Subject: FDS MODDING
Posted by bat66wat6 on Sat, 17 Nov 2007 23:47:14 GMT
View Forum Message <> Reply to Message

Am i very confused here.
When i got my FDS i though it'd be great. But when i came to actually modding it i had loads of trouble.The mods weren't even that big!

Apprently there are types of mod. CLIENT side and SERVER side!
#1:What the hell is the difference?
#2:What sorts of things can i change on my FDS that will actually work?
I mean i changed the Screen Shake Radius and Intesity and it f***ed up mega time! Then i changed the Damage from Orca/Apache rockets +50 and BIATCH went mad saying i was haxoring!

Can someone gimme a list of what i can/can't change on my FDS?
So i don't go chasing something that i can't do!

Subject: Re: FDS MODDING
Posted by reborn on Sun, 18 Nov 2007 00:25:00 GMT
View Forum Message <> Reply to Message

Client mods are things that can only be modded on your client.
For example, a texture replacement will only work on the client. When a texture is made you put in your client data folder and it is different for you only.

Server mods are things that can only be changed on the server.
For example, you could change the points given to a player when they kill another player.

Some mods can be done on either the client or the server, more often then not the results are achieved in different ways, but the result is the same.

To make a list of possible and impossible things would take a long time. Trial and error with educated guesses is how most people learn with renegade.

Subject: Re: FDS MODDING
Posted by bat66wat6 on Sun, 18 Nov 2007 02:24:17 GMT
View Forum Message <> Reply to Message

So the server is basically a "Worldwide" change!?

And the Client involves a specific player...?

So if this is true then if i wanted to change the Artillery shake screen Intensity and the Intensity i would have to do it on the Client?

You also mentioned "Put it in your'e client folder"
Where is this folder? I have never seen a folder called "client" in my FDS directory anywhere

---

Subject: Re: FDS MODDING
Posted by jnz on Sun, 18 Nov 2007 02:32:39 GMT
View Forum Message <> Reply to Message

Reborn never mentioned a "client" folder on the FDS. There is an endless amount of things you can do with the FDS, you just need to have the imagination and the knowlage. Some things aren't possible, but just ask yourself "how would the FDS even do that?".

Subject: Re: FDS MODDING
Posted by Veyrdite on Sun, 18 Nov 2007 02:51:59 GMT
View Forum Message <> Reply to Message

   * can't generate pathfind
   * can't use dsapo objects
   * can't edit VIS (thats read client-side)
   * can't make NEW cinematics
   * can't rotate objects on the x and y axis
   * can't rotate objects on z axis unless the angle is divisible by 15
   * can create objects
   * can add scripts to objects
   * can rotate objects along z axis
   * can change most of an objects settings
   * can re-position spawn positions

Also note transition objects (ladders) must be above where they need to be by about 2 units or the player will become stuck.
Clients can easily get stuck on server-sided objects.

EDIT: I have also heard you can't create waypaths. Is this true? i know you wouldn't if they weren't on the w3d (real level, not on the server-sided objects)as the pathfinding wouldn't exist.

Does placing the .idd in the data directory do any different to placing it in the .mix that has been stripped of the .isd?

Subject: Re: FDS MODDING
Posted by reborn on Sun, 18 Nov 2007 03:18:12 GMT
View Forum Message <> Reply to Message

Dthdealer wrote on Sat, 17 November 2007 21:51   * can't generate pathfind
   * can't use dsapo objects

* can't edit VIS (thats read client-side)
* can't make NEW cinematics
* can't rotate objects on the x and y axis
* can't rotate objects on z axis unless the angle is divisible by 15
* can create objects
* can add scripts to objects
* can rotate objects along z axis
* can change most of an objects settings
* can re-position spawn positions

Also note transition objects (ladders) must be above where they need to be by about 2 units or the player will become stuck.
Clients can easily get stuck on server-sided objects.

EDIT: I have also heard you can't create waypaths. Is this true? i know you wouldn't if they weren't on the w3d (real level, not on the server-sided objects)as the pathfinding wouldn't exist.

Does placing the .idd in the data directory do any different to placing it in the .mix that has been stripped of the .isd?

You can create new cinematics. You just can't create new animations.
You can create way-paths.
And to the last part, no. It's just more manageable doing it the long way, or people tend to understand it better.

