
Subject: Wireframe Mode C++

Posted by [mr£\\$Ä·z](#) on Sun, 18 May 2008 23:11:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

For all Peoples who wanted to Test the Wireframe Mode, here a Code to Toggle it ON and OFF.
Scripts 2.9.2 are needed!

Commands: !on and !off

Heres a Code to Enable Wireframe Mode:

```
class W3ChatCommand : public ChatCommandClass {  
void Triggered(int ID,const TokenClass &Text,int ChatType) {  
Set_Wireframe_Mode(2);  
}  
};
```

```
ChatCommandRegistrant<W3ChatCommand>  
W3ChatCommandReg("!on",CHATTYPE_ALL,0,GAMEMODE_AOW);
```

Heres a Code to Disable Wireframe Mode:

```
class WChatCommand : public ChatCommandClass {  
void Triggered(int ID,const TokenClass &Text,int ChatType) {  
Set_Wireframe_Mode(0);  
}  
};  
ChatCommandRegistrant<WChatCommand>  
WChatCommandReg("!off",CHATTYPE_ALL,0,GAMEMODE_AOW);
```

Subject: Re: Wireframe Mode C++

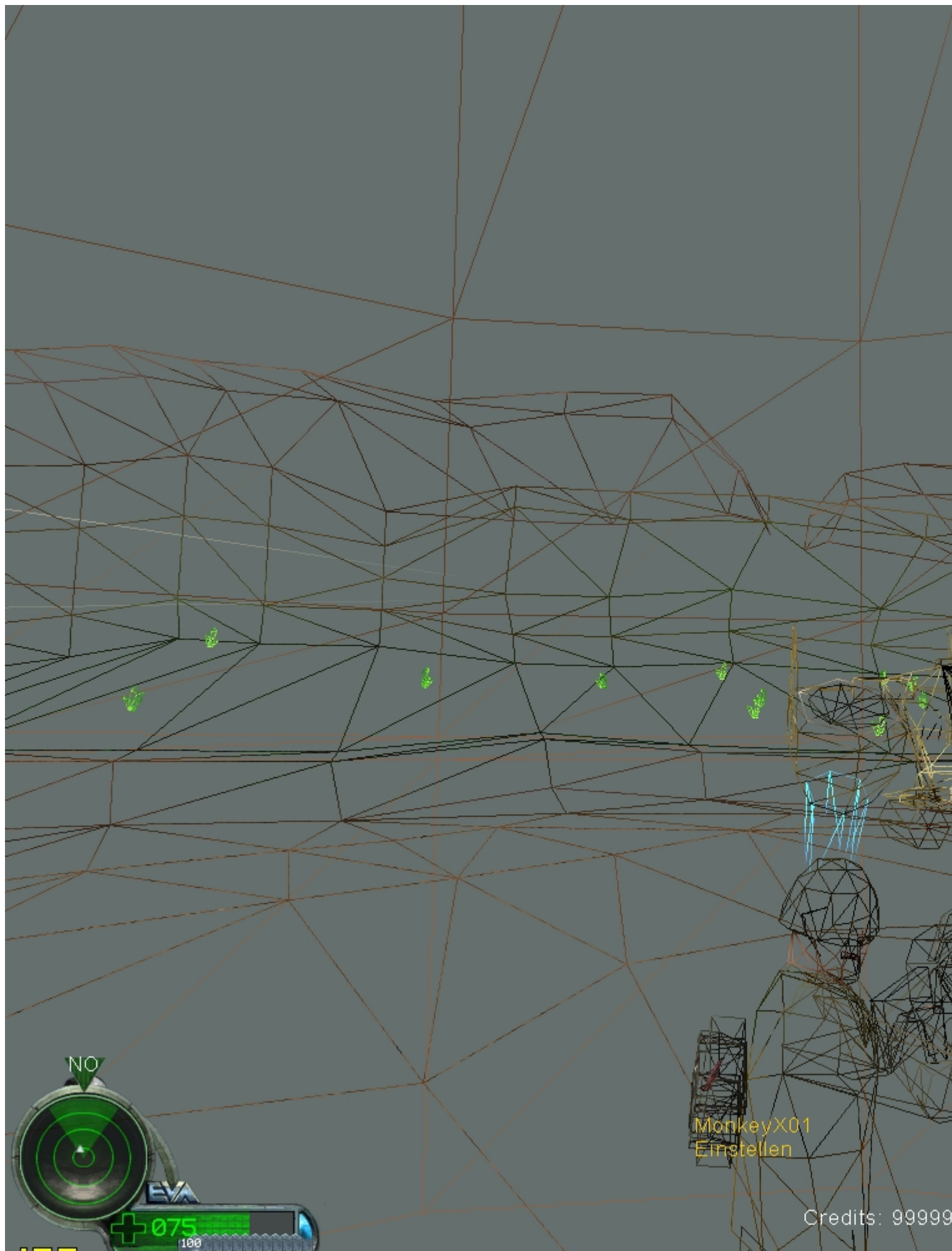
Posted by [mr£\\$Ä·z](#) on Sun, 18 May 2008 23:14:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

Heres a Ingame Picture:

File Attachments

1) [Wire.jpg](#), downloaded 257 times



NO

MonkeyX01
Einstellen

Credits: 99999



Subject: Re: Wireframe Mode C++
Posted by [_SSnipe_](#) on Sun, 18 May 2008 23:47:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

sweet thanks man!

few questions

1)how can you make it so only your charecter goes into that mode?
2)can everyone see it? or just you?

also why is it 2 not 1?

