Subject: Buy back building mod
Posted by Syther on Wed, 09 Jul 2008 21:53:25 GMT
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If its possible would someone please write me a buy back building script and email me it pls
Darius-1991@hotmail.co.uk

Subject: Re: Buy back building mod
Posted by _SSnipe_ on Wed, 09 Jul 2008 21:57:00 GMT
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i know where to get one....has to have rr serverside tho

Subject: Re: Buy back building mod
Posted by Syther on Wed, 09 Jul 2008 22:51:28 GMT
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Tell me where please my Server has RR on it

Subject: Re: Buy back building mod
Posted by _SSnipe_ on Thu, 10 Jul 2008 01:59:43 GMT
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as said pm the forums of xpz
Quote:
As I find some of my old stuff I will post it. I will let Xphaze keep the newest stuff unless they wish
to release it.

I will be editing this post as I upload so check back every now and then.

Link: http://rapidshare.com/files/113797600/Revivable_Buildings.zip
CODE
Revivable Buildings:
Requirements: SSGM and Renegade Resurrection

Install: Put Revive.dll in your FDS folder and add Revive to you plugins list in SSGM.ini

Usage: !revive <Building>
Where <Building> is a short version ie Bar for Barracks.

Known Bugs: This version seems to have a problem with the Veteran plugin release by Hex. I
have not fixed this and remains a bug.

Subject: Re: Buy back building mod
Posted by Syther on Thu, 10 Jul 2008 09:18:08 GMT
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Its got a password wud be nice lol

Subject: Re: Buy back building mod
Posted by _SSnipe_ on Thu, 10 Jul 2008 14:01:48 GMT
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right my bad....
password:xphaze

also note there is an extra ini file in there that you can delete its forgotten to take it out lol
Quote:Mark:

I must of forgot to take it out. There is no need for an INI file. As there is no configuration built into
to the plugin

source of all this

  http://www.xphazegaming.com/forum/index.php?showtopic=8876&pid=76506&st=
0&#entry76506

Subject: Re: Buy back building mod
Posted by dead6re on Thu, 10 Jul 2008 16:07:14 GMT
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I didn't think you could properly buyback buildings without a client side modification.

You can attach all the scripts and call the bhs.dll option to reset the status but the building
remains destroyed clientside?

Subject: Re: Buy back building mod
Posted by IronWarrior on Thu, 10 Jul 2008 16:39:41 GMT
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dead6re wrote on Thu, 10 July 2008 11:07I didn't think you could properly buyback buildings
without a client side modification.

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remains destroyed clientside?

Zunnie first made the mod a long time ago, we used to run it on our servers, it fully worked, all server side. The only problem was that players had to leave and rejoin to use the buy menu, this is why we added switchs that you could use to buy vehicles and chars.

Reborn fixed this bug few months ago.

Kinda weird you didn't know this, where you been living? xD

Subject: Re: Buy back building mod
Posted by MacKinsey on Thu, 10 Jul 2008 21:26:12 GMT
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SSnipe wrote on Wed, 09 July 2008 20:59as said pm the forums of xpz
Quote:
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Known Bugs: This version seems to have a problem with the Veteran plugin release by Hex. I have not fixed this and remains a bug.

Ehhm this archive code in the archive is only for the hon and for the bar.
And u must only type !revinf
If u dont belive me, here is the code
Toggle Spoiler

```
class revinfChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType) {
  GameObject *obj = Get_GameObj(ID);
  Console_Input(StrFormat("msg 1",Get_Player_ID(obj)).c_str());
  float Credits = Commands->Get_Money(obj);
  int Team = Get_Object_Type(obj);
  int BuildingID = Commands->Get_ID(Find_Soldier_Factory(Team));
  GameObject *thebuilding = Commands->Find_Object(BuildingID);
  if(Is_Building_Dead(Find_Building(Team,SOLDIER_FACTORY))) {
   if (Team == 1) {
```

```
  if(Credits >= 20000){
   Commands->Give_Money(obj,-20000,false);
   Console_Input(StrFormat("msg %d Has just revived the
Barracks",Get_Player_ID(obj)).c_str());
   Commands->Attach_Script(thebuilding, "RR_ReviveBuilding", "");
  }
  else{
  Console_Input(StrFormat("ppage %d You do not have enough credits to revive the
Barracks.",Get_Player_ID(obj)).c_str());
  }
 }
 else {
  if(Credits >= 20000){
   Commands->Give_Money(obj,-20000,false);
   Console_Input(StrFormat("msg %d Has just revived the Hand of
Nod",Get_Player_ID(obj)).c_str());
   Commands->Attach_Script(thebuilding, "RR_ReviveBuilding", "");
  }
  else{
  Console_Input(StrFormat("ppage %d You do not have enough credits to revive the Hand of
Nod.",Get_Player_ID(obj)).c_str());
  }
 }
 }
 if (Team == 1) {
  Console_Input(StrFormat("ppage %d The Barracks is not dead.",Get_Player_ID(obj)).c_str());
 }
 else {
  Console_Input(StrFormat("ppage %d The Hand of Nod is not
dead.",Get_Player_ID(obj)).c_str());
 }
 }
};
ChatCommandRegistrant<revinfChatCommand>
revinfChatCommandReg("!revinf",CHATTYPE_TEAM,0,GAMEMODE_AOW);
```

