Subject: [script]Base power crate function
Posted by reborn on Tue, 04 Dec 2007 20:28:21 GMT
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I made a base defence crate feature that turns off the enemies base defence when you pick it up.
I based the model of this on vloktboky's version, but changed it a little.
Some might argue that the defence that goes down should be random, independant of the person
that picks it up. If they prefer it that way then it is easily changed, but this is how I decided I
wanted it to work.

There is a movie of it here: http://www.mp-gaming.com/reborn/movies/power/power.html

But it was one of the first movies I made and it is freaking huge, I wouldn't really bother watching it
tbh.

But here is how I made it work.


```
void KAK_Power_Crate_Revert::Created(GameObject *obj) {
 Commands->Start_Timer(obj,this,72.0f,Get_Int_Parameter("Mode"));
}

void KAK_Power_Crate_Revert::Timer_Expired(GameObject *obj, int number) {
 char message[512];

 if (number == 1){
  Commands->Set_Building_Power(Find_Base_Defense(1),true);
  sprintf(message,"msg Crate: GDI's Base power has been reactivated.");
  Console_Input(message);
  Commands->Create_2D_WAV_Sound("m00evan_dsgn0006i1evan_snd.wav");

 }

 else if (number == 2){
  Commands->Set_Building_Power(Find_Base_Defense(0),true);
  sprintf(message,"msg Crate: Nod's Base power has been reactivated.");
  Console_Input(message);
  Commands->Create_2D_WAV_Sound("m00evan_dsgn0007i1evan_snd.wav");
 }

 Commands->Destroy_Object(obj);
}



ScriptRegistrant<KAK_Power_Crate_Revert>
KAK_Power_Crate_Revert_Registrant("KAK_Power_Crate_Revert","Mode=0:int");
```

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

You can slip this into SSGM's crate funtion, or however you want to do it, it's quite versatile.

```cpp
if ((RandomIntCrate <= (percent+=Settings->CratePower)) && (Settings->CratePower > 0)) {

char CrateMessage[512];

int Team = Get_Object_Type(sender);
    GameObject *Revert =
Commands->Create_Object("Invisible_Object",Commands->Get_Position(obj));

    if (Team == 0) {
     if (Commands->Get_Building_Power(Find_Base_Defense(1))) {
     Commands->Set_Building_Power(Find_Base_Defense(1),false);
     sprintf(CrateMessage,"msg Crate: GDI's base power is temporarily off-line for for 72
seconds");
     Console_Input(CrateMessage);
     Commands->Create_2D_WAV_Sound("m00evan_dsgn0068i1evan_snd.wav");
     Commands->Attach_Script(Revert,"KAK_Power_Crate_Revert","1");
     }
     else {
                    Commands->Give_Money(sender,400,false);
     sprintf(CrateMessage,"ppage %d Crate: You just got 400 credits from the money
crate.",Get_Player_ID(sender));
     Console_Input(CrateMessage);
     }

    }
    else {
     if (Commands->Get_Building_Power(Find_Base_Defense(0))) {
     Commands->Set_Building_Power(Find_Base_Defense(0),false);
     sprintf(CrateMessage,"msg Crate: Nod's base power is temporarily off-line for for 72
seconds");
     Console_Input(CrateMessage);
     Commands->Create_2D_WAV_Sound("m00evan_dsgn0069i1evan_snd.wav");
     Commands->Attach_Script(Revert,"KAK_Power_Crate_Revert","2");
     }
         else {
```

```
                Commands->Give_Money(sender,400,false);
      sprintf(CrateMessage,"ppage %d Crate: You just got 400 credits from the money
crate.",Get_Player_ID(sender));
      Console_Input(CrateMessage);
      }

   }


 }
```

You may wonder why I did the else grant money part instead of "goto CrateStart;", well when I was testing it I set the crate chances of 100% to be the Poewr crate. So it would of looped forever. If you do not wish to have it grant the player some credits in the absence of a working base defence then do something like this:

```
char CrateMessage[512];

int Team = Get_Object_Type(sender);
    GameObject *Revert =
Commands->Create_Object("Invisible_Object",Commands->Get_Position(obj));

    if (Team == 0) {
     if (Commands->Get_Building_Power(Find_Base_Defense(1))) {
     Commands->Set_Building_Power(Find_Base_Defense(1),false);
     sprintf(CrateMessage,"msg Crate: GDI's base power is temporarily off-line for for 72
seconds");
     Console_Input(CrateMessage);
     Commands->Create_2D_WAV_Sound("m00evan_dsgn0068i1evan_snd.wav");
     Commands->Attach_Script(Revert,"KAK_Power_Crate_Revert","1");
     }
     else {
goto CrateStart;
     }

   }
    else {
     if (Commands->Get_Building_Power(Find_Base_Defense(0))) {
     Commands->Set_Building_Power(Find_Base_Defense(0),false);
     sprintf(CrateMessage,"msg Crate: Nod's base power is temporarily off-line for 72 seconds");
     Console_Input(CrateMessage);
     Commands->Create_2D_WAV_Sound("m00evan_dsgn0069i1evan_snd.wav");
     Commands->Attach_Script(Revert,"KAK_Power_Crate_Revert","2");
     }
```

```
        else {
goto CrateStart;
    }

    }


    }
```