
Subject: Re: Few questions

Posted by [reborn](#) on Fri, 30 Oct 2009 21:58:43 GMT

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Hubba wrote on Fri, 30 October 2009 16:30

Yup that did the trick Thanks

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 happens only when i change char not when buying a veh. Why?

When you change character, you are an entirely new `GameObject *`, so the script that was attached to you previously is destroyed, because the object that the script was attached to no longer exists.

When you purchase a vehicle, the script is attached to the vehicle, if you killed the vehicle then you would no longer get the message. The same principle can be applied to changing your character, it's kinda like you killed your character by getting a new one.

You can never permanently attach a script to a player's character, unless they are guaranteed to never be killed.

You can however, keep re-attaching the same script to a player whenever they are created.

Hubba wrote on Fri, 30 October 2009 16:30

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

I think it's a timer, I never really delved too far into cinematic files, I just gleaned what I needed to know to make them work.

You can call these text files with "test_cinematic".
