Subject: HS only mod!!!
Posted by MrC on Fri, 08 Sep 2006 19:07:35 GMT
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Hello, Im busy with a hs only mod i already got it so far that bodyshots wont do damage.
But so do headshots i want to know if anyone of u guys knows how to get bones working for my fds so i can set body damage off and headshot damage on.
Bones is a ini file and i edited it trough the maps in my computer and i didnt edited it trough level editor so objects.ddb wont edit it do u know a way to make bones.ini edit in the objects file
Thanks

Subject: Re: HS only mod!!!
Posted by jnz on Fri, 08 Sep 2006 19:09:59 GMT
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can you unpack bones.ini from objects.ddb or do you need to know how to edit it?

Subject: Re: HS only mod!!!
Posted by MrC on Fri, 08 Sep 2006 19:10:39 GMT
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i need to know how to edit objects with bones in it so bodyshots wont work but hs do!

Subject: Re: HS only mod!!!
Posted by Renx on Fri, 08 Sep 2006 19:52:55 GMT
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extract bones.ini, edit neck/body damage multipliers to 0.

Subject: Re: HS only mod!!!
Posted by MrC on Fri, 08 Sep 2006 20:23:23 GMT
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where do i have to extract bones ini too??
Cos if i put in data it wont work.
It has to go in other format but how? and in what kind of?

Subject: Re: HS only mod!!!
Posted by Ivan275 on Fri, 08 Sep 2006 22:08:50 GMT
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If I'm not mistaken bones.ini is a client side thing. Changing in on the FDS won't do anything. The only way i can see it working is if it's added to all your maps and you make all your players dl your maps.

Do you want your HS mod to only count HS, or only HS that do enough damage to do a 1 shot kill(sniper/ramjet/pic/rail)?

Subject: Re: HS only mod!!!
Posted by AmunRa on Fri, 08 Sep 2006 22:36:56 GMT
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having it clientside is cheating

Subject: Re: HS only mod!!!
Posted by CarrierII on Fri, 08 Sep 2006 23:19:08 GMT
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Having a mod where it only does damage less of the time isn't exactly cheating ,closer to the inverse of it, but I know what can be done...

Subject: Re: HS only mod!!!
Posted by MrC on Sat, 09 Sep 2006 07:30:46 GMT
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Ivan275 wrote on Fri, 08 September 2006 17:08If I'm not mistaken bones.ini is a client side thing. Changing in on the FDS won't do anything. The only way i can see it working is if it's added to all your maps and you make all your players dl your maps.

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how do i add it to all my maps then?? (with what program)
I want the my Hs mod only to count hs's.
But i really dont know how i have try'ed so much but i have no idea.
I want bodyshots not to work but hs will kill in 1 shot.
It will be for my sniper game so...
And for fds so everybody will have it and it will be fair
If u got any idea's on helping me thnx alot

Subject: Re: HS only mod!!!
Posted by Ivan275 on Sat, 09 Sep 2006 08:32:46 GMT
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Quote:how do i add it to all my maps then??This is a horrible thing to do and most likely keep your server empty. I never tried it but it should work. You get RanegadeEX(search in yahoo) open one of your maps and import the modified bones.ini in to the map. Then make everyone that will play on your server download that and all the other maps you imported the bones.ini in to. Quote: It will be for my sniper game so... That is what I wanted to hear. For a sniper mod this can be done using scripts and a modified objects.ddb/.aow

Do you have any c++ or other language programing experience?
Do you have any expedience modifying objects file?
Do you have any expedience modifying scripts.dll?
What scripts version are you planning on using on your server?

