
Subject: ion storm effect function

Posted by [reborn](#) on Tue, 04 Dec 2007 11:06:13 GMT

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I created a function that looks like an ion storm to clients.

To fully appreciate it the client needs to have bhs.dll, as I make use of the fog. But it still looks pretty cool without the fog to be honest.

I was going to put this into an AOW mod I was working on, I still might in time, but I really need to take care of some things first.

Here's a link to a movie of it (don't worry about the end credits and such, I couldn't be bothered to re-make the movie).

http://www.mp-gaming.com/reborn/movies/ion_storm.wmv

Here is how I coded the function:

```
//GDI version
```

```
void reb_GDI_ion_storm::Created(GameObject *obj) {
```

```
// And he said "let there be weather!"
```

```
    Commands->Set_Rain(10.0f,3.5f,true);
```

```
    Commands->Set_Fog_Enable(1);
```

```
    Commands->Set_Fog_Range (0.5,55,3.5f);
```

```
    Commands->Set_Wind(0.7f,2.0f,1.0f,3.5f);
```

```
    char ionstormmsg[128];
```

```
    char ionstormmsg2[128];
```

```
    Commands->Create_2D_WAV_Sound("m00evag_dsgn0069i1evag_snd.wav");
```

```
    sprintf(ionstormmsg,"msg Warning!!!");
```

```
    Console_Input(ionstormmsg);
```

```
    sprintf(ionstormmsg2,"msg Ion Storm approaching...");
```

```
    Console_Input(ionstormmsg2);
```

```
    Commands->Start_Timer(obj,this,3.0f,1);
```

```
    Commands->Start_Timer(obj,this,4.0f,2);
```

```
    Commands->Start_Timer(obj,this,4.7f,3);
```

```
    Commands->Start_Timer(obj,this,14.7f,4);
```

```
    Commands->Start_Timer(obj,this,15.7f,5);
```

```
    Commands->Start_Timer(obj,this,16.7f,6);
```

```
    Commands->Start_Timer(obj,this,17.7f,7);
```

```
    Commands->Start_Timer(obj,this,18.7f,8);
```

```
    Commands->Start_Timer(obj,this,19.7f,9);
```

```

Commands->Start_Timer(obj,this,20.4f,10);
Commands->Start_Timer(obj,this,21.4f,11);
Commands->Start_Timer(obj,this,22.0f,12);
Commands->Start_Timer(obj,this,23.0f,13);
Commands->Start_Timer(obj,this,23.6f,14);
Commands->Start_Timer(obj,this,24.2f,15);
Commands->Start_Timer(obj,this,24.8f,16);
Commands->Start_Timer(obj,this,25.4f,17);
Commands->Start_Timer(obj,this,26.6f,18);
Commands->Start_Timer(obj,this,27.2f,19);
Commands->Start_Timer(obj,this,28.2f,20);
Commands->Start_Timer(obj,this,28.8f,21);
Commands->Start_Timer(obj,this,29.6f,22);
Commands->Start_Timer(obj,this,30.2f,23);
Commands->Start_Timer(obj,this,31.2f,24);
Commands->Start_Timer(obj,this,42.2f,25);
}

```

```

void reb_GDI_ion_storm::Timer_Expired(GameObject *obj, int number) {

    char ionstormmsg[128];

    if(number == 1){
Commands->Create_2D_WAV_Sound("m00evag_dsgn0097i1evag_snd.wav");

    }
    if(number == 2){
Commands->Create_2D_WAV_Sound("m00evag_dsgn0076i1evag_snd.wav");

    }
    if(number == 3){
Commands->Create_2D_WAV_Sound("m00evag_dsgn0098i1evag_snd.wav");

    }
    ///////////////////////////////////////////////////////////////////
    // numer count down 5,4,3,2,1
    ///////////////////////////////////////////////////////////////////
    if(number == 4){
Commands->Create_2D_WAV_Sound("m00evag_dsgn0082i1evag_snd.wav");
sprintf(ionstormmsg,"msg 5");
Console_Input(ionstormmsg);
    }
    if(number == 5){
Commands->Create_2D_WAV_Sound("m00evag_dsgn0083i1evag_snd.wav");
sprintf(ionstormmsg,"msg 4");
Console_Input(ionstormmsg);
    }
    if(number == 6){

