Subject: A new person and a new question!
Posted by Commando950 on Sun, 22 May 2011 14:53:37 GMT
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Hello everyone I am new here...
I ran into this site so I decided to ask a renegade related question...

[WOLSpy] Black-Widow Classic AOW has a cool thing where you can create almost any object in the game with text and with the scripts 3.4.4 you can almost position it anyway you want before you place it.I was really curious on how you would do something like that?Its running on weekends if you want to check it out for yourself...

So how can I do all the stuff they do there?I think you would call the server a build server...

I don't get how that works...

The thing has music,spawn almost anything,and lots more on that server...

So how can i do it?

Wow that was a big topic...

Why does nobody talk about C&C Renegade anymore even though this is the fourms for it?

Subject: Re: A new person and a new question!
Posted by danpaul88 on Sun, 22 May 2011 16:03:43 GMT
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Just as well I read your post before answering... I was about to post information about setting up a build server for compiling <insert language of choice> code based on your topic description. To coders the phrase 'build server' means something completely different to what you want

Don't you think Renegade has enough servers already? At this point there are more servers than there are players online at any given time... just play in one of the existing build servers instead of putting a lot of effort into setting up a new server to sit empty 24/7 like every other server on the listings without an a0000000000000000000 nickname.

If your really determined to go ahead and do it anyway... grab the source code to the latest SSGM version (2.0.2? Maybe....) and start by making sure you can compile and run it OK. Then start adding console commands like !buildaturretherelol and use Commands->Create_Object (IIRC) to create a new turret at the players location (Commands->Get_Position(obj)).

EDIT;
Also, this probably belongs in the Mod forum... [/backseat moderating]

EDIT 2;
Welcome to the forums by the way. Watch out for the trolls... don't feed them or they will never leave you alone!

Subject: Re: A new person and a new question!
Posted by Commando950 on Sun, 22 May 2011 21:12:29 GMT
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Another topic related to build servers...
How do you change objects without using !next like a hundred times?

Any suggestions?

Subject: Re: A new person and a new question!
Posted by snazy2000 on Sun, 22 May 2011 22:00:35 GMT
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Just join my server [NG] Build Server

Its should be up 24/7

its been made over about 5 years being expanded

i think the Username is

A0FT