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Subject: Invulnerability

Posted by [BlueThen](#) on Thu, 09 Nov 2006 00:20:13 GMT

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I'm just curious in how to create invulnerability in servers.

I see blamo doesn't work?

Just curious in how so I can observe cheaters in my [future] server so I can ban them

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Subject: Re: Invulnerability

Posted by [dead6re](#) on Thu, 09 Nov 2006 09:05:59 GMT

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Wrong forum, use the "Mods " subforum next time.

What you can do is use the damage event in the scripts.dll and check to see who was damaged and set their health and shield back to the maxium after being hit.

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Subject: Re: Invulnerability

Posted by [BlueThen](#) on Thu, 09 Nov 2006 20:44:06 GMT

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dead6re wrote on Thu, 09 November 2006 03:05Wrong forum, use the "Mods " subforum next time.

What you can do is use the damage event in the scripts.dll and check to see who was damaged and set their health and shield back to the maxium after being hit.

Sorry, I was thinking about my FDS, and not OBJECT mod or anything like that :/

And how do I edit scripts.dll? I know there's a program... Visual Basics was it? Visual Basics won't install for me.

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Subject: Re: Invulnerability

Posted by [scguy318](#) on Thu, 09 Nov 2006 23:17:53 GMT

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scripts.dll is written in C++; you will need to obtain the source for scripts.dll from SourceForge.

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Subject: Re: Invulnerability

Posted by [dead6re](#) on Fri, 10 Nov 2006 09:10:40 GMT

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As said above, the scripts.dll is written in C++ therefore you need Visual C++ 2003 or Visual Studio .net 2003 in order to edit the scripts. As of yet, I am unable to compile using 2005 whereas others are able to use 2005 so I can't tell you much about that!

You can't change the RenegadeFDS, although there may already be a script inside the scripts.dll to perform this function.

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