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Subject: Re: vtach/detach command

Posted by [reborn](#) on Fri, 24 Sep 2010 05:04:30 GMT

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robbyke wrote on Thu, 23 September 2010 15:59well i started searching and found the command JFW\_CarryAll

now my problem is that i need to attach to a bone but how do i find the bone that i have to attach

its the orca that doing vtach and it should only be up close any help is appreciated

I once started work some time ago on a carry-all plugin. It never got finished and this doesn't work, but with some time it might...

```
#include "scripts.h"
#include <stdarg.h>
#ifdef WIN32
#define WIN32_LEAN_AND_MEAN
#include <windows.h>
#endif
#include "engine.h"
#include "gmmain.h"
#include "CarryAll.h"
```

```
bool Activated[128];
bool HasAgreed[128];
```

```
ExampleSettingsStruct *ExampleSettings = 0;
```

```
void ExampleSettingsStruct::Load()
{
    SettingsLoader::Load();
}
```

```
int ObjectHookID = 0;
ObjectCreateHookStruct *ObjectHookStruct = 0;
```

```
void ObjectHookCall(void *data,GameObject *obj)
{
    if(Is_Vehicle(obj))
    {
        if (strstr(Commands->Get_Preset_Name(obj),"CnC_Nod_Transport") ||
            strstr(Commands->Get_Preset_Name(obj),"CnC_GDI_Transport"))
        {
            Attach_Script_Once(obj,"CarryAll","");
        }
    }
}
```

```

}
}
else if(Commands->Is_A_Star(obj))
{
    Attach_Script_Once(obj,"carryvarsetter","");
}
}
}

```

```

void Plugin_Load()
{
    ExampleSettings = new ExampleSettingsStruct("Example.ini");

    ObjectHookStruct = new ObjectCreateHookStruct;
    ObjectHookStruct->hook = ObjectHookCall;
    ObjectHookStruct->data = 0;
    ObjectHookID = AddObjectCreateHook(ObjectHookStruct);
}

```

```

void CarryAll::Custom(GameObject *obj, int message, int param, GameObject *sender)
{
    if (message == CUSTOM_EVENT_VEHICLE_ENTER)
    {
        if (Get_Vehicle_Owner(obj))
        {
            Console_Input(StrFormat("ppage %d This vehicle has been modified to be a \"Carry-All\", when you get close to a team-mate's vehicle you'll be able to transport them if they type \"!carryme\" in team chat.", Get_Player_ID(sender)).c_str());
            Console_Input(StrFormat("ppage %d To activate the Carry-All and grant permission to carry passengers, you must type \"!activate\" in team chat.", Get_Player_ID(sender)).c_str());
            Commands->Start_Timer(obj, this, 1.0f, 1);
        }
    }
}
}
}

```

```

void CarryAll::Timer_Expired(GameObject *obj, int number)
{
    if(number == 1)
    {
        GameObject *driver = Get_Vehicle_Owner(obj);
        if(driver && Activated[Get_Player_ID(driver)] == true)
        {
            int team = Get_Object_Type(obj);
            Vector3 CurPosition = Commands->Get_Position(obj);

            GenericSLNode *x = BaseGameObjList->HeadNode;

```

```

while (x)
{
    GameObject *o = (GameObject *)x->NodeData;
    if (o && As_ScriptableGameObj(o) && Is_Vehicle(o))
    {
        if (Get_Object_Type(o) == team)
        {
            printf("Found someone.\n");
            Vector3 CurPositiono = Commands->Get_Position(o);
            float Dist = Commands->Get_Distance(CurPosition, CurPositiono);
            if(Dist <= 10.0f)
            {
                printf("Found someone in distance.\n");
                GameObject *driver2 = Get_Vehicle_Occupant(o, 0);
                if(driver2)
                {
                    printf("Found someone in distance and a driver.\n");
                    if(HasAgreed[Get_Player_ID(driver2)] == true)
                    {
                        printf("Found someone in distance and a driver and has agreed.\n");
                        //do some shit
                        GameObject *Harness = Commands->Create_Object_At_Bone(obj, "Invisible_Object",
"v_fuselage3");
                        Commands->Set_Model(Harness, "XG_HD_Harness");
                        Commands->Attach_To_Object_Bone(Harness, obj, "v_fuselage3");
                        Console_Input(StrFormat("ppage %d You have just picked up aa vehicle, to release the
vehicle type \"%release\".", Get_Player_ID(driver2)).c_str());
                        Destroy_Script();
                    }
                }
            }
        }
    }
    x = x->NodeNext;
}
}
Commands->Start_Timer(obj, this, 1.0f, 1);
}
}

