
Subject: [Request] Build server scripts

Posted by [nuker7738](#) on Sat, 15 Mar 2014 02:04:31 GMT

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Hi guys, I have a request/question that's a little bit out there, but I figured I would ask anyways... I've been away from Renegade for a long time and I was a bit disappointed to see that all of the remaining build servers out there seem to have finally disappeared after all these years. Build servers were one of my favorite things about this game in its later years and I've been dreaming of going back to relive the glory days, so-to-speak.

I was wondering if anyone would be willing to help me whip up a quick-and-dirty version of the build scripts those servers used to use back in the day. Nothing super special, just the basic code for a ghost cursor that follows the player and the ability to place objects through chat commands.

Through my limited experience in scripts modding, I've already got the rough idea of how to place an object of my choosing in front of the player with the right positioning and orientation, but all of that was done through attached scripts in LevelEdit and is triggered by keypad commands hard-coded to place only a single object. What does the code look like to execute it on a chat command?

And if I do plan on using chat commands to drive the scripts, do I have to have a full-blown FDS running for it to work, or can I just save the scripts.dll to my game folder and fart around in a 1 player LAN game?

Subject: Re: [Request] Build server scripts

Posted by [OuTSMoKE](#) on Sat, 15 Mar 2014 05:02:07 GMT

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you're aware there's like 3 or 4 build servers right? lol

Stallion's working on his deployable server, ExEric3 runs Kambot AOW, and I run Kambot Marathon. I think there's maybe one more (cloud?).

Subject: Re: [Request] Build server scripts

Posted by [Stallion](#) on Sat, 15 Mar 2014 07:04:59 GMT

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mine is deployable but it's different from the build servers out there, mine is actually more of aow.

Subject: Re: [Request] Build server scripts

Posted by [nuker7738](#) on Sun, 16 Mar 2014 02:00:21 GMT

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There's a pretty big difference between Kamuix's AOW-style "with a couple buildings you can buy"

gameplay and the full-on sandbox build servers I am talking about. Servers like SSI, FT/SI, Atl4ntis, DWC, etc.

If there are still any of those servers out there, I didn't see them.

Subject: Re: [Request] Build server scripts
Posted by [Agent](#) on Sun, 16 Mar 2014 20:41:47 GMT
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I took the SSI server down a whilllllllle back. I might still have the god-awful source for it lying around here somewhere if you want it; iirc I gave dronez4 and jks101 copies of it a while back, too.

Edit: You'd probably have to rip Mars (old IRC bot) out of it though.

Edit2: And it's not 4.0 (Hence: I never put it back up).

Subject: Re: [Request] Build server scripts
Posted by [Stallion](#) on Sun, 16 Mar 2014 21:01:39 GMT
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can I get a copy too please?

Subject: Re: [Request] Build server scripts
Posted by [nuker7738](#) on Mon, 24 Mar 2014 15:23:33 GMT
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That would be really awesome if you're cool giving me some of the source to the old SSI scripts; that's the system of the good old days that I know and love (well, mostly because it's the system that SI/FT originally ripped from you). The IRC bot and non-4.0 issues don't really concern me. I can sort through the code and extract what I need to for the build stuff and leave the rest out. I'm not planning on hosting an actual server for this unless there is demand for it, just looking to mess around and bring back the good ol' days.

(P.S. Good to see you again, Agent. It's kinda funny, I couldn't remember for the life of me what your name was, I just remember playing with you and DJTHED after FT went to the shitter. Then as soon as I saw your post I immediately remembered SSIAgent)

Subject: Re: [Request] Build server scripts
Posted by [Agent](#) on Mon, 24 Mar 2014 23:34:12 GMT
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It wasn't Agent back then.
I'll private message ye.