```

```

Commands->Create_2D_WAV_Sound("m00evag_dsgn0084i1evag_snd.wav");
sprintf(ionstormmsg,"msg 3");
Console_Input(ionstormmsg);
}
if(number == 7){
Commands->Create_2D_WAV_Sound("m00evag_dsgn0085i1evag_snd.wav");
sprintf(ionstormmsg,"msg 2");
Console_Input(ionstormmsg);
}
if(number == 8){
Commands->Create_2D_WAV_Sound("m00evag_dsgn0086i1evag_snd.wav");
sprintf(ionstormmsg,"msg 1");
Console_Input(ionstormmsg);
}
////////////////////////////////////
// actual storm starts here
////////////////////////////////////
    if(number == 9){
Vector3 position;
position = Commands->Get_Position(Find_War_Factory(1));
position.Y += 20.0f;

Commands->Create_2D_WAV_Sound("ion_fire.wav");
Commands->Create_Explosion("Explosion_Mine_Remote_01",position,obj);
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);
}
    if(number == 10){
Vector3 position;
position = Commands->Get_Position(Find_Refinery(1));
position.Y -= 20.0f;

Commands->Create_2D_WAV_Sound("ion_fire.wav");
Commands->Create_Explosion("Explosion_Mine_Remote_01",position,obj);
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);
}
    if(number == 11){
Vector3 position;
position = Commands->Get_Position(Find_Soldier_Factory(1));
position.X += 15.0f;

Commands->Create_2D_WAV_Sound("ion_fire.wav");
Commands->Create_Explosion("Explosion_Mine_Remote_01",position,obj);
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);
}
    if(number == 12){
Vector3 position;
position = Commands->Get_Position(Find_Refinery(1));

```

```
Commands->Create_2D_WAV_Sound("ion_fire.wav");
Commands->Create_Explosion("Explosion_Mine_Remote_01",position,obj);
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);
```

```
float refhealth = Commands->Get_Health(Find_Refinery(1));
Commands->Set_Health((Find_Refinery(1)),(refhealth/1.3f));
}
if(number == 13){
Vector3 position;
position = Commands->Get_Position(Find_War_Factory(1));
position.Y -= 20.0f;
```

```
Commands->Create_2D_WAV_Sound("ion_fire.wav");
Commands->Create_Explosion("Explosion_Mine_Remote_01",position,obj);
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);
}
if(number == 14){
Vector3 position;
position = Commands->Get_Position(Find_Soldier_Factory(1));
position.Y -= 20.0f;
```

```
Commands->Create_2D_WAV_Sound("ion_fire.wav");
Commands->Create_Explosion("Explosion_Mine_Remote_01",position,obj);
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);
}
if(number == 15){
Vector3 position;
position = Commands->Get_Position(Find_Base_Defense(1));
```

```
Commands->Create_2D_WAV_Sound("ion_fire.wav");
Commands->Create_Explosion("Explosion_Mine_Remote_01",position,obj);
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);
```

```
float agthealth = Commands->Get_Health(Find_Base_Defense(1));
Commands->Set_Health((Find_Base_Defense(1)),(agthealth/1.4f));
}
if(number == 16){
Vector3 position;
position = Commands->Get_Position(Find_Base_Defense(1));
position.X += 10.0f;
```

```
Commands->Create_2D_WAV_Sound("ion_fire.wav");
Commands->Create_Explosion("Explosion_Mine_Remote_01",position,obj);
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);
}
if(number == 17){
Vector3 position;
```

```

position = Commands->Get_Position(Find_Soldier_Factory(1));

Commands->Create_2D_WAV_Sound("ion_fire.wav");
Commands->Create_Explosion("Explosion_Mine_Remote_01",position,obj);
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);

float barhealth = Commands->Get_Health(Find_Soldier_Factory(1));
Commands->Set_Health((Find_Soldier_Factory(1)),(barhealth/1.35f));
}
if(number == 18){
Vector3 position;
position = Commands->Get_Position(Find_Refinery(1));
position.Y -= 10.0f;

Commands->Create_2D_WAV_Sound("ion_fire.wav");
Commands->Create_Explosion("Explosion_Mine_Remote_01",position,obj);
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);
}
if(number == 19){
Vector3 position;
position = Commands->Get_Position(Find_Refinery(1));
position.X += 5.0f;

Commands->Create_2D_WAV_Sound("ion_fire.wav");
Commands->Create_Explosion("Explosion_Mine_Remote_01",position,obj);
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);
}
if(number == 20){
Vector3 position;
position = Commands->Get_Position(Find_War_Factory(1));

Commands->Create_2D_WAV_Sound("ion_fire.wav");
Commands->Create_Explosion("Explosion_Mine_Remote_01",position,obj);
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);

float wepshealth = Commands->Get_Health(Find_War_Factory(1));
Commands->Set_Health((Find_War_Factory(1)),(wepshealth/1.4f));
}
if(number == 21){
Vector3 position;
position = Commands->Get_Position(Find_War_Factory(1));
position.X += 10.0f;

Commands->Create_2D_WAV_Sound("ion_fire.wav");
Commands->Create_Explosion("Explosion_Mine_Remote_01",position,obj);
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);
}
if(number == 22){