```

```
ScriptRegistrant<CarryAll> CarryAll_Registrant("CarryAll", "");
```

```

void carryvarsetter::Killed(GameObject *obj, GameObject *shooter)
{
    Activated[Get_Player_ID(obj)] = false;
    HasAgreed[Get_Player_ID(obj)] = false;
}

```

```
ScriptRegistrant<carryvarsetter> carryvarsetter_Registrant("carryvarsetter","");
```

```
void Plugin_Unload()  
{  
    delete ExampleSettings;  
    RemoveObjectCreateHook(ObjectHookID);  
    delete ObjectHookStruct;  
}
```

```
class AChatCommand : public ChatCommandClass {  
    void Triggered(int ID,const TokenClass &Text,int ChatType)  
    {  
        Activated[ID] = true;  
        Console_Input(StrFormat("page %d You have just activated the Carry-All feature of this  
transport helicopter, any team mates in vehicles who have agreed to be transported can now be  
carried and wil attach when you approach them.",ID).c_str());  
        Console_Input(StrFormat("page %d To de-activate the Caary-All feature, type \"!deactivate\" in  
team chat.",ID).c_str());  
    }  
};  
ChatCommandRegistrant<AChatCommand>  
AChatCommandReg("!ACTIVATE;!Activate;!activate",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

```
class DChatCommand : public ChatCommandClass {  
    void Triggered(int ID,const TokenClass &Text,int ChatType)  
    {  
        Activated[ID] = false;  
        Console_Input(StrFormat("page %d You have just removed permission for passengers to be  
carried.",ID).c_str());  
    }  
};  
ChatCommandRegistrant<DChatCommand>  
DChatCommandReg("!DEACTIVATE;!Deactivate;!deactivate",CHATTYPE_ALL,0,GAMEMODE_  
ALL);
```

```
class CMChatCommand : public ChatCommandClass {  
    void Triggered(int ID,const TokenClass &Text,int ChatType)  
    {  
        HasAgreed[ID] = true;  
        Console_Input(StrFormat("page %d You have agreed to be carried by a team mate using a  
transport helicopter, to remove permission type \"!cancelcarry\".",ID).c_str());  
    }  
};
```

```
ChatCommandRegistrant<CMChatCommand>
CMChatCommandReg("!carryme;!CARRYME;!Carryme;!CarryMe",CHATTYPE_ALL,0,GAMEMODE_
DE_ALL);
```

```
class CCChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType)
{
    HasAgreed[ID] = false;
    Console_Input(StrFormat("page %d You have removed permission for you to be
carried.",ID).c_str());
}
};
ChatCommandRegistrant<CCChatCommand>
CCChatCommandReg("!CANCEL CARRY;!cancelcarry;!Cancelcarry;!CancelCarry",CHATTYPE_A
LL,0,GAMEMODE_ALL);
```

```
extern "C"
{
DLLEXPORT void SSGM_Level_Loaded_Hook()
{
    ExampleSettings->Load();
    for(int i = 0; i < 128; i++)
    {
        Activated[i] = false;
        HasAgreed[i] = false;
    }
}
DLLEXPORT void SSGM_Player_Leave_Hook(int ID)
{
    Activated[ID] = false;
    HasAgreed[ID] = false;
}
}
```