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Subject: Re: More Questions

Posted by [reborn](#) on Tue, 05 Jun 2007 08:43:55 GMT

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joe937465 wrote on Tue, 05 June 2007 04:26)ok now when i edit them where do i put them?

OK, this code here exists in the aow .cpp

```
if (strstr(Commands->Get_Preset_Name(obj),"CnC_GDI_MiniGunner_0"))
{
    BackpackScript = Commands->Create_Object("POW_AutoRifle_Player",DeathPlace);
}
```

It basically means (along with it's preceding code) that if a player dies, and they are a GDI normal rifle soldier, then they drop a "pow\_autorifle\_player", which is a normal GDI rifle gun. If you edit the pow\_autorifle\_player to some other pow weapon, then it will drop that weapon instead when a gdi soldier is killed.

When you have finished making your changes, then save what you have done, then press "f7" to build your solution. This will create a new scripts.dll in the directory where your solution is. This file is the file you need to replace the old scripts.dll file with in your servers FDS directory.

joe937465 wrote on Tue, 05 June 2007 04:26

2)also in ctf im add new chars like umm petorva right but shes not in the aow.c thing so i cant choose what she drops how do i set that up ? in the source file?

Well if you are replacing the petrova character with another one, I would just look for the character preset in the "void KAK\_Backpack\_Object::Created(GameObject \*obj) {" that you have replaced the petrova with, and replace it with the petrova preset name, then define what weapon she drops when killed.

joe937465 wrote on Tue, 05 June 2007 04:26

3)and where are the vechs in c++ to make soem stealth?

You can do that, however people without the scripts.dll from johnwill on there client will still be able to see the vehiclle as if it wasn't stealthed. So they would have an advantage over people who do have the scripts.dll.

This will cause players who have got off there ass and downloaded it to have a disadvantge, not encouraging...