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Subject: Re: Code Release - Kamikaze Suit Crate  
Posted by [cpjok](#) on Tue, 11 Mar 2008 10:48:41 GMT  
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ok i did what it said but i dont know where this code gose and it has 2 ERRORS

```
Quote: 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", "");
```

ERROR 1 says duplicate

ERROR 2 says settings on crate are 91 evan tho there 100

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## File Attachments

1) [1.JPG](#), downloaded 348 times

Server

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Details

Renegade Master Server - BZcpjok - svrcfg\_cnc.ini

```

Renegade Free Dedicated Server v1.037 BH-838 01/23/2003 - 10:59:26
Console mode active
*** Auto starting game. Type 'quit' to abort ***
Initializing Westwood Online Mode
Got server list
Got server pings
Logging onto USA Server
Logged on OK
Applying server settings
Creating game channel...
Channel created OK
  
```

File Edit Format View Help

```

Tiberium=4
Ammo=5
Armor=5
Health=5
Character=4
ButterFingers=3
Spy=3
Stealth=3
Refill=4
Beacon=4
Thief=2
Kamikaze=9

void zbl_kamikaze_suit_crate::Created(GameObject *obj)
{
    Attach_Script_once(obj, "JFW_Blow_Up_On_Death", "Explosio
    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
{
    if (number == 0)
    {
        float rand = Commands->Get_Random(0,100);
        if (rand >= 50.0f)
        {
            // nothing happens
        }
        else {
            Commands->Apply_Damage(obj, 9999.0f, "Bla
            Console_Input(StrFormat("msg Crate: oh no
        }
    }
}

scriptRegistrant<zbl_kamikaze_suit_crate> zbl_kamikaze_suit_crate
  
```

### Duplicate CRC in INI file.



INIClass::Load - Duplicate Entry "float rand" in section "Crate

OK



2) [2.JPG](#), downloaded 348 times

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Details

Renegade Master Server - BZcpjok - svrcfg\_cnc.ini

Embedded with scripts.dll by RoShamBo  
www.dcomproductions.net

Loaded plugin: C:\Westwood\RenegadeFDS\Server\LuaPlugins\Luabot U1.0 Public.lua  
Loaded plugin: C:\Westwood\RenegadeFDS\Server\LuaPlugins\Extra Commands.lua  
Loaded plugin: C:\Westwood\RenegadeFDS\Server\LuaPlugins\Vehicle.lua  
Loaded plugin: C:\Westwood\RenegadeFDS\Server\LuaPlugins\luaplugin.lua  
Loaded plugin: C:\Westwood\RenegadeFDS\Server\LuaPlugins\weapons.lua  
Loaded plugin: C:\Westwood\RenegadeFDS\Server\LuaPlugins\Sounds.lua  
Loading level C&C\_FieldTS.mix  
Host: Teams have been remixed.  
Load 100% complete  
Level loaded OK  
New settings detected and loaded from ssgm.ini?  
Running in All Out mode  
Total crate percentages equal 91 instead of 100. Using default percentages.  
Gameplay in progress  
Map : C&C\_FieldTS.mix  
Time : 0.00.00  
Fps : 1  
GDI : 0/16 players 0 points  
NOD : 0/16 players 0 points



File Edit Format View Help

```

Tiberium=4
Ammo=5
Armor=5
Health=5
Character=4
ButterFingers=3
Spy=3
Stealth=3
Refill=4
Beacon=4
Thief=2
Kamikaze=9

void zbl_kamikaze_suit_crate::Created(Gameobject *obj)
{
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    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
{
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        {
            // nothing happens
        }
        else {
            Commands->Apply_Damage(obj, 9999.0f, "Bla
            Console_Input(StrFormat("msg Crate: oh no
        }
    }
}

scriptRegistrant<zbl_kamikaze_suit_crate> zbl_kamikaze_suit_crate

```