```

```

Vector3 position;
position = Commands->Get_Position(Find_Base_Defense(1));
position.Y += 15.0f;

Commands->Create_2D_WAV_Sound("ion_fire.wav");
Commands->Create_Explosion("Explosion_Mine_Remote_01",position,obj);
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);
}
if(number == 23){
Vector3 position;
position = Commands->Get_Position(Find_Base_Defense(1));
position.X += 5.0f;

Commands->Create_2D_WAV_Sound("ion_fire.wav");
Commands->Create_Explosion("Explosion_Mine_Remote_01",position,obj);
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);
}
if(number == 24){
Vector3 position;
position = Commands->Get_Position(Find_Power_Plant(1));

Commands->Create_2D_WAV_Sound("ion_fire.wav");
Commands->Create_Explosion("Explosion_Mine_Remote_01",position,obj);
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);

float pphealth = Commands->Get_Health(Find_Power_Plant(1));
Commands->Set_Health((Find_Power_Plant(1)),(pphealth/1.3f));

////////////////////////////////////
/// turn the weather off
////////////////////////////////////
Commands->Set_Fog_Range (0.5f,350.0f,12.0f);
Commands->Set_Rain(0.0f,10.0f,true);
Commands->Set_Wind(0.0f,0.0f,0.0f,3.5f);
}
if(number == 25){
Commands->Set_Fog_Enable(0);
sprintf(ionstormmsg,"msg The ion-storm has sub-sided.");
Console_Input(ionstormmsg);
}
}

//Nod version

```

```

void reb_Nod_ion_storm::Created(GameObject *obj) {

// And he said "let there be weather!"

    Commands->Set_Rain(10.0f,3.5f,true);
    Commands->Set_Fog_Enable(1);
    Commands->Set_Fog_Range (0.5,55,3.5f);
    Commands->Set_Wind(0.7f,2.0f,1.0f,3.5f);

char ionstormmsg[128];
char ionstormmsg2[128];
Commands->Create_2D_WAV_Sound("m00evag_dsgn0069i1evag_snd.wav");
sprintf(ionstormmsg,"msg Warning!!!");
Console_Input(ionstormmsg);
sprintf(ionstormmsg2,"msg Ion Storm approaching...");
Console_Input(ionstormmsg2);

Commands->Start_Timer(obj,this,3.0f,1);
Commands->Start_Timer(obj,this,4.0f,2);
Commands->Start_Timer(obj,this,4.7f,3);
Commands->Start_Timer(obj,this,14.7f,4);
Commands->Start_Timer(obj,this,15.7f,5);
Commands->Start_Timer(obj,this,16.7f,6);
Commands->Start_Timer(obj,this,17.7f,7);
Commands->Start_Timer(obj,this,18.7f,8);
Commands->Start_Timer(obj,this,19.7f,9);
Commands->Start_Timer(obj,this,20.4f,10);
Commands->Start_Timer(obj,this,21.4f,11);
Commands->Start_Timer(obj,this,22.0f,12);
Commands->Start_Timer(obj,this,23.0f,13);
Commands->Start_Timer(obj,this,23.6f,14);
Commands->Start_Timer(obj,this,24.2f,15);
Commands->Start_Timer(obj,this,24.8f,16);
Commands->Start_Timer(obj,this,25.4f,17);
Commands->Start_Timer(obj,this,26.6f,18);
Commands->Start_Timer(obj,this,27.2f,19);
Commands->Start_Timer(obj,this,28.2f,20);
Commands->Start_Timer(obj,this,28.8f,21);
Commands->Start_Timer(obj,this,29.6f,22);
Commands->Start_Timer(obj,this,30.2f,23);
Commands->Start_Timer(obj,this,31.2f,24);
Commands->Start_Timer(obj,this,42.2f,25);
}