Subject: Re: Wireframe Mode C++
Posted by [_SSnipe_](#) on Sun, 18 May 2008 23:49:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

wont seem to work for me and i just copied and pasted the code u posted any ideas?

Subject: Re: Wireframe Mode C++
Posted by [mr£Ä\\$Ä·z](#) on Mon, 19 May 2008 17:19:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

All see this when they have Scripts 2.9.2

Subject: Re: Wireframe Mode C++
Posted by [_SSnipe_](#) on Mon, 19 May 2008 19:41:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

madrackz wrote on Mon, 19 May 2008 10:19All see this when they have Scripts 2.9.2
my server inc myself client side have 3.4.4
so why wont it work?

Subject: Re: Wireframe Mode C++
Posted by [Zion](#) on Mon, 19 May 2008 23:09:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

SSnipe wrote on Mon, 19 May 2008 00:471)how can you make it so only your charecter goes into that mode?

That's not possible, the graphics engine doesn't support that. Many graphics engines don't support wireframe for particular models, all the code is telling the engine to do it miss out the step the engine takes to fill in the polygons.

Subject: Re: Wireframe Mode C++

Posted by [danpaul88](#) on Mon, 19 May 2008 23:16:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

Umm, actually it *is* possible to only make a single item wireframe, but it involves hooking the engine drawing code and setting the DX device to wireframe mode and then back again after rendering.

Subject: Re: Wireframe Mode C++

Posted by [Zion](#) on Mon, 19 May 2008 23:18:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

danpaul88 wrote on Tue, 20 May 2008 00:16Umm, actually it *is* possible to only make a single item wireframe, but it involves hooking the engine drawing code and setting the DX device to wireframe mode and then back again after rendering.

But that's ugly though >.>;

Subject: Re: Wireframe Mode C++

Posted by [_SSnipe_](#) on Tue, 20 May 2008 01:52:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

idk all i know it i got latest scripts and i did the chat hook and nothing!!!!!!

Subject: Re: Wireframe Mode C++

Posted by [_SSnipe_](#) on Tue, 20 May 2008 06:42:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

maybe its my vid card? server settings?

Subject: Re: Wireframe Mode C++

Posted by [mr£Ä\\$Ä·z](#) on Tue, 20 May 2008 17:41:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

Scripts 3.4.4 is bugged! you need 2.9.2 to see the Wireframe Mode!

Subject: Re: Wireframe Mode C++
Posted by [_SSnipe_](#) on Tue, 20 May 2008 20:01:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

madrackz wrote on Tue, 20 May 2008 10:41Scripts 3.4.4 is bugged! you need 2.9.2 to see the Wireframe Mode!
waits for johnwil to see this

Subject: Re: Wireframe Mode C++
Posted by [mrÃ£Ã§Ã·z](#) on Tue, 20 May 2008 21:18:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

Im sure jonwil doesnt care about that

Subject: Re: Wireframe Mode C++
Posted by [_SSnipe_](#) on Tue, 20 May 2008 21:40:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

madrackz wrote on Tue, 20 May 2008 14:18Im sure jonwil doesnt care about that
well if its a glicth he should

Subject: Re: Wireframe Mode C++
Posted by [Veyrdite](#) on Thu, 22 May 2008 04:57:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

I never knew the W3D engine could handle this! (exception of the LE rendering engine)

Any chance we can have this as a script in the next release?
JFW_Custom_Enable_WireframeMode

Subject: Re: Wireframe Mode C++
Posted by [_SSnipe_](#) on Thu, 22 May 2008 05:18:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

Dthdealer wrote on Wed, 21 May 2008 21:57I never knew the W3D engine could handle this!
(exception of the LE rendering engine)

Any chance we can have this as a script in the next release?
JFW_Custom_Enable_WireframeMode
john wil have u seen this message yet? you said report any errors in this mode will this post is one

Subject: Re: Wireframe Mode C++
Posted by [mrÃ£Ã§Ã·z](#) on Thu, 22 May 2008 08:32:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

What custom do you exactly want to turn on Wireframe Mode? thats easy to do in C++ dude

Subject: Re: Wireframe Mode C++
Posted by [Veyrdite](#) on Fri, 23 May 2008 11:06:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

C++ is server-only, and cannot be added to a map file.

I'm going to put a wire frame texturing(UVW mapping)tutorial on RenHelp.net soon, just to let everyone know.

Subject: Re: Wireframe Mode C++
Posted by [mrÃ£Ã§Ã·z](#) on Fri, 23 May 2008 14:24:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

Dthdealer wrote on Fri, 23 May 2008 06:06C++ is server-only, and cannot be added to a map file.

I'm going to put a wire frame texturing(UVW mapping)tutorial on RenHelp.net soon, just to let everyone know.

I think you can with Daves arrow

Subject: Re: Wireframe Mode C++
Posted by [_SSnipe_](#) on Fri, 23 May 2008 14:46:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

madrackz wrote on Fri, 23 May 2008 07:24Dthdealer wrote on Fri, 23 May 2008 06:06C++ is server-only, and cannot be added to a map file.

I'm going to put a wire frame texturing(UVW mapping)tutorial on RenHelp.net soon, just to let everyone know.

I think you can with Daves arrow
now you know mad is gonna try it

Subject: Re: Wireframe Mode C++
Posted by [saberhawk](#) on Fri, 23 May 2008 21:44:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

Temp a Dave's Arrow, name it "Wireframe" add JFW_Wireframe_Mode (jfwmisc.h/cpp), then use

another script to create said object (it sets wireframe mode on creation)

Subject: Re: Wireframe Mode C++

Posted by [Veyrdite](#) on Sat, 24 May 2008 00:27:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

Thankyou.