Subject: Re: FDS MODDING
Posted by bat66wat6 on Sun, 18 Nov 2007 03:55:35 GMT
View Forum Message <> Reply to Message

Oh and another thing...
It's meant to be easy. Like beginners stuff. But i just can't get it to work!

Here it is, can someone answer this question please
Q:How do i edit a map (Even a M00 map) and make it work on my FDS?

Q2:And if your'e modded map has certain new presets on it, will cancell out or overite the objects.gm in the FDS/Data or conflict with it?

Like where do i export it to, what do i save it as, how and where?
Last time i tried my FDS crashed at 95% map load

I have been striving to find out ever since i seen the first M00 map on a server a long time ago....

Subject: Re: FDS MODDING

Posted by Sn1per74* on Sun, 18 Nov 2007 06:01:55 GMT
View Forum Message <> Reply to Message

www.renhelp.net
Somebody needs to make a sticky that says "Look here before you ask any modding questions, and then have this link.

Subject: Re: FDS MODDING
Posted by nopol10 on Sun, 18 Nov 2007 08:56:51 GMT
View Forum Message <> Reply to Message

Sn1per74* wrote on Sun, 18 November 2007 14:01www.renhelp.net
Somebody needs to make a sticky that says "Look here before you ask any modding questions, and then have this link.

Sometimes people don't want to look through 10+ videos just to get an answer.

Subject: Re: FDS MODDING
Posted by jnz on Sun, 18 Nov 2007 14:14:57 GMT
View Forum Message <> Reply to Message

They don't have to, the videos have titles.

Subject: Re: FDS MODDING
Posted by reborn on Sun, 18 Nov 2007 14:21:44 GMT
View Forum Message <> Reply to Message

For someone like Bat, looking at those videos will help him.
They are all designed for people beginning to mod renegade.
What is shown in them lays the foundations for building and applying that knowledge to some other project.
Those videos really areant rocket science.

Subject: Re: FDS MODDING
Posted by Yrr on Sun, 18 Nov 2007 16:07:23 GMT
View Forum Message <> Reply to Message

Dthdealer wrote on Sun, 18 November 2007 03:51   * can't generate pathfind
    * can't use dsapo objects

You can generate pathfind and use pathfind blockers.

Subject: Re: FDS MODDING
Posted by bat66wat6 on Wed, 21 Nov 2007 20:10:29 GMT
View Forum Message <> Reply to Message

I am wondering. There is to different types of mod right->

Server-Side and Client side.

How do i make a mod like changing screen shake intensity Client Side? Because server-side stuff like that crash my FDS

Subject: Re: FDS MODDING
Posted by Yrr on Wed, 21 Nov 2007 21:42:15 GMT
View Forum Message <> Reply to Message

bat66wat6 wrote on Wed, 21 November 2007 21:10
How do i make a mod like changing screen shake intensity Client Side?
That would be a cheat.

Subject: Re: FDS MODDING
Posted by bat66wat6 on Wed, 21 Nov 2007 21:59:55 GMT
View Forum Message <> Reply to Message

That would not be a cheat in any way. I really do not see how it could be a cheat.

The artillry is POWERFULL! The shell itself is not deadly but the explosion is BRUTALY POWERFULL!
At first i wanted to change this but...that would make it unfair for nod.

the one thing i do want to change is the screen shake instensity for the Shell Explosion. You see whilst any other weapon in the game explodes next to you it will obviously damage you and the screen will shake a bit but...the artillery will almost certainly nearly kill you! Then not only that but your'e screen will shake uncontrollably for like 3 seconds each explosion, making it literally impossible to aim accurately with any weapon!
The MRLS does not do this though. I merely want to make it less frustrating for GDI players when nod decides to ARTY whore as they frequently do....

Subject: Re: FDS MODDING
Posted by nopol10 on Thu, 22 Nov 2007 00:35:07 GMT
View Forum Message <> Reply to Message

If you want to change this for your server only and it doesn't work, you would have to force everyone coming to your server to download your modified objects.ddb and thus render them unable to play as Renegade doesn't like an objects.ddb inside the Data folder.

Then again, can't you change the shake intensity server side?

Subject: Re: FDS MODDING
Posted by Ethenal on Thu, 22 Nov 2007 00:56:07 GMT

bat66wat6 wrote on Wed, 21 November 2007 15:59That would not be a cheat in any way. I really do not see how it could be a cheat.