```

```

void reb_Nod_ion_storm::Timer_Expired(GameObject *obj, int number) {

    char ionstormmsg[128];

    if(number == 1){
    Commands->Create_2D_WAV_Sound("m00evag_dsgn0097i1evag_snd.wav");

    }
    if(number == 2){
    Commands->Create_2D_WAV_Sound("m00evag_dsgn0076i1evag_snd.wav");

    }
    if(number == 3){
    Commands->Create_2D_WAV_Sound("m00evag_dsgn0098i1evag_snd.wav");

    }
    ///////////////////////////////////////////////////////////////////
    // numer count down 5,4,3,2,1
    ///////////////////////////////////////////////////////////////////
    if(number == 4){
    Commands->Create_2D_WAV_Sound("m00evag_dsgn0082i1evag_snd.wav");
    sprintf(ionstormmsg,"msg 5");
    Console_Input(ionstormmsg);
    }
    if(number == 5){
    Commands->Create_2D_WAV_Sound("m00evag_dsgn0083i1evag_snd.wav");
    sprintf(ionstormmsg,"msg 4");
    Console_Input(ionstormmsg);
    }
    if(number == 6){
    Commands->Create_2D_WAV_Sound("m00evag_dsgn0084i1evag_snd.wav");
    sprintf(ionstormmsg,"msg 3");
    Console_Input(ionstormmsg);
    }
    if(number == 7){
    Commands->Create_2D_WAV_Sound("m00evag_dsgn0085i1evag_snd.wav");
    sprintf(ionstormmsg,"msg 2");
    Console_Input(ionstormmsg);
    }
    if(number == 8){
    Commands->Create_2D_WAV_Sound("m00evag_dsgn0086i1evag_snd.wav");
    sprintf(ionstormmsg,"msg 1");
    Console_Input(ionstormmsg);
    }
    ///////////////////////////////////////////////////////////////////
    // actual storm starts here
    ///////////////////////////////////////////////////////////////////
    if(number == 9){

```



```

Vector3 position;
position = Commands->Get_Position(Find_Airstrip(0));
position.Y += 20.0f;

Commands->Create_2D_WAV_Sound("ion_fire.wav");
Commands->Create_Explosion("Explosion_Mine_Remote_01",position,obj);
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);
}
if(number == 10){
Vector3 position;
position = Commands->Get_Position(Find_Refinery(0));
position.Y -= 20.0f;

Commands->Create_2D_WAV_Sound("ion_fire.wav");
Commands->Create_Explosion("Explosion_Mine_Remote_01",position,obj);
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);
}
if(number == 11){
Vector3 position;
position = Commands->Get_Position(Find_Soldier_Factory(0));
position.X += 15.0f;

Commands->Create_2D_WAV_Sound("ion_fire.wav");
Commands->Create_Explosion("Explosion_Mine_Remote_01",position,obj);
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);
}
if(number == 12){
Vector3 position;
position = Commands->Get_Position(Find_Refinery(0));

Commands->Create_2D_WAV_Sound("ion_fire.wav");
Commands->Create_Explosion("Explosion_Mine_Remote_01",position,obj);
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);

float refhealth = Commands->Get_Health(Find_Refinery(0));
Commands->Set_Health((Find_Refinery(0)),(refhealth/1.3f));
}
if(number == 13){
Vector3 position;
position = Commands->Get_Position(Find_Airstrip(0));
position.Y -= 20.0f;

Commands->Create_2D_WAV_Sound("ion_fire.wav");
Commands->Create_Explosion("Explosion_Mine_Remote_01",position,obj);
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);
}
if(number == 14){
Vector3 position;

