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Subject: Re: Scripting help

Posted by [reborn](#) on Thu, 16 Sep 2010 13:45:22 GMT

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You'll need a way to actually call the function you're making to attach that script...

For example, in SSGM there is the level\_loaded event, which looks like this:

```
void Level_Loaded() {
    strncpy(Data->CurrMap,The_Game()->MapName,29);
    Settings->Load();

    Attach_Script_All_Buildings_Team(2,"MDB_SSGM_Building","",true);
    Attach_Script_All_Turrets_Team(2,"MDB_SSGM_Base_Defense","",true);

    if (Settings->EnableNewCrates) {
        Crate_Level_Loaded();
    }
    if (Settings->Gamelog) {
        Gamelog_Level_Loaded();
    }
    if (Settings->GameMode == 2) {
        CTF_Level_Loaded();
    }

    if (Settings->LogPlayerPurchase) {
        Data->PlayerPurchaseHookID = AddCharacterPurchaseMonHook(SSGM_Purchase_Hook,0);
    }
    if (Settings->LogPowerupPurchase) {
        Data->PowerupPurchaseHookID = AddPowerupPurchaseMonHook(SSGM_Purchase_Hook,0);
    }
    if (Settings->LogVehiclePurchase) {
        Data->VehiclePurchaseHookID = AddVehiclePurchaseMonHook(SSGM_Purchase_Hook,0);
    }

    if (!Data->Plugins.empty()) {
        std::vector<PluginInfo*>::const_iterator it;
        for (it = Data->Plugins.begin();it != Data->Plugins.end(); ++it) {
            if ((*it)->Type == Plugin) {
                if ((*it)->LevelLoadedHookHandle) {
                    (*it)->LevelLoadedHookHandle();
                }
            }
        }
    }
}
```

And in the SSGM plugin, there is a level\_loaded event which looks like this (although you may wish to remove the settings loader part if you're not using it):

```
DLLEXPORT void SSGM_Level_Loaded_Hook() {
    ExampleSettings->Load();
}
```

Depending on whether you're putting this in a plugin, or SSGM directly, I would recommend using one of the above locations to put your function call in.

Your function may look like this:

```
void Wubs_Tick();

void Wubs_Tick()
{
    GameObject *ref = Find_Refinery(0);
    {
        Attach_Script_Once(ref, "JFW_Tiberium_Refinery", "5,1.00");
    }
    ref = Find_Refinery(1);
    if (ref)
    {
        Attach_Script_Once(ref, "JFW_Tiberium_Refinery", "5,1.00");
    }
}
```

So then after the level\_loaded line in either SSGM or the plugin, you could simply call your function, like this:

```
DLLEXPORT void SSGM_Level_Loaded_Hook() {
    Wubs_Tick();
}
```

I made a simple extra tick rae plugin a little while ago, you can download the binary and source from my download page.

<http://spencerelliott.co.uk/downloads.html>

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