The artillry is POWERFULL! The shell itself is not deadly but the explosion is BRUTALY POWERFULL!
At first i wanted to change this but...that would make it unfair for nod.

the one thing i do want to change is the screen shake instensity for the Shell Explosion. You see whilst any other weapon in the game explodes next to you it will obviously damage you and the screen will shake a bit but...the artillery will almost certainly nearly kill you! Then not only that but your'e screen will shake uncontrollably for like 3 seconds each explosion, making it literally impossible to aim accurately with any weapon!
The MRLS does not do this though. I merely want to make it less frustrating for GDI players when nod decides to ARTY whore as they frequently do....

Which would be cheating. Unless you do this server-wide that is.

Subject: Re: FDS MODDING
Posted by bat66wat6 on Thu, 22 Nov 2007 16:39:12 GMT

I do not believe i can do this server-side as last time i tried this my FDS crashed and kept restarting x100,000,000 like a bitch!

It got to 95% map load and restarted every single time.
But as soon as i returned the shake intensity to normal it worked fine->

Maybe someone could test this for me? Because i do not want my FDS f**king up again. I had to remake all my specialised mods.
 Took me hours to redo

So why would Client side be like a cheat then? How come...

Would it only affect me? Like my player I.D or something?
Like if i changed the Arty shake client side it'd only lower shake intensity for me?
I do not still fully understand the Client/Server-Side mods?

Server-Side modding is p**s easy but Client side i aint ever done...

Subject: Re: FDS MODDING
Posted by reborn on Thu, 22 Nov 2007 16:58:01 GMT
View Forum Message <> Reply to Message

Client side mods change the game just for you, so therefore are normally considered a cheat if
they give you an advantage.
Say your in a tunner with a sniper rifle, and there is an opponent in the tunnel with a sniper rifle
too, you both trying to snipe eachother but there is an arty slamming the tunnel too.
It isn't damaging either of you, but making it impossible to snipe.

If you had a client side mod removing the shake then you would have a clear advantage over your
opponent.

Subject: Re: FDS MODDING
Posted by bat66wat6 on Thu, 22 Nov 2007 19:37:49 GMT
View Forum Message <> Reply to Message

So it's a bit like a "Hax" in a sense.

Only you are affected by the change and the other players aren't.

That's just wierd man. I thought that Client side was something far far different...
It turns out that it's just a posh term for HAXORING!

So forget Client side...unless i ran a M00 based major modded server just for people who love
Kamuix type servers->Which i don't wanna(Although it's tempting as i love modding things)

BUT. How do i change the shake intensity without crashing my server or haxoring then? I mean
server-Side(objects.gm) just crashes my server...

Subject: Re: FDS MODDING
Posted by Ethenal on Thu, 22 Nov 2007 21:50:57 GMT
View Forum Message <> Reply to Message

More than likely you can't. And yes, it would be "hax" (lol) to change the screen shake intensity as
you would have an unfair advantage over the rest of the players in the server.

Subject: Re: FDS MODDING
Posted by bat66wat6 on Thu, 22 Nov 2007 23:47:11 GMT
View Forum Message <> Reply to Message

Well maybe you just CAN'T change the shake intensity...like you can't change Orca rocket
damage + without BIATCH thinking you hax

It's kinda annoying when something you really really wanna change on your'e server and you can't!

But still... i never done this on a forum->Here comes emoticon spam>

----

lol, xD

Subject: Re: FDS MODDING
Posted by jnz on Fri, 23 Nov 2007 00:15:30 GMT
View Forum Message <> Reply to Message

You can change the damage server side.

Subject: Re: FDS MODDING
Posted by bat66wat6 on Fri, 23 Nov 2007 01:32:25 GMT
View Forum Message <> Reply to Message

I know you can change damage server-side that's p**s easy but BIATCH/Anti-Cheat programs think that you damage hax as the warhead is doing more damage than default!

That's my big problem->BIATCH either thinks i hax and bans anyone who uses a upgraded weapon or the FDS just freezes on loading and restarts forever if i change screen shake intensity etc

---

Subject: Re: FDS MODDING
Posted by jnz on Fri, 23 Nov 2007 01:47:05 GMT
View Forum Message <> Reply to Message

bat66wat6 wrote on Fri, 23 November 2007 01:32I know you can change damage server-side that's p**s easy but BIATCH/Anti-Cheat programs think that you damage hax as the warhead is doing more damage than default!

