers and using these commands directly, brenbot will allow you to say "I want to use these commands" and it will then enforce 2.2 on the clients (i.e. if a client connects who doesnt have 2.2, it will kick them out)

As for people using the engine calls, if you are using them on one specific map, you can just put something on the map to force BHS.DLL. (there are ways to do that)

If you are using them as part of a server-side mod, you can put something somewhere again to force BHS.DLL.

I post this here to find out what users, server owners etc think.
I also pose a question:
Given these new features, would you (as a server owner) want to enable force BHS.DLL to take advantage of these features? Would you (as a user) support being forced to download BHS.DLL to run on a server with these features? Would you (as a mapper/mod author) want to use these features in your map/mod and force BHS.DLL?

I'm not 100% sure what it means, but I think it will make it possible for servers to change the PT

settings and also the Icon. There is no other Server Side way to change the Icon.

Subject: Re: Extras icons!
Posted by Lijitsu on Thu, 21 Jul 2005 06:04:41 GMT
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Hey, jackass, hes new so give him a fucking break! Ive been here for awhile, and i didnt even know we had a Search feature!

EDIT: 350th post! YAY!

Subject: Re: Extras icons!
Posted by Viking on Thu, 21 Jul 2005 06:04:55 GMT
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The icon are Humvees because in Renegade there is no icon with a Sadan or a Pickup. What I am suggesting is they make them than change it so that it uses those icons unsted of the Humvee one. There are extra unused models in Renegade (Dino man, Chiken, Dude with a hat, A clown(not sure about this one but I think I saw it ones))So it should enable those for users of CP2 to purchase in extras. Event if you dident have CP2 you couldent buy them but you could see somone if they had bought it.

Subject: Re: Extras icons!
Posted by Ma1kel on Thu, 21 Jul 2005 06:08:30 GMT
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There are no Purchase Icons for the "Extras" and yes there is a Clown(Dolf) in the always.dat.

Subject: Re: Extras icons!
Posted by Lijitsu on Thu, 21 Jul 2005 06:09:20 GMT
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So get someone to make one! Easy as that! Damn, you have no imagination, do you?

Subject: Re: Extras icons!
Posted by Ma1kel on Thu, 21 Jul 2005 06:36:14 GMT
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Lijitsu wrote on Thu, 21 July 2005 01:09So get someone to make one! Easy as that! Damn, you

have no imagination, do you?
It's a miracle all those idiots here have so much "posts".

Subject: Re: Extras icons!
Posted by Lijitsu on Thu, 21 Jul 2005 07:51:12 GMT
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Thats "many posts" not "much."

Subject: Re: Extras icons!
Posted by Viking on Thu, 21 Jul 2005 08:28:37 GMT
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Dont get off tipic!

Subject: Re: Extras icons!
Posted by Ma1kel on Thu, 21 Jul 2005 09:36:09 GMT
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Lijitsu wrote on Thu, 21 July 2005 01:04Hey, jackass, hes new so give him a fucking break! Ive been here for awhile, and i didnt even know we had a Search feature!
You don't know who he is.

Subject: Re: Extras icons!
Posted by Lijitsu on Thu, 21 Jul 2005 20:45:07 GMT
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Oh, and i bet you do?

Subject: Re: Extras icons!
Posted by Ma1kel on Thu, 21 Jul 2005 22:06:15 GMT
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A bit, he was constantly bitching about the Renegade E3 Models, his grammar sucks. He threatend to kill a person if that person woulden't texture, model and animate for his "map".

Here is a example how he is In-game:

(&BCServ5) MajorKFC > ((kick) idjit626 - not sure what your dysfunction is - 02/19/2005 01:35:03)
(&BCServ5) majorkfc > ((kick) idjit626 - go take a break and cool off - 02/20/2005 20:33:25)

(&BCServ4) (TeamPoll) > ((kick) idjit626 - team vec stealing - 02/20/2005 01:31:59)
(&BCServ4) MajorKFC > ((kick) idjit626 - take a hint:[21:32:22] <BCServ4> idjit626: ill chill when snipers stop sucking cocks - 02/26/2005 23:29:25)
(&BCServ4) MajorKFC > ((tban) idjit626 - slow learning curve [22:52:29] <BCServ4> [Page] idjit626: fuck you i ant there anymore so nanney nanney bo bo - 02/27/2005 00:49:46)
(&BCServ4) mes262(Poll) > ((tban) idjit626 - saying f_g - 03/02/2005 18:09:59)
(&BCServ4) MajorKFC > ((kick) idjit626 - still accusing i see, told you sto stop - 03/07/2005 13:45:10)
(&BCServ4) MajorKFC > ((kick) idjit626 - blackmail wont work, go collect cans - 03/07/2005 13:51:45)
(&BCServ4) ecml > ((kick) idjit626 - drop the CAPiTaL leTTers!!! - 03/12/2005 02:22:26)
(&BCServ4) louis > ((kick) idjit626 - start listening to what you are told about the rules, please - 12/03/2005 19:34:48)
(&BCServ4) MajorKFC > ((kick) idjit626 - enough of your demands kthx - 04/02/2005 11:54:08)
(&BCServ4) bmruze > ((kick) idjit626 - I SaId No mOrE CaPs - 04/03/2005 00:13:35)
(&BCServ4) MajorKFC > ((kick) idjit626 - mouth again [21:43:37] <BCServ4> idjit626: YOU FUCKING OWE ME 275 FOR THAT CHARACTOR BITCH! - 04/05/2005 23:44:07)
(&BCServ4) ctb101(TeamPoll) > ((kick) idjit626 - whining defeatist - 04/06/2005 14:31:18)
(&BCServ4) bmruze > ((kick) idjit626 - caps - 04/15/2005 23:27:40)
(&BCServ4) MajorKFC > ((kick) idjit626 - gettin outta hand again i see - 05/22/2005 02:14:10)
(&BCServ4) ccfan2346 > ((kick) idjit626 - i' - 05/30/2005 00:14:26)
(&BCServ4) ccfan4326 > ((ban) idjit626 - yelling, hindrance, oppositional defiant, doesn't listen, enough kicks alone to warrant a ban, et cetera - 05/30/2005 01:56:54)

See all his posts in another forum here. He got banned in the forum but I can't recall why. And I think ACK knows him, but I'm not sure.