Here is a quick run threw of what you need to do:
Quote:In scripts.dll there is a function void M00_GrantPowerup_Created it is attached to all players, you need to add to it a ::Damaged(GameObject *obj, GameObject *damager, float damage) part. Now every time a player is damaged this function will trigger. In it you will need to check the damage done to the player. Something like this should work for your server, it will basically make the server work like this. If you shoot someone and don't do enough damage to kill them they get all the health back. Seeing that a ramjet will do 200 damage to the body and basic infantry have 100health and 100armor you would need to disable them(basic infantry) or add 1 to their health using modded objects. This still won't make it a true HS server, it will make it into a HS and neck shot server.
if (damage != Commands->Get_Max_Health(obj)+Commands->Get_Max_Shield_Strength(obj)){
Commands->Set_Health(obj,Commands->Get_Max_Health(obj));
Commands->Set_Shield_Strength(obj,Commands->Get_Max_Shield_Strength(obj));}

The only way I know how to make it in to a true HS server is give all players over 600 health + armor then you can check damage done against weapon used.
if (sniper rifle (gdi/nod) && damage = 500) then kill player
else if (damage >600) then kill player
else heal player back to max health and max armor

PS there is a function called "Get_Damage_Bone_Name" in scripts but because it's declared as not taking any parameters I'm not sure how to used it to do what you want.

Subject: Re: HS only mod!!!
Posted by MrC on Sat, 09 Sep 2006 08:41:03 GMT
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Ivan275 wrote on Sat, 09 September 2006 03:32Quote:how do i add it to all my maps then??This is a horrible thing to do and most likely keep your server empty. I never tried it but it should work. You get RanegadeEX(search in yahoo) open one of your maps and import the modified bones.ini in to the map. Then make everyone that will play on your server download that and all the other maps you imported the bones.ini in to. Quote: It will be for my sniper game so... That is what I wanted to hear. For a sniper mod this can be done using scripts and a modified objects.ddb/.aow

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Thanx i already tryed giving people 9999 armor & health but when i do that bodyshots wont work:YES But headshots wont work either so do u know how to fix it that headshots will work but bodyshots dont?
I do this in level editor with the file Objects.aow

Subject: Re: HS only mod!!!
Posted by Ivan275 on Sat, 09 Sep 2006 08:48:52 GMT
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Do you have any c++ or other language programing experience?
Do you have any expedience modifying scripts.dll?
What scripts version are you planning on using on your server?

Subject: Re: HS only mod!!!
Posted by MrC on Sat, 09 Sep 2006 08:54:55 GMT
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1 No

2 Yes
3 I got my own made scripts with bhs. got it from a m8 of mine

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Subject: Re: HS only mod!!!
Posted by LR01 on Sat, 09 Sep 2006 10:58:56 GMT
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a HS only mod on Renegade?

(don't you forget that you can have your head in the wall, witches makes you head unhittble?)

Subject: Re: HS only mod!!!
Posted by MrC on Sat, 09 Sep 2006 11:26:00 GMT
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No i mean a mod that only hs do damage and bodyshots dont

Subject: Re: HS only mod!!!
Posted by Zion on Sat, 09 Sep 2006 12:26:35 GMT
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Edit bones.ini and place in the data folder, or if it's for a TC mod, place in always.dat.

Subject: Re: HS only mod!!!
Posted by LR01 on Sun, 10 Sep 2006 07:40:35 GMT
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nowud13 wrote on Sat, 09 September 2006 13:26No i mean a mod that only hs do damage and bodyshots dont

what is "hs" then?

Subject: Re: HS only mod!!!
Posted by Babekida on Sun, 10 Sep 2006 09:06:30 GMT
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HS = Head Shot.

Subject: Re: HS only mod!!!
Posted by LR01 on Sun, 10 Sep 2006 15:45:56 GMT
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yes, and I can put my head in the wall

Subject: Re: HS only mod!!!
Posted by Cat998 on Sun, 10 Sep 2006 20:19:07 GMT
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There is no way atm to make a headshot-only mod for Renegade.

You don't know if someone was killed by a headshot.

Subject: Re: HS only mod!!!
Posted by Ivan275 on Sun, 10 Sep 2006 21:41:07 GMT
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Cat998 wrote on Sun, 10 September 2006 13:19There is no way atm to make a headshot-only
mod for Renegade.

