Subject: ACK/npsmith
Posted by warranto on Fri, 22 Aug 2003 07:04:51 GMT
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The newer scripts released with mars negates the changes npsmith made with the black hand names for us sniper moderators. If it's possible, npsmith, could you release an updated version? As well ACK, if it's possible, could your future releases include them as well?

Subject: ACK/npsmith
Posted by Aircraftkiller on Fri, 22 Aug 2003 08:29:52 GMT
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No, because I don't find it necessary. Black Hand soldiers are named "Black Hand" to make it harder to distinguish what they are, therefore giving the Nod team another infantry advantage, although slight.

Subject: ACK/npsmith
Posted by Crimson on Fri, 22 Aug 2003 09:21:52 GMT
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Lovely. Maybe, then, npsmith82 will be so kind. I don't see any reason for balancing that the names shouldn't be there if available.

Subject: ACK/npsmith
Posted by Aircraftkiller on Fri, 22 Aug 2003 10:02:48 GMT
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1. It would require me to do more work than I already am doing.

2. It's pointless for anyone but sniping server moderators, and even then, new server advancements with levels are phasing out the need for moderators to check on players cheating due to them being unable to purchase anything worthwhile that isn't a sniper.

Subject: ACK/npsmith
Posted by General Havoc on Fri, 22 Aug 2003 10:38:27 GMT
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If it's the job of making the strings.tdb that ACK has with npsmiths version, it is fairly simple to add the two together whilst keeping the changes made. I take it he must have add new strings because currently the black hand is all one string and not seperate ones for each unit.I say it's fine to add strings or fix fulty ones like ACK has done with the EVA announcements but if your changing westwood ones that don't cause a problem then I wouldn't change them as there not

broken.

I take it you had to make sniping only maps too or you would have had to change Westwood strings to make your changes to the blackhand. If that was the case why didn't you edit the PT settings and disable non sniping units, a simple task?

It's an easy enough job to change the strigs.tdb into one file if you have both files.

Subject: ACK/npsmith
Posted by Darkeye 35 on Fri, 22 Aug 2003 11:39:38 GMT
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n00b alert- What are the strings.dbb?

Subject: ACK/npsmith
Posted by General Havoc on Fri, 22 Aug 2003 11:59:03 GMT
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Darkeye 35n00b alert- What are the strings.dbb?

Strings.tdb is a file containing strings. The strings are a piece of data cointaining links to text, sound, or an animation. Basically it is a big table containing a name that makes it easy to link to the file. When you point to any object in game th text below the object is stored in the strings.tdb. Also all EVA announcements and conversatios have a string. ACK added strings for broken buildings to make the EVA announce the sound when attached etc.

Subject: ACK/npsmith
Posted by warranto on Fri, 22 Aug 2003 16:54:21 GMT
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ok, no problem. Just thought I'd ask.

Subject: ACK/npsmith
Posted by Aircraftkiller on Fri, 22 Aug 2003 19:14:33 GMT
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General HavocDarkeye 35n00b alert- What are the strings.dbb?

Strings.tdb is a file containing strings. The strings are a piece of data cointaining links to text, sound, or an animation. Basically it is a big table containing a name that makes it easy to link to the file. When you point to any object in game th text below the object is stored in the strings.tdb. Also all EVA announcements and conversatios have a string. ACK added strings for broken

buildings to make the EVA announce the sound when attached etc.

I didn't add any strings. I changed the existing building announcement strings to point to the proper sound presets I had to create.

Subject: ACK/npsmith
Posted by General Havoc on Fri, 22 Aug 2003 20:02:19 GMT
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Yeah sorry I meant to say you added the strings to the correct building controllers. Meaning you added the string to the controllers and the the strings.tdb

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Subject: ACK/npsmith
Posted by Majiin Vegeta on Fri, 22 Aug 2003 20:09:54 GMT
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i dont see why you just dont work together and in your next strings realease thing.. you just add them.. how longs it gonna take?

Subject: Re: ACK/npsmith
Posted by npsmith82 on Sun, 24 Aug 2003 03:23:50 GMT
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AircraftkillerBlack Hand soldiers are named "Black Hand" to make it harder to distinguish what they are, therefore giving the Nod team another infantry advantage, although slight.
How would this be an advantage for Nod? If black hands are meant to be hard to distinguish which they are, why do the all look completely different? If you're close enough to point your reticule on them, it's visually clear which black hand they are. To me, this sounds like this is just your opinion of how it's been made.

If anything, it could be considered a tiny advantage for the GDI.

warrantoThe newer scripts released with mars negates the changes npsmith made with the black hand names for us sniper moderators. If it's possible, npsmith, could you release an updated version?
Sure, i'll get that done within the next few hours.
I'll re-bump the previous thread when it's ready.