Subject: Re: Extras icons!
Posted by Lijitsu on Thu, 21 Jul 2005 22:36:03 GMT
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My, what an idiot. "Whining defeatist?" Is that even a word? Defeatist? Yeah, i take back giving him a break, but it still stands that i didnt know we had a Search feature...

Subject: Re: Extras icons!
Posted by Dave Mason on Thu, 21 Jul 2005 23:28:52 GMT
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Lijitsu wrote on Thu, 21 July 2005 23:36it still stands that i didnt know we had a Search feature...

Should have searched for it.

Subject: Re: Extras icons!
Posted by Lijitsu on Fri, 22 Jul 2005 00:24:01 GMT
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DJM wrote on Thu, 21 July 2005 19:28Lijitsu wrote on Thu, 21 July 2005 23:36it still stands that i didnt know we had a Search feature...

Should have searched for it.
Well i use Google, so i didnt think i would have to. Smartass.

Subject: Re: Extras icons!
Posted by Viking on Fri, 22 Jul 2005 02:26:02 GMT
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You better be nice! I am a good friend of John Will! I will get him to do bad things to you! Ask him I talk to him all the time!

Subject: Re: Extras icons!
Posted by Whitedragon on Fri, 22 Jul 2005 02:31:28 GMT
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idjit626 wrote on Thu, 21 July 2005 22:26You better be nice! I am a good friend of John Will! I will get him to do bad things to you! Ask him I talk to him all the time!
LMFAO

Subject: Re: Extras icons!
Posted by Renx on Fri, 22 Jul 2005 03:21:03 GMT
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Oh no! Jonwil is out to get us!

Subject: Re: Extras icons!
Posted by Dr. Lithius on Fri, 22 Jul 2005 04:58:39 GMT
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No one likes your style, idjit. And I doubt anyone believes you and/or cares. Why haven't you been banned yet?

Subject: Re: Extras icons!
Posted by Lijitsu on Fri, 22 Jul 2005 05:25:05 GMT

Renx wrote on Thu, 21 July 2005 23:21Oh no! Jonwil is out to get us!
Head for the hills! Eeeek!

Subject: Re: Extras icons!
Posted by danpaul88 on Fri, 22 Jul 2005 07:44:08 GMT

uhm, i doubt jonwil wants to join in your petty arguments....

Subject: Re: Extras icons!
Posted by Ma1kel on Fri, 22 Jul 2005 11:12:17 GMT

Lijitsu wrote on Thu, 21 July 2005 18:36My, what an idiot. "Whining defeatist?" Is that even a word? Defeatist? Yeah, i take back giving him a break, but it still stands that i didnt know we had a Search feature...

Whining defeatist means whining becuase your are defeated, remember it was a poll in-game, meaning they typed it fast.

Subject: Re: Extras icons!
Posted by reborn on Fri, 22 Jul 2005 11:15:39 GMT

The huds, or rather the P.T icons are controlled client side. You could change them on the server, but only the server would see it, the client version would over-ride it. It would require a client download to change this...

A better solution to putting this in cp2 would be to re-write the code to enable it to be changed in SSAOW so even non-cp users could view it, but i dont know if this is even possible, let alone worth the bother.

Subject: Re: Extras icons!
Posted by danpaul88 on Fri, 22 Jul 2005 12:09:49 GMT

most servers dont even use extra units anyway...

It could be implemented in level edit, but than it would only work for that map.

Subject: Re: Extras icons!
Posted by reborn on Fri, 22 Jul 2005 12:57:33 GMT
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Most servers don't use "extra's" this is true, it would mean it was un-laddered, however many server replace characters with different units, it would be cool to be able to change the P.T huds server side, but you can't mate. You can't do it as a objects mod or make it map specific either.. well not server side anyway. There is the option in level edit to change texture and the path of the file, so it looks like you could change it to an existing hud inside the always.dat (of which there are quite a few that i would like to use , however even if you use the feature inside level edit to change it, it doesn't work, it is controlled on the client.

There may be a way to do it, but i don't know what that way is... if someone else does then please tell me

I think it would be recoding the FDS to make it controlled on the server, but that is way beyond me...

Subject: Re: Extras icons!
Posted by Viking on Fri, 22 Jul 2005 23:54:18 GMT
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They dont have the Reneagde sorce code! Why do you all keep saying to reconde things they cant!

Subject: Re: Extras icons!
Posted by Naamloos on Tue, 26 Jul 2005 12:30:59 GMT
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My favorite quote from another forum:

"idjit626"I LIKE GETTING BASHED IT MAKES ME FEEL SPIECAL!

Go idjit!

Subject: Re: Extras icons!
Posted by Ma1kel on Tue, 26 Jul 2005 13:50:54 GMT
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My favorite quote from in-game.

idjit626(BCserv4)[Page] idjit626: im smarter than you can ever imagine i just cant spell

Note that he paged that to a bot.

Subject: Re: Extras icons!
Posted by Nightspark on Tue, 26 Jul 2005 13:53:08 GMT

well im a Objects.dbb modder
you shure can edit it ... you can find it all in the objects.dbb
- Global Settings
- Purchase Settings
- Character Classes

but im wondering if you can put the objects.dbb in the Core Patch 2
naah dont think so.