You don't know if someone was killed by a headshot.
But you can tell how much damage is done by a shot(D), what weapon the player has, and how
much damage that weapon is soposed to do to the body(DB).
if D=DB*5 then its a HeadShot

nowud13 go to yousendit.com, if you have VC++ and know how to compile scource code into
scripts.dll upload just aow.cpp
if you dont know how to do that zip up and upload the full scurce code from your scripts(all files)
and PM me a yousendit link to it

Subject: Re: HS only mod!!!
Posted by Cat998 on Sun, 10 Sep 2006 22:28:24 GMT
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Let's say a player has 40 HP left and a headshot makes 1000 damage.
This player gets killed by a headshot and it tells you that this shot did 40 HP damage on him.
How would you know if it was a headshot or just a normal bodyshot ?

Subject: Re: HS only mod!!!
Posted by Zion on Sun, 10 Sep 2006 22:57:25 GMT
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Because bones.ini tells people what's what and gives multipliers to body parts, if you edit it to say that everything but the head to nothing then only head shots will do damage.

Subject: Re: HS only mod!!!
Posted by Cat998 on Sun, 10 Sep 2006 23:43:13 GMT
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I thought bones.ini doesn't work serverside, or am I wrong

Subject: Re: HS only mod!!!
Posted by Zion on Mon, 11 Sep 2006 00:24:21 GMT
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I know it works non-dedi serverside but i'm not 100% sure about dedicated servers.

Subject: Re: HS only mod!!!
Posted by Ivan275 on Mon, 11 Sep 2006 02:13:12 GMT
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Cat998 wrote on Sun, 10 September 2006 15:28Let's say a player has 40 HP left and a headshot makes 1000 damage.
This player gets killed by a headshot and it tells you that this shot did 40 HP damage on him.
How would you know if it was a headshot or just a normal bodyshot ?that is a good point, but considering this will be a sniper server there are only 4 ways to get a player to 40HP. All easily fixable.
1-2 c4/pistol(remove c4's/pistol from game because on a sniper server you don't need them, and some sniper servers have them removed anyways)
3 falling damage(falling damage will need to be removed or increased to instant death)
4 tibirium damage (damage will have to be set to 0 or all player skin charged to chem skin)

PS there is still a function called "Get_Damage_Bone_Name" which may be all that "nowud13" needs.

Subject: Re: HS only mod!!!
Posted by Matix on Mon, 11 Sep 2006 02:14:23 GMT
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Well, that would be quite resonable if it was server-side, if it's client side, its called "h4x0rz"

Subject: Re: HS only mod!!!

Posted by MrC on Mon, 11 Sep 2006 14:30:38 GMT

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Ivan275 wrote on Sun, 10 September 2006 22:13Cat998 wrote on Sun, 10 September 2006 15:28Let's say a player has 40 HP left and a headshot makes 1000 damage.
This player gets killed by a headshot and it tells you that this shot did 40 HP damage on him.
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PS there is still a function called "Get_Damage_Bone_Name" which may be all that "nowud13" needs.

Where can i find that Get_Damage_Bone_Name??? level edit scripting? etc.?

Oh and matix it will be server sided and its not hax its the other side of hax cos ur making it harder for everybody

---

Subject: Re: HS only mod!!!
Posted by Ivan275 on Mon, 11 Sep 2006 19:14:01 GMT

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get_damage_bone_name is in the scripts, scripts.h file i think, but i have no idea how to use it, the function takes no parameters so i don't know how it would know what object i want to get the damage bone from. I quickly tried it last night it but it didn't return any thing...

your best bet for now is to do the scriot change i sugested a few posts ago.

Subject: Re: HS only mod!!!
Posted by StealthEye on Mon, 11 Sep 2006 21:37:35 GMT

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The get_damage_bone is not the function you're looking for. It seems to return some variable/constant and nothing more... The function you're looking for does not exist, as the client basically sends the damage, and not the position of the shot. The damage the client sends is already multiplied by the client, so it is not possible to determine that (unless you're counting the damage like suggested elsewhere).
Detecting headshots is not possible from the server side.

Subject: Re: HS only mod!!!

Posted by Cat998 on Tue, 12 Sep 2006 10:39:02 GMT

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Like I said... but some people seem to know it better