Subject: [script]Code Release - Kamikaze Suit Crate
Posted by Genesis2001 on Thu, 13 Dec 2007 00:35:58 GMT
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I'm feeling generous so here you guys are!

This is for people who like to mod their Server Scripts.dll and are running SSGM.

Main code:

```
  else if ((RandomIntCrate <= (percent+=Settings->CrateKamikaze)) &&
(Settings->CrateKamikaze > 0)) {
    Change_Character(sender,"CnC_Nod_Flamethrower_0_Secret");
    Commands->Attach_Script(sender, "zbl_Kamikaze_Suit_Crate", "");
    Commands->Set_Health(sender,150);
    StrFormat2(message2,"%ls picked up the kamikaze suit
crate",Get_Wide_Player_Name(sender));
    StrFormat2(message1,"ppage %d [Crate] You just picked up the kamikaze suit crate. You will
explode when you die killing anything around you whether it be friendly or
foe.",Get_Player_ID(sender));
    Console_Input(StrFormat("msg Crate: Some crazy ass %ls guy just got an experimental Ion
Suit, watch yourself
%ls!",Get_Wide_Team_Name(Team),Get_Wide_Team_Name(PTTEAM(Team))).c_str());    //Com
mands->Create_2D_WAV_Sound("m00evag_dsgn0027i1evag_snd.wav");
    if (Settings->Gamelog)  {
     Vector3 pos = Commands->Get_Position(sender);
     StrFormat2(message3,"CRATE;KAMIKAZESUIT;;0;0;%f;%f;%f;%f;%f;%f;%d",pos.Y,pos.X,pos
.Z, Commands->Get_Facing(sender),
Commands->Get_Max_Health(sender),Commands->Get_Max_Shield_Strength(sender),Get_Obj
ect_Type(sender));
    }
   }
```

Add the above after this crate's code in gmcrate.cpp:

```
  else if ((RandomIntCrate <= (percent+=Settings->CrateThief)) && (Settings->CrateThief > 0)) {
   Commands->Give_Money(sender,(Commands->Get_Money(sender) * -1),false);
   StrFormat2(message2,"%ls picked up a Thief Crate.",Get_Wide_Player_Name(sender));
   StrFormat2(message1,"ppage %d [NS] [Crate] You got the Thief Crate, you have lost all of your
credits.",Get_Player_ID(sender));
      Create_2D_Sound_Player(sender,"m00evag_dsgn0028i1evag_snd.wav");
   if (Settings->Gamelog) {
    Vector3 pos = Commands->Get_Position(sender);
    StrFormat2(message3,"CRATE;THIEF;;%d;%s;%f;%f;%f;%f;%f;%f;%d",
Commands->Get_ID(sender), Commands->Get_Preset_Name(sender), pos.Y,pos.X,pos.Z,
Commands->Get_Facing(sender),
Commands->Get_Max_Health(sender),Commands->Get_Max_Shield_Strength(sender),Get_Obj
ect_Type(sender));
```

```
    }
  }
```

Now, inside the definition of "void Crate_Defaults()" copy and paste the following: (change any values needed to make them all add up to 100...I won't have them add up to 100 because I have more crates ^,^)

```
void Crate_Defaults() {
 Settings->CrateWeapon = 13;
 Settings->CrateMoney = 11;
 Settings->CratePoints = 10;
 Settings->CrateVehicle = 8;
 Settings->CrateDeath = 7;
 Settings->CrateTiberium = 4;
 Settings->CrateAmmo = 5;
 Settings->CrateArmor = 5;
 Settings->CrateHealth = 5;
 Settings->CrateCharacter = 4;
 Settings->CrateButterFingers = 3;
 Settings->CrateSpy = 3;
 Settings->CrateStealth = 3;
 Settings->CrateRefill = 4;
 Settings->CrateBeacon = 4;
 Settings->CrateThief = 2;
 Settings->CrateKamikaze = 9;
}
```

You'll need to add some entries under the [Crate] header in ssgm.ini also...

Under [Crate] add

Kamikaze=9

Now, find the definition of "void Crate_Level_Loaded()" inside gmcrate.cpp and replace the initialization of "Total" with the following line of code:

```
int Total = Settings->CrateDeath + Settings->CrateVehicle + Settings->CrateWeapon +
Settings->CrateCharacter + Settings->CrateMoney + Settings->CratePoints +
Settings->CrateTiberium + Settings->CrateAmmo + Settings->CrateHealth +
Settings->CrateArmor + Settings->CrateRefill + Settings->CrateButterFingers +
Settings->CrateSpy + Settings->CrateThief + Settings->CrateBeacon + Settings->CrateStealth +
Settings->CrateKamikaze;
```

Open up gmcrate.h now and find "struct CrateSettings : public virtual SettingsLoader" and add this to the bottom of the definition:

int CrateKamikaze;

Now that we've set that up, you'll need to add the script "zbl_Kamikaze_Suit_Crate" to your SSGM.

```cpp
void zbl_Kamikaze_Suit_Crate::Created(GameObject *obj)
{
 Attach_Script_Once(obj, "JFW_Blow_Up_On_Death", "Explosion_IonCannonBeacon");
 float rand = Commands->Get_Random(29,301);
 Team = Get_Object_Type(obj);
 Commands->Start_Timer(obj, this, rand,0);
}
void zbl_Kamikaze_Suit_Crate::Timer_Expired(GameObject *obj, int number)
{
 if (number == 0)
 {
  float rand = Commands->Get_Random(0,100);
  if (rand >= 50.0f)
  {
   // nothing happens
  }
  else {
   Commands->Apply_Damage(obj, 9999.0f, "BlamoKiller", 0);
   Console_Input(StrFormat("msg Crate: Oh no! I guess that experimental kamikaze suit didn't
work too well. I hope that %ls guy didn't get hurt. :(",
Get_Wide_Team_Name(PTTEAM(Team))).c_str());
  }
 }
}

ScriptRegistrant<zbl_Kamikaze_Suit_Crate>
zbl_Kamikaze_Suit_Crate_Registrant("zbl_Kamikaze_Suit_Crate", "");
```

Hope you enjoy this.

Thanks,
MathK1LL