Subject: Re: crate question
Posted by reborn on Thu, 05 Jul 2007 12:16:57 GMT
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joe937465 wrote on Thu, 05 July 2007 07:381)so thats ALL i have to do? in scripts change present i modded.......change the cinematic files in the data folder files into present im using and thats it?

Yeah, just change the preset. Then change the preset name in the scripts.dll source files and cinematic files to the one you have modded.

joe937465 wrote on Thu, 05 July 2007 07:38
2)so how do i set this up? The_Game()->GameDuration_Seconds <--that

Just add it to the crate manager code so that if the money crate is created within 200 seconds of the map being loaded then it destroys it.

joe937465 wrote on Thu, 05 July 2007 07:38
3)now out of these to make a new crate

void crate_defaults()
void crate_init()
void M00_CNC_Crate

i cant find the first 2 and the third one do i add on to the MDB_SSGM_Crate::Custom one
or make a new one?

I got those script names from ssaow 1.5 source code which I have at work. I dont have access to ssgm right now, but the names should be fairly similar.

And your question about ::custom, when I list "M00_CNC_Crate" I mean all of the script, that means created, custom, killed, damaged, timer etc etc etc...
There should also be a MDB_CNC_Crate too, or something similar which you might need to edit.