Subject: URGENT QUESTION!!!!!
Posted by Brandon on Sun, 10 Sep 2006 03:23:04 GMT
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Ok, I need some serious help here. I'm making it so that you press a switch and $800 will be subtracted from your credits and you'll get a medium tank only... I can't seem to get the tank to appear.  Does anyone know how to make this possible? What script(s) should I use?

Subject: Re: URGENT QUESTION!!!!!
Posted by jonwil on Sun, 10 Sep 2006 03:36:43 GMT
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You will require bhs.dll on both the server and client for this to work (since walking up to an object and pressing E on it requires bhs.dll to work).
Assuming you have that, you can use the script JFW_Vehicle_Buy_Poke to do what you want.
Or if you just want it to appear without being constructed from a weapons factory etc, you can use JFW_Preset_Buy_Poke.

Subject: Re: URGENT QUESTION!!!!!
Posted by Brandon on Sun, 10 Sep 2006 04:15:29 GMT
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Ok, I did that, so how do I get it on a bhs though? And once I do get it on the bhs then I just put it in the RenegadeFDS/Server folder?

Subject: Re: URGENT QUESTION!!!!!
Posted by LR01 on Sun, 10 Sep 2006 07:47:49 GMT
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Little question: how can this be done on zone?

Subject: Re: URGENT QUESTION!!!!!
Posted by sycar on Sun, 10 Sep 2006 12:09:17 GMT
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im unsure if theres a current script for this on a zone, but if you dont mind using a custom scripts.dll i can paste the code which will do this for you?

Subject: Re: URGENT QUESTION!!!!!

Posted by jnz on Sun, 10 Sep 2006 12:10:46 GMT
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what is so urgent? im sure it can be done in scripts.dll

Subject: Re: URGENT QUESTION!!!!!
Posted by Zion on Sun, 10 Sep 2006 13:52:11 GMT
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It's all done in level edit and saved, then you place the .ldd of the map in the data folder and run the .mix normally.

Subject: Re: URGENT QUESTION!!!!!
Posted by LR01 on Sun, 10 Sep 2006 15:51:51 GMT
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the zone is done on some servers

doesn't a script like: Send_Custom_On_Enter_Zone exists?

Subject: Re: URGENT QUESTION!!!!!
Posted by ghost on Sun, 10 Sep 2006 17:25:43 GMT
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I added this to my server and it would tend to crash the server. Isnt it true if non "corepatch" users press on the switch it crashes the server?

Subject: Re: URGENT QUESTION!!!!!
Posted by LR01 on Sun, 10 Sep 2006 18:26:22 GMT
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does it exists?


and the corepatch, if non corepatch poke, they dont (after my experience) crash

Subject: Re: URGENT QUESTION!!!!!
Posted by Brandon on Sun, 10 Sep 2006 20:32:59 GMT
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Ok, I've got the whole BHS thing in my script folder. I redid the map but when I load my server it

loads as far as 51% and then crashes. All I did after modifying the map was put the M13.ldd, scripts.dll, scripts2.dll, and bhs.dll in the RenegadeFDS/Server folder (M13.ldd went into Server/Data folder). Yes, you can do it with a script zone (dropping vehicles that is) but I just want to buy one using a switch (poke switch and it subtracts money and a tank is dropped or appears at the location specified).

EDIT: I tried to get the map to work but it won't. I thought it was when I put the bhs and scripts in the server folder that caused the problem but it wasn't. Will SSAOW 1.5 let you add fully functional switches that do stuff to maps? Or is it like the whole AI bot thing, it just won't work?

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Subject: Re: URGENT QUESTION!!!!!
Posted by Brandon on Mon, 11 Sep 2006 22:51:02 GMT
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Never mind, problem was I was using the wrong Guard Towers and they crashed the map. Everything works perfectly now!

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