That's my big problem->BIATCH either thinks i hax and bans anyone who uses a upgraded weapon or the FDS just freezes on loading and restarts forever if i change screen shake intensity etc

I mean you can change damage server side, not expected damage. When you change it in

objects.ddb that's expected damage and that's what the server expects the damage to be.

Subject: Re: FDS MODDING
Posted by bat66wat6 on Fri, 23 Nov 2007 01:51:36 GMT
View Forum Message <> Reply to Message

Sorry RoShamBo you have lost me...

What do you mean "Expected Damage" there is another way to alter the amount of damage given when the orca rocket warhead hits something? so Biatch WON'T flag it as hax and go "BAN BAN BAN BAN BAN"

Subject: Re: FDS MODDING
Posted by jnz on Fri, 23 Nov 2007 01:57:18 GMT
View Forum Message <> Reply to Message

Pay an exprienced ASM/C++ coder to hook the server damage handlers and change the value. BIATCH is reading from object.ddb and finding that the damage value sent from the client (you in the orca) is not matching what's in the object.ddb. This means your objects.ddb and the server's objects.ddb don't match. It will automaticly ban the client.

Subject: Re: FDS MODDING
Posted by bat66wat6 on Fri, 23 Nov 2007 02:03:12 GMT
View Forum Message <> Reply to Message

You know i understood everything you said after this

Quote:Pay an exprienced ASM/C++ coder to hook the server damage handlers and change the value.

Ha lol...your'e a C++ coder? So i would have to pay you off just to change the ORca damage on my server!?

Subject: Re: FDS MODDING
Posted by Ethenal on Fri, 23 Nov 2007 04:38:46 GMT
View Forum Message <> Reply to Message

bat66wat6 wrote on Thu, 22 November 2007 20:03You know i understood everything you said after this

Quote:Pay an exprienced ASM/C++ coder to hook the server damage handlers and change the value.

Ha lol...your'e a C++ coder? So i would have to pay you off just to change the ORca damage on my server!?

Before you have an orgasm, you do realize there's hardly any chance of you getting players. I'm not trying to do the whole "TOO MANY SERVERS" thing, but now you're considering spending even more money that will only get you a few players at best. Just my thoughts.

Subject: Re: FDS MODDING
Posted by Sn1per74* on Fri, 23 Nov 2007 04:44:16 GMT
View Forum Message <> Reply to Message

Ethenal wrote on Thu, 22 November 2007 22:38bat66wat6 wrote on Thu, 22 November 2007 20:03You know i understood everything you said after this

Quote:Pay an exprienced ASM/C++ coder to hook the server damage handlers and change the value.

Ha lol...your'e a C++ coder? So i would have to pay you off just to change the ORca damage on my server!?

Before you have an orgasm, you do realize there's hardly any chance of you getting players. I'm not trying to do the whole "TOO MANY SERVERS" thing, but now you're considering spending even more money that will only get you a few players at best. Just my thoughts.
   That was funny.

Subject: Re: FDS MODDING
Posted by Ethenal on Fri, 23 Nov 2007 04:47:16 GMT
View Forum Message <> Reply to Message

Ha, I was just trying to give him a heads-up, he's well on his way to disappointment (or orgasm).

Subject: Re: FDS MODDING
Posted by Yrr on Fri, 23 Nov 2007 11:13:37 GMT
View Forum Message <> Reply to Message

At least you can change the damage modifiers in armor.ini server-side (this way I reduced shrapnel damage (e.g. from snipers) against light vehicles).

Subject: Re: FDS MODDING
Posted by jnz on Fri, 23 Nov 2007 13:29:26 GMT
View Forum Message <> Reply to Message

---

bat66wat6 wrote on Fri, 23 November 2007 02:03You know i understood everything you said after this

Quote:Pay an exprienced ASM/C++ coder to hook the server damage handlers and change the value.

Ha lol...your'e a C++ coder? So i would have to pay you off just to change the ORca damage on my server!?

I'm not experienced with ASM. I couldn't do it.

Subject: Re: FDS MODDING
Posted by Herr Surth on Fri, 23 Nov 2007 14:44:57 GMT
View Forum Message <> Reply to Message

Quote:

That's just wierd man. I thought that Client side was something far far different... I think you shouldnt make mods if you dont even know the difference between clientside and serverside changes :/

Subject: Re: FDS MODDING
Posted by cAmpa on Fri, 23 Nov 2007 15:55:43 GMT
View Forum Message <> Reply to Message

Quote:I think you shouldnt make mods if you dont even know the difference between clientside and serverside changes :/

meeh

Subject: Re: FDS MODDING
Posted by bat66wat6 on Fri, 23 Nov 2007 20:23:33 GMT
View Forum Message <> Reply to Message

Everyone who really wants to has the right to make a mod for his server.

