
Subject: Announcing ServerSideModExpansion, like the use...?

Posted by [\[REHT\]Spirit](#) on Wed, 23 Apr 2003 18:52:56 GMT

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Ok, while awaiting the model for that Survival gametype, and to unlock more modding capabilities for Renegade, I am currently working on a mod called SSME.

What is SSME you ask? SSME stands for Server-Side Mod Expansion. In other words, there will be a single pkg file you download. Once it's on your comp, you can join other servers running SSME. Server admins running SSME can use it to add effects to various units, essentially, you can use text cinematic scripts on lots of things.

Example: An admin can set it up so that every time a humm-vee blows up, 20 A-10s fly over and airstrike the area.

For those who've done c130 scripts before, this is essentially that but it can be trigger by unit deaths, unit creations, when GDI buys a vehicle (as well as Nod), building creation (or in other words when the game starts...), building destruction, and.....whatever else I'm forgetting (probably nothing, lol).

The downside: Possibly lag increase, based on the amount of effects the host decides to make (it probably won't lag if say, a hummvee blows up and an emplacement spawns, but it might lag if you have say, when a harvester blows up, a bunch of A-10s fly over, a nuke comes down, C-130s airdrop bots, a bunch of apaches fly over head, a gunboat drives around, and a bunch of other things, but only when the harv blows up so it'd be somewhat temp lag). The other downside, it'd mean 10 tons of .txt files in the data folder (currently it'd be for each effect, ie, there'd be one text file for humm-vee destruction, another for creation, etc etc).

One thing I am hoping to do, although it might cause there to be a need for too many text files, is to gather up models and add more presets to open even more modding capabilities, and if I get REALLY lucky (so don't hope too much for this part), I might be able to improve the c130 script (or start a new one) allowing to say put all the GDI units under one file or just all of one preset stuff into a file.

Some more stuff: All WS maps, except the flying ones, will be in and, likely, will be modded to have paths added to them to allow things like, when Nod buys a vehicle, 5 apaches spawn and follow one path to attack while a light tank follows another to defend.

So do you guys think this would be useful? (DO NOT WORRY ABOUT IF IT IS POSSIBLE! JUST GIMME YOUR OPINION! lol)

Subject: Announcing ServerSideModExpansion, like the use...?

Posted by [maytridy](#) on Wed, 23 Apr 2003 20:31:14 GMT

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Sounds really cool. But, the host could just bomb Nod or Gdi all through the game and win. Kinda unfair.

Subject: Announcing ServerSideModExpansion, like the use...?

Posted by [\[REHT\]Spirit](#) on Wed, 23 Apr 2003 20:37:08 GMT

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maytridySounds really cool. But, the host could just bomb Nod or Gdi all through the game and win. Kinda unfair.

Hosts already can. Heck I know how to make it so that only the host can by a supped up Recon Bike and give everyone else the zero bug (did that by accident once, lol).

Subject: Announcing ServerSideModExpansion, like the use...?

Posted by [\[REHT\]Spirit](#) on Thu, 24 Apr 2003 13:50:51 GMT

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No comments.....?

Subject: Announcing ServerSideModExpansion, like the use...?

Posted by [iscripter](#) on Thu, 24 Apr 2003 14:12:31 GMT

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sounds cool.. but im not sure if it's possible..

Subject: Announcing ServerSideModExpansion, like the use...?

Posted by [\[REHT\]Spirit](#) on Thu, 24 Apr 2003 14:21:24 GMT

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iscriptersounds cool.. but im not sure if it's possible..

It is. It is soooo possible. *grin*

I updated the first post, I forgot the part about the paths. DOH!
