Subject: Server Buildings
Posted by Dean20056 on Fri, 12 Oct 2007 22:57:42 GMT
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Hi There i have i hope someone can help me i have seen this in a few servers where u can buy back buildings and i was wondering how they do it. it looks so cool. please help if you can i really wanted to put it in my server   thanks,

Dean

Subject: Re: Server Buildings
Posted by mrÃ£Ã§Ä·z   on Fri, 12 Oct 2007 23:58:19 GMT
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you need to edit the maps in level edit

Subject: Re: Server Buildings
Posted by Dean20056 on Sat, 13 Oct 2007 01:03:12 GMT
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oh ok thanks. so i just use the maps in my fds data with level edit.

Subject: Re: Server Buildings
Posted by IronWarrior on Sat, 13 Oct 2007 02:02:26 GMT
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More complex then that, the re-build mod that is in the MP servers is done by scripts.

You will need to learn or know how to write scripts using Visual Basic.

Subject: Re: Server Buildings
Posted by Veyrdite on Sat, 13 Oct 2007 02:56:15 GMT
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VB as in Lua?

Subject: Re: Server Buildings
Posted by Gen_Blacky on Sat, 13 Oct 2007 04:28:15 GMT
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no Visual Basic as in Visual Basic c++

if you use visual basic u need to download pskd to be able to compile scripts.dll

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Subject: Re: Server Buildings
Posted by nopol10 on Sat, 13 Oct 2007 08:09:37 GMT
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I have never heard of Visual Basic C++...
:/

Subject: Re: Server Buildings
Posted by jnz on Sat, 13 Oct 2007 11:02:01 GMT
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There's no such thing as visual basic C++. It's just plain ol' C++

Subject: Re: Server Buildings
Posted by Cat998 on Sat, 13 Oct 2007 15:57:36 GMT
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Visual Basic C++ ? wtf !

Subject: Re: Server Buildings
Posted by Ghostshaw on Sat, 13 Oct 2007 16:55:39 GMT
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Visual C++ he means, Visual Basic is a separate (crappy) language .

-Ghost-

Subject: Re: Server Buildings
Posted by Gen_Blacky on Sat, 13 Oct 2007 17:17:24 GMT
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lol