Subject: C++
Posted by N1warhead on Sat, 24 Jun 2006 06:25:06 GMT
View Forum Message <> Reply to Message

ok ive downloaded Visual Studio and 2 other C++ Aplications, but none of them can open nor import a Dll file for the Scripts, how do i go about doing this ???

Thank you for reading this.

Regards

Terminator | A new fate mod creator.

Subject: Re: C++
Posted by reborn on Sat, 24 Jun 2006 06:52:17 GMT
View Forum Message <> Reply to Message

You cannot just start working with the current scripts.dll in its compiled form with visualstudios.net. You need to open up the source code and work with that instead.

Subject: Re: C++
Posted by AmunRa on Sat, 24 Jun 2006 07:16:03 GMT
View Forum Message <> Reply to Message

You a first timer?

Subject: Re: C++
Posted by N1warhead on Sat, 24 Jun 2006 09:27:28 GMT
View Forum Message <> Reply to Message

at scripts yea LOL, ima make some Awesomes Scripts where when like a Bomb goes off the walls will actually Blow to chunks an pieces, and dont say ren engine cant do it cause ive seen even older engines able to do it, like RedEd for Red Faction 1. im gonna make my own Ai from Scratch, ETC.

Cause sence im working alone so far on this Project, i will do everything like everyone else does on a team, idc if i have a team or not its getting done no matter wut, i dont care if peeps say it will never get done, but its gonna get done.

Subject: Re: C++
Posted by Mad Ivan on Sat, 24 Jun 2006 09:43:16 GMT
View Forum Message <> Reply to Message

N1warhead wrote on Sat, 24 June 2006 12:27when like a Bomb goes off the walls will actually Blow to chunks an pieces

The engine does not support it.At least not fully.
And the fact that other games support something, doesnt mean that every game does aswell.

Quote:
im gonna make my own Ai from Scratch

Not possible, since the AI is hardcoded in the engine itself, not the scripts.dll
You can "edit" the engine, but you'd have to be a genious to do it.

Sounds to me like you are a newbie at programming (like myself, lol). I suggest that you check http://www.cprogramming.com/ - the beginner's tutorials.

Subject: Re: C++
Posted by N1warhead on Sat, 24 Jun 2006 10:18:23 GMT
View Forum Message <> Reply to Message

yea i see uwt ur sayin, but the programing part, lets jus tput it this way LOL, i only know how to program things i shouldent no how to do LOL im not getting into deatail, but i quit that stuff long ago, but for games i just never really messed with Scripts or anything, and ill modify the engine its self dont matter to me, wut gets made can be changed so nothing is impossible.

Subject: Re: C++
Posted by Mad Ivan on Sat, 24 Jun 2006 18:11:51 GMT
View Forum Message <> Reply to Message

i understand you enthusiasm and i agree, nothing is impossible.
Thout keep in mind, modifying core stuff will take you a long time, years maybe...

EDIT/On a side note:
Be careful with your project, or you might get Foxed.

Quote:fox - v. [derived from 20th Century Fox Corporation, the first recorded company to cause a game's cancellation] 1. To cancel, recall, remove, or cease development of a video game project (particularly amateur video game "modifications") due to illegal and extensive (if not critical) use of well-known copyrights and trademarks. 2. To cause the cancellation, recall, or removal of a video game due to copyright infringement. -- foxed (adj.)

Subject: Re: C++
Posted by N1warhead on Sat, 24 Jun 2006 22:03:16 GMT
View Forum Message <> Reply to Message

so in other words ur saying, as long as i dont touch there Engine im ok, i dident think about that thoe, they never gave us Permission to mod the engine just the game LOL

Subject: Re: C++
Posted by AmunRa on Sat, 24 Jun 2006 22:27:26 GMT
View Forum Message <> Reply to Message

Well, based on your experience(as shown) and what it is you want to do, it sounds like you've barely ever touched C++. That being the case, it would probably help to do a lot of learning before you even think of trying this. You will have no clue what you are doing.

