
Subject: Code Release - God Crate

Posted by [ExEric3](#) on Thu, 07 Feb 2008 19:12:04 GMT

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Maybe others have another codes but I decide release my own. This code was taken from SSAOW v1.3.4 but I added here something.

This is for people who like to mod their server scripts.dll and are running SSGM.

Main Code:

```
else if ((RandomIntCrate <= (percent+=Settings->CrateGod)) && (Settings->CrateGod > 0)) {
    StrFormat2(message2,"%ls picked up a God Crate.",Get_Wide_Player_Name(sender));
    if (Commands->Get_Player_Type(sender) == 1) {
        Change_Character(sender,"CnC_GDI_RocketSoldier_2SF_Secret");
        Commands->Clear_Weapons(sender);
        Commands->Give_Powerup(sender,"POW_VoltAutoRifle_Player",true);
        Commands->Give_Powerup(sender,"POW_RamjetRifle_Player",true);
        Commands->Give_Powerup(sender,"POW_Railgun_Player",true);
        Commands->Select_Weapon(sender,"Weapon_RamjetRifle_Player");
        StrFormat2(message1,"page %d [Crate]: You just got a God Crate. You will be have more
power to kill others.",Get_Player_ID(sender));
        Console_Input(StrFormat("msg [Crate]: Warning! A %ls player just got a God Crate, better
watch your base
%ls!",Get_Wide_Team_Name(Team),Get_Wide_Team_Name(PTTEAM(Team))).c_str());
    }
    else if (Commands->Get_Player_Type(sender) == 0) {
        Change_Character(sender,"CnC_Nod_RocketSoldier_3Boss_Secret");
        Commands->Clear_Weapons(sender);
        Commands->Give_Powerup(sender,"POW_VoltAutoRifle_Player",true);
        Commands->Give_Powerup(sender,"POW_RamjetRifle_Player",true);
        Commands->Give_Powerup(sender,"POW_Railgun_Player",true);
        Commands->Select_Weapon(sender,"Weapon_RamjetRifle_Player");
        StrFormat2(message1,"page %d [Crate]: You just got a God Crate. You will be have more
power to kill others.",Get_Player_ID(sender));
        Console_Input(StrFormat("msg [Crate]: Warning! A %ls player just got a God Crate, better
watch your base
%ls!",Get_Wide_Team_Name(Team),Get_Wide_Team_Name(PTTEAM(Team))).c_str());
    }

    Commands->Set_Health(sender,800);
    Commands->Set_Shield_Strength(sender,800);

    Commands->Give_Powerup(sender,"POW_Pistol_Player",true);
    Commands->Give_Powerup(sender,"CnC_POW_MineRemote_02",true);
    Commands->Give_Powerup(sender,"CnC_POW_MineTimed_Player_02",true);
    Commands->Give_Powerup(sender,"CnC_MineProximity_05",true);
```

```

Commands->Give_Powerup(sender,"CnC_POW_Ammo_ClipMax",false);
Commands->Give_Powerup(sender,"CnC_POW_Ammo_ClipMax",false);
Commands->Give_Powerup(sender,"CnC_POW_Ammo_ClipMax",false);
Commands->Give_Powerup(sender,"CnC_POW_Ammo_ClipMax",false);

```

```

if (Settings->Gamelog) {
    Vector3 pos = Commands->Get_Position(sender);
    StrFormat2(message3,"CRATE;God;:%d;%s;%f;%f;%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_Object_Type(sender));
}
}

```

You can add it under this crate 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,"page %d [Crate]: You got the Thief Crate, you have lost all of your
credits.",Get_Player_ID(sender));
    Console_Input(StrFormat("msg [Crate]: %ls picked up a Thief Crate and he lost all
credits.",Get_Wide_Player_Name(sender)).c_str());
    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;%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_Object_Type(sender));
    }
}
}

```

Now, inside the definition of "void CrateSettings::Load()" copy and paste the following: (next under "CrateThief = INI->Get_Int("Crates","Thief",0);")

```
CrateGod = INI->Get_Int("Crates","God",0);
```

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. Again next unde "Settings->CrateThief = 2;")

Settings->CrateGod = 1;

Now, inside the definition of "void Crate_Level_Loaded()" copy and paste the following: (next "+ Settings->ThiefCrate" and if its your last crate in your scripts)

+ Settings->CrateGod;

So thats all in gmcrate.cpp No we must edit gmcrate.h So now, inside the definition of "struct CrateSettings" copy and paste the following: (again next under "int CrateThief;")

int CrateThief;

You'll need to add some entries to the Crate Section in ssgm.ini So under [Crate] add (you can set higher number max to 100:

God=1

Thanks to reborn for help and his time.
I hope you will enjoy this.

Thanks.

ExEric3
