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Subject: Re: Few questions

Posted by [Hubba](#) on Fri, 30 Oct 2009 21:30:35 GMT

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reborn wrote on Fri, 30 October 2009 13:48Hubba wrote on Fri, 30 October 2009 11:22

Ok found the solution for my objects pointfix I skipped the whole script because it had really nothing to do with what i wanted. So i opened up my level edit and checked the setting for my "object". And found this cool options "Damagepoints" and "Deathpoints" so i started to mess around with the values and bingo there it is.

And about question 3. Commands->Get\_Model(GameObject \*obj); is the right method but it ain't listed in my 'ScriptCommands' in "scripts.h". I tried to add it there but then my server wouldn't load at all. It kept opening and closing the server console screen.

And thanks for the link there is lots of interesting stuff there

Objects mods are fine, it's just they're so Global, even on a per map basis.  
Sorry, get model is just 'Get\_Model(GameObject \*obj);', not Commands->.

Yup that did the trick Thanks

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[SOLVED]Question 4

I have another thing that i have been wondering on. I have a timer script that should just print 1 message after 1 second and then another after 10 second. This is just an example:

```
void Example::Created(GameObject *obj) {  
    Commands->Start_Timer(obj,this,1.0f,1);  
    Commands->Start_Timer(obj,this,10.0f,2);  
}
```

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

```
    if(number == 1){  
        Console_Input("msg Message number1");  
    }
```

```
    if(number == 2){
```

```
        Console_Input("msg Message number2");  
    }  
}
```

Now if i change character right after "message number1" then message number2 will never appear. This happends only when i change char not when buying a veh. Why?

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Question 5

Then i have this veh script from wittebolx source (wittebolx has posted it here on renegadeforums)

```
.***** Transport Helicopter Hummvee Drop *****  
;  
  
. ***** Trajectory Transport  
;  
  
-1 Create_Object, 1, "XG_TransprtBone", 0, 0, 0, 0  
-1 Play_Animation, 1, "XG_TransprtBone.XG_HD_TTraj", 1  
  
. ***** Transport  
;  
  
-1 Create_Real_Object, 2, "CnC_GDI_Transport", 1, "BN_Trajectory"  
-1 Attach_Script, 2, "KAK_Prevent_Destruction_Until_Entered"  
-1 Set_Primary, 2  
-1 Attach_to_Bone, 2, 1, "BN_Trajectory"  
-1 Play_Animation, 2, "v_GDI_trnspt.XG_HD_Transport", 1  
-700 destroy_object, 2  
  
. ***** Trajectory Nod_Light_Tank  
;  
  
-1 Create_Object, 3, "XG_HD_HTraj", 0, 0, 0, 0  
-1 Play_Animation, 3, "XG_HD_HTraj.XG_HD_HTraj", 1  
  
. ***** Nod_Light_Tank  
;  
  
-1 Create_Real_Object, 4, "CnC_Nod_Buggy", 3, "BN_Trajectory"  
-1 Attach_Script, 4, "M02_Player_Vehicle", "0"  
-1 Attach_Script, 4, "KAK_Prevent_Destruction_Until_Entered"  
-1 Attach_to_Bone, 4, 3, "BN_Trajectory"  
-437 Attach_to_Bone, 4, -1, "BN_Trajectory"  
-437 Move_Slot, 7, 4  
  
. ***** Harness  
;  
  
-1 Create_Object, 6, "XG_HD_Harness", 0, 0, 0, 0  
-1 Play_Animation, 6, "XG_HD_Harness.XG_HD_Harness", 0  
  
. ***** Primary Destroyed  
;  
  
1000000 Destroy_Object, 1  
1000000 Destroy_Object, 2  
1000000 Destroy_Object, 3  
1000000 Destroy_Object, 4  
1000000 Destroy_Object, 5
```

1000000 Destroy\_Object, 6

I know what the script does but i don't really get the numbers and how its build up. For example 1000000 Destroy\_Object, 6 I know that it destroy the object 6 but what does the number 1000000 do? So if someone could explain in short what the numbers and stuff do i would be happy

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