Subject: Re: C++
Posted by Mad Ivan on Sat, 24 Jun 2006 23:44:04 GMT
View Forum Message <> Reply to Message

N1warhead wrote on Sun, 25 June 2006 01:03so in other words ur saying, as long as i dont touch there Engine im ok, i dident think about that thoe, they never gave us Permission to mod the engine just the game LOL

actualy, not the engine.You can do whatever you want with it.
You should check who holds the copyrights to "The Terminator" as a movie/franchise/ideas/etc and ask the copyright owner if you ARE ALLOWED to do the mod.
If the copyright owner is Twentieth Century Fox, you have no chance of getting a permition. If it's some other company, just ask.

Should the company deny you permition, you should STOP your mod immediately. If you dont, you'll get recieve a warning from the copyright owner to stop your mod.
If you fail to follow their orders, you'll be sued. And that's a lawsuit that only the company can win.

Do a good read of This. It should give you an idea of what to do with the mod at the moment and what to do should you recieve the "Foxed letter".

Subject: Re: C++
Posted by theplague on Sun, 25 Jun 2006 05:55:56 GMT
View Forum Message <> Reply to Message

-_- make the wall an seperate object, on dmg, make it repair itself to full, unless damager is itself. Check damager is the 'bomb' if it is, apply dmg to itself 99999 blamo, then just to a death animation.

On the bomb: on destroy, dmg objects in radious, to make it more real, do it in 5 stages. like circles with smaler circles inside of them. that way, the closer you get to it, the more circles your in, hence, more dmg done.

---

if you want to do stuff for random objects, you need knowlage of physics and projectile vectors and motion. then you can attach a script to all objects and determin the direction and velocity of the bomb's projectiles, thus calculating a flight path for the object/debree.

Subject: Re: C++
Posted by N1warhead on Mon, 26 Jun 2006 23:26:01 GMT
View Forum Message <> Reply to Message

i read it, i just now COntacted Warner Bros for permission, LOL i aint going any farther till i get permission cause dang man, i always figured if its for Non profit and the Admins on Ataris site think it would be fine also, but i guess not. LOL i e-mailed them and hope they reply back, and if they never do i will assume its alright LOL, and for the last reply ill try that out and see how it works thanks guys.

Subject: Re: C++
Posted by AmunRa on Mon, 26 Jun 2006 23:36:28 GMT
View Forum Message <> Reply to Message

what the hell are you talking about? Warner Bros?!?!?!

Subject: Re: C++
Posted by N1warhead on Mon, 26 Jun 2006 23:49:12 GMT
View Forum Message <> Reply to Message

They own the COpyrights. ive read it on alot of sites just to make sure.

Subject: Re: C++
Posted by AmunRa on Tue, 27 Jun 2006 04:02:43 GMT
View Forum Message <> Reply to Message

Yea, I bet warner brothers owns the rights to a video game

Subject: Re: C++
Posted by Doitle on Tue, 27 Jun 2006 04:29:54 GMT
View Forum Message <> Reply to Message

I beleive that Terminator is owned by MGM studios with distribution rights by Fox Corporation. The actual story though is hard to uncover. Fox is indeed involved however I beleive as I stated they are only on the distribution side and do not actually own the copyrights or ideas behind Terminator.

Also whoever posted that link to the C++ help, that's a nice site there. I've been reading the tutorials on there and they've been pretty helpful. I never did understand classes

Subject: Re: C++
Posted by N1warhead on Tue, 27 Jun 2006 15:57:45 GMT
View Forum Message <> Reply to Message

well theres " The Terminator " and theres " Terminator " both owned by 2 diffrent Companys " The Terminator " is more inelikely Mgm or Hemdale the one who made it. but Hemdale dont exist anymore so LOL. and theres " Terminator " which was what they used for Terminator 3, and was made by C2 Pictures a warner brothers Production, and every website i read said " Terminator " was Warner bros Copyright so IDK man, ur right it is a real hard story to uncover permission for anything HAHA.