If sum1 want to do that with tokens, i would be happy, if no one does or it is undoable ill create for
every sort of building a command

Subject: Re: Buy back building mod
Posted by MacKinsey on Thu, 10 Jul 2008 22:10:10 GMT
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Oke i modded the plugin.
Readme is in the Spoiler and in the Archive.
Source is included too.

Show Readme
Revivable Buildings Plugin:
Requirements: SSGM and Renegade Resurrection

Install: Put revive.dll in your FDS folder and add revive.dll to you plugins list in SSGM.ini

Usage: !revive_<Building> or !r_<Building>
The Building names are:
-bar
-hon
-pp
-ref
-air
-wf

Original (only Soldier Factories reviveable) is done by XpHaZeGaming
Modified by MacKinsey
If you see any bugs, let me know this, sent a PM at www.renegadeforums.com to "MacKinsey"

DOWNLOAD
http://tinyurl.com/65t2pf

EDIT: SRY FOR MULTIPOST

Subject: Re: Buy back building mod
Posted by _SSnipe_ on Thu, 10 Jul 2008 23:05:18 GMT
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MacKinsey wrote on Thu, 10 July 2008 15:10Oke i modded the plugin.
Readme is in the Spoiler and in the Archive.
Source is included too.
Show Readme
Revivable Buildings Plugin:
Requirements: SSGM and Renegade Resurrection

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EDIT: SRY FOR MULTIPOST

wow didint know that....all i know is when he put it in xpz server all buildings worked...then just said he released it to the fourms i guess he put wrong one or something

---

Subject: Re: Buy back building mod
Posted by EA-DamageEverything on Thu, 10 Jul 2008 23:32:01 GMT
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MacK, there is an Auth-HTTPrequest right infront of the download. I don't know your admin/root password...

Subject: Re: Buy back building mod
Posted by MacKinsey on Fri, 11 Jul 2008 11:32:55 GMT
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EA-DamageEverything wrote on Thu, 10 July 2008 18:32MacK, there is an Auth-HTTPrequest right infront of the download. I don't know your admin/root password...
Oh sorry. I didnt noticed when i tested the link because i was logged in. its fixed now

EDIT: U dont need 2 download.
IT WONT WORK, BUT I DONT KNOW WHY

Subject: Re: Buy back building mod
Posted by wittebolx on Fri, 11 Jul 2008 15:44:13 GMT
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why is RR needed?

Subject: Re: Buy back building mod
Posted by mrÃ£Ã§Ä·z on Fri, 11 Jul 2008 15:58:38 GMT
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Because RR has the scripts anyways buying back buildings suck o_O

Subject: Re: Buy back building mod
Posted by dead6re on Fri, 11 Jul 2008 17:16:39 GMT
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IronWarrior wrote on Thu, 10 July 2008 12:39dead6re wrote on Thu, 10 July 2008 11:07I didn't think you could properly buyback buildings without a client side modification.

You can attach all the scripts and call the bhs.dll option to reset the status but the building remains destroyed clientside?

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Reborn fixed this bug few months ago.

Kinda weird you didn't know this, where you been living? xD

Yes but does it work for clients without bhs.dll properly?

Subject: Re: Buy back building mod
Posted by IronWarrior on Fri, 11 Jul 2008 19:00:25 GMT
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dead6re wrote on Fri, 11 July 2008 12:16IronWarrior wrote on Thu, 10 July 2008 12:39dead6re wrote on Thu, 10 July 2008 11:07I didn't think you could properly buyback buildings without a client side modification.

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Oh I think I understand what you was first saying, nope they don't, they can still be in the server and play but in our mod we added computer tables and you needed scripts 2.9.2 or above to use them.