```

```
position = Commands->Get_Position(Find_Soldier_Factory(0));
position.Y -= 20.0f;
```

```
Commands->Create_2D_WAV_Sound("ion_fire.wav");
Commands->Create_Explosion("Explosion_Mine_Remote_01",position,obj);
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);
}
if(number == 15){
Vector3 position;
position = Commands->Get_Position(Find_Base_Defense(0));
```

```
Commands->Create_2D_WAV_Sound("ion_fire.wav");
Commands->Create_Explosion("Explosion_Mine_Remote_01",position,obj);
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);
```

```
float obhealth = Commands->Get_Health(Find_Base_Defense(0));
Commands->Set_Health((Find_Base_Defense(0)),(obhealth/1.4f));
}
if(number == 16){
Vector3 position;
position = Commands->Get_Position(Find_Base_Defense(0));
position.X += 10.0f;
```

```
Commands->Create_2D_WAV_Sound("ion_fire.wav");
Commands->Create_Explosion("Explosion_Mine_Remote_01",position,obj);
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);
}
if(number == 17){
Vector3 position;
position = Commands->Get_Position(Find_Soldier_Factory(0));
```

```
Commands->Create_2D_WAV_Sound("ion_fire.wav");
Commands->Create_Explosion("Explosion_Mine_Remote_01",position,obj);
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);
```

```
float handhealth = Commands->Get_Health(Find_Soldier_Factory(0));
Commands->Set_Health((Find_Soldier_Factory(0)),(handhealth/1.35f));
}
if(number == 18){
Vector3 position;
position = Commands->Get_Position(Find_Refinery(0));
position.Y -= 10.0f;
```

```
Commands->Create_2D_WAV_Sound("ion_fire.wav");
Commands->Create_Explosion("Explosion_Mine_Remote_01",position,obj);
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);
}
```

```

    if(number == 19){
Vector3 position;
position = Commands->Get_Position(Find_Refinery(0));
position.X += 5.0f;

Commands->Create_2D_WAV_Sound("ion_fire.wav");
Commands->Create_Explosion("Explosion_Mine_Remote_01",position,obj);
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);
    }
    if(number == 20){
Vector3 position;
position = Commands->Get_Position(Find_Airstrip(0));

Commands->Create_2D_WAV_Sound("ion_fire.wav");
Commands->Create_Explosion("Explosion_Mine_Remote_01",position,obj);
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);

float striphealth = Commands->Get_Health(Find_Airstrip(0));
Commands->Set_Health((Find_Airstrip(0)),(striphealth/1.4f));
    }
    if(number == 21){
Vector3 position;
position = Commands->Get_Position(Find_Airstrip(0));
position.X += 10.0f;

Commands->Create_2D_WAV_Sound("ion_fire.wav");
Commands->Create_Explosion("Explosion_Mine_Remote_01",position,obj);
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);
    }
    if(number == 22){
Vector3 position;
position = Commands->Get_Position(Find_Base_Defense(0));
position.Y += 15.0f;

Commands->Create_2D_WAV_Sound("ion_fire.wav");
Commands->Create_Explosion("Explosion_Mine_Remote_01",position,obj);
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);
    }
    if(number == 23){
Vector3 position;
position = Commands->Get_Position(Find_Base_Defense(0));
position.X += 5.0f;

Commands->Create_2D_WAV_Sound("ion_fire.wav");
Commands->Create_Explosion("Explosion_Mine_Remote_01",position,obj);
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);
    }
    if(number == 24){

```

```

Vector3 position;
position = Commands->Get_Position(Find_Power_Plant(0));

Commands->Create_2D_WAV_Sound("ion_fire.wav");
Commands->Create_Explosion("Explosion_Mine_Remote_01",position,obj);
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);

float pphealth = Commands->Get_Health(Find_Power_Plant(0));
Commands->Set_Health((Find_Power_Plant(0)),(pphealth/1.3f));

//////////
/// turn the weather off
//////////
Commands->Set_Fog_Range (0.5f,350.0f,12.0f);
Commands->Set_Rain(0.0f,10.0f,true);
Commands->Set_Wind(0.0f,0.0f,0.0f,3.5f);
}
if(number == 25){
Commands->Set_Fog_Enable(0);
sprintf(ionstormmsg,"msg The ion-storm has sub-sided.");
Console_Input(ionstormmsg);
}
}

```

```
ScriptRegistrant<reb_GDI_ion_storm> reb_GDI_ion_storm_Registrant("reb_GDI_ion_storm","");
```

```
ScriptRegistrant<reb_Nod_ion_storm> reb_Nod_ion_storm_Registrant("reb_Nod_ion_storm","");
```

```
class reb_GDI_ion_storm : public ScriptImpClass {
void Created(GameObject *obj);
void Timer_Expired(GameObject *obj,int number);
};
```

```
class reb_Nod_ion_storm : public ScriptImpClass {
void Created(GameObject *obj);
void Timer_Expired(GameObject *obj,int number);
};
```

For testing I called these functions by a chat hook. Obviously you're going to want to call the functions some other way, perhaps a crate, a random weather effect or some other way. But here is my chat hook for it anyway.

```
class GDlionstormChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    GameObject *obj = Get_GameObj(ID);
    Commands->Attach_Script(obj,"reb_GDI_ion_storm","");
}
};
ChatCommandRegistrant<GDlionstormChatCommand>
GDlionstormChatCommandReg("!iong",CHATTYPE_TEAM,0,GAMEMODE_AOW);

class NodionstormChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    GameObject *obj = Get_GameObj(ID);
    Commands->Attach_Script(obj,"reb_Nod_ion_storm","");
}
};
ChatCommandRegistrant<NodionstormChatCommand>
NodionstormChatCommandReg("!ionn",CHATTYPE_TEAM,0,GAMEMODE_AOW);
```