I really want to change the Orca Rocket damage but heck...it aint possible is it.->I posted a Topic about this once before

I only just remembered when i was browsing through my previouse posts

So that's that out the window....->->

In other news. I am focusing on LUA for my server now...

It is confusing but i'm sort of getting the hang of it.
  Just a few technical problems with it

Subject: Re: FDS MODDING
Posted by Ethenal on Fri, 23 Nov 2007 23:22:51 GMT
View Forum Message <> Reply to Message

I noticed, you've been given the answer to your LUA problems several times on the DCOM forums
and completely ignore them...

Subject: Re: FDS MODDING
Posted by bat66wat6 on Sat, 24 Nov 2007 02:02:11 GMT
View Forum Message <> Reply to Message

Yeah sure...whatever->Believe what you want

Subject: Re: FDS MODDING
Posted by Ethenal on Sat, 24 Nov 2007 03:13:06 GMT
View Forum Message <> Reply to Message

I've seen the posts, so yes, I will continue believing that.

Subject: Re: FDS MODDING
Posted by bat66wat6 on Sat, 24 Nov 2007 22:52:18 GMT
View Forum Message <> Reply to Message

Well so long as your'e happy.

OnTopic:How can i "Turn On" SBH snipers for my server?

And how can i disable the "Edit_vehicle" ability on my server?

Subject: Re: FDS MODDING
Posted by jnz on Sun, 25 Nov 2007 21:32:14 GMT
View Forum Message <> Reply to Message

edit_vehicle is client-side. You can't turn it off, but it doesn't do anything anyway.

Subject: Re: FDS MODDING
Posted by Ethenal on Mon, 26 Nov 2007 04:01:50 GMT
View Forum Message <> Reply to Message

bat66wat6 wrote on Sat, 24 November 2007 16:52Well so long as your'e happy.

OnTopic:How can i "Turn On" SBH snipers for my server?

And how can i disable the "Edit_vehicle" ability on my server?

WTF do you mean "Turn on"? They were never off! (Or in the game, they're just SBHs that have picked up a sniper rifle...)

Subject: Re: FDS MODDING
Posted by bat66wat6 on Mon, 26 Nov 2007 22:07:46 GMT
View Forum Message <> Reply to Message

I mean by on certain servers if you are an SBH and you go to get a Sniper Rifle after killing a Havoc/Deadeye etc

And you go to pick up the Sniper Rifle spawner you will run over it and nothing will happen! You will NOT get there Sniper Rifle/Ramjet rifle.

Same applies to any other 1 hit 1 kill weapons on the server. If you are an SBH it will not let you get a Rocket Launcher, Personnel Ion Cannon or even a Railgun!

That is what it is like on my server. I want people to be able to get Sniper Rifle's/Ramjet Rifle's etc on my server.

THAT'S what i mean by "Turn on" SBH's snipers...

So, how can i "Turn On" the SBH Sniper's?

Subject: Re: FDS MODDING
Posted by reborn on Tue, 27 Nov 2007 07:25:17 GMT
View Forum Message <> Reply to Message

They can pick them up by defualt. If you wanted them to be unable to do that would require the effort.

Subject: Re: FDS MODDING
Posted by bat66wat6 on Wed, 28 Nov 2007 19:03:28 GMT

Well thanx but for whatever reason SBH's cannot pickup any 1 hit 1 kill weapon.

 I know it may be hard or complicate to change but i'm willing to give it a try.

 SO anyone know how i change this?

Subject: Re: FDS MODDING
Posted by Ethenal on Wed, 28 Nov 2007 22:22:35 GMT

Yes they can.

Subject: Re: FDS MODDING
Posted by The Elite Officer on Fri, 30 Nov 2007 18:08:19 GMT

Isent there some big list that there is for modding the FDS, like a list of helpful presets and other stuff like that.

BTW totally off topic but no one likes being banned......

Subject: Re: FDS MODDING
Posted by bat66wat6 on Sat, 01 Dec 2007 03:35:23 GMT

Ellite Officer i love that moving picture of a fruit machine going "BAN" on the front of it...lol->How do i get it?

 And i agree. I could do with a list