
Subject: Re: Coopmap Ihavenoname

Posted by [zunnie](#) on Mon, 23 May 2011 15:07:30 GMT

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I've got an idea how to do that with a teleporter, simular way i did it for MCV Escort map in APB, except this will have more checkpoints.

Edit: Somethig like this will work:

```
void z_jret_CheckpointControl::Created(GameObject *obj)
{
    Commands->Enable_HUD_Pokable_Indicator(obj, true);
    PokerGuy = 0;
    AllowPoke = true;
    Check1Locked = true;
    Check2Locked = true;
    Check3Locked = true;
    Check4Locked = true;
    Check5Locked = true;
    Check6Locked = true;
}
void z_jret_CheckpointControl::Poked(GameObject *obj, GameObject *poker)
{
    if (AllowPoke)
    {
        Commands->Enable_HUD_Pokable_Indicator(obj, false);
        AllowPoke = false;
        PokerGuy = poker;
        if (Check1Locked == false)
        {
            Commands->Start_Timer(obj,this,0.0f,101);//teleport the guy
        }
        else if (Check2Locked == false)
        {
            Commands->Start_Timer(obj,this,0.0f,102);//teleport the guy
        }
        else if (Check3Locked == false)
        {
            Commands->Start_Timer(obj,this,0.0f,103);//teleport the guy
        }
        else if (Check4Locked == false)
        {
            Commands->Start_Timer(obj,this,0.0f,104);//teleport the guy
        }
        else if (Check5Locked == false)
        {
            Commands->Start_Timer(obj,this,0.0f,105);//teleport the guy
        }
    }
}
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}
else if (Check6Locked == false)
{
    Commands->Start_Timer(obj,this,0.0f,106);//teleport the guy
}
else
{
    Send_Message(104,234,40,"Access Denied");
    Commands->Create_2D_WAV_Sound("accessdenied.wav");
}
Commands->Start_Timer(obj,this,2.0f,107);//allowpoke true
}
}
void z_jret_CheckpointControl::Timer_Expired(GameObject *obj, int number)
{
    if (number == 101)
    {
        Send_Message_Player(PokerGuy,104,234,40,"Access Granted");
        Create_2D_WAV_Sound_Player(PokerGuy,"accessgranted.wav");
        int random = Commands->Get_Random_Int(1,3);
        int cp1id1 = 1234;
        int cp1id2 = 1234;
        int cp1id3 = 1234;
        GameObject *gotoObjectcp1id1 = Commands->Find_Object(cp1id1);
        GameObject *gotoObjectcp1id2 = Commands->Find_Object(cp1id2);
        GameObject *gotoObjectcp1id3 = Commands->Find_Object(cp1id3);
        Vector3 gotoLocationcp1id1 = Commands->Get_Position(gotoObjectcp1id1);
        Vector3 gotoLocationcp1id2 = Commands->Get_Position(gotoObjectcp1id2);
        Vector3 gotoLocationcp1id3 = Commands->Get_Position(gotoObjectcp1id3);
        if (random == 1)
        {
            Commands->Set_Position(PokerGuy,gotoLocationcp1id1);
        }
        else if (random == 2)
        {
            Commands->Set_Position(PokerGuy,gotoLocationcp1id2);
        }
        else if (random == 3)
        {
            Commands->Set_Position(PokerGuy,gotoLocationcp1id3);
        }
    }
}
else if (number == 102)
{
    Send_Message_Player(PokerGuy,104,234,40,"Access Granted");
    Create_2D_WAV_Sound_Player(PokerGuy,"accessgranted.wav");
    int random = Commands->Get_Random_Int(1,3);
    int cp2id1 = 1234;

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int cp2id2 = 1234;
int cp2id3 = 1234;
GameObject *gotoObjectcp2id1 = Commands->Find_Object(cp2id1);
GameObject *gotoObjectcp2id2 = Commands->Find_Object(cp2id2);
GameObject *gotoObjectcp2id3 = Commands->Find_Object(cp2id3);
Vector3 gotoLocationcp2id1 = Commands->Get_Position(gotoObjectcp2id1);
Vector3 gotoLocationcp2id2 = Commands->Get_Position(gotoObjectcp2id2);
Vector3 gotoLocationcp2id3 = Commands->Get_Position(gotoObjectcp2id3);
if (random == 1)
{
    Commands->Set_Position(PokerGuy,gotoLocationcp2id1);
}
else if (random == 2)
{
    Commands->Set_Position(PokerGuy,gotoLocationcp2id2);
}
else if (random == 3)
{
    Commands->Set_Position(PokerGuy,gotoLocationcp2id3);
}
}
else if (number == 103)
{
    Send_Message_Player(PokerGuy,104,234,40,"Access Granted");
    Create_2D_WAV_Sound_Player(PokerGuy,"accessgranted.wav");
    int random = Commands->Get_Random_Int(1,3);
    int cp3id1 = 1234;
    int cp3id2 = 1234;
    int cp3id3 = 1234;
    GameObject *gotoObjectcp3id1 = Commands->Find_Object(cp3id1);
    GameObject *gotoObjectcp3id2 = Commands->Find_Object(cp3id2);
    GameObject *gotoObjectcp3id3 = Commands->Find_Object(cp3id3);
    Vector3 gotoLocationcp3id1 = Commands->Get_Position(gotoObjectcp3id1);
    Vector3 gotoLocationcp3id2 = Commands->Get_Position(gotoObjectcp3id2);
    Vector3 gotoLocationcp3id3 = Commands->Get_Position(gotoObjectcp3id3);
    if (random == 1)
    {
        Commands->Set_Position(PokerGuy,gotoLocationcp3id1);
    }
    else if (random == 2)
    {
        Commands->Set_Position(PokerGuy,gotoLocationcp3id2);
    }
    else if (random == 3)
    {
        Commands->Set_Position(PokerGuy,gotoLocationcp3id3);
    }
}
}

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else if (number == 104)
{
    Send_Message_Player(PokerGuy,104,234,40,"Access Granted");
    Create_2D_WAV_Sound_Player(PokerGuy,"accessgranted.wav");
    int random = Commands->Get_Random_Int(1,3);
    int cp4id1 = 1234;
    int cp4id2 = 1234;
    int cp4id3 = 1234;
    GameObject *gotoObjectcp4id1 = Commands->Find_Object(cp4id1);
    GameObject *gotoObjectcp4id2 = Commands->Find_Object(cp4id2);
    GameObject *gotoObjectcp4id3 = Commands->Find_Object(cp4id3);
    Vector3 gotoLocationcp4id1 = Commands->Get_Position(gotoObjectcp4id1);
    Vector3 gotoLocationcp4id2 = Commands->Get_Position(gotoObjectcp4id2);
    Vector3 gotoLocationcp4id3 = Commands->Get_Position(gotoObjectcp4id3);
    if (random == 1)
    {
        Commands->Set_Position(PokerGuy,gotoLocationcp4id1);
    }
    else if (random == 2)
    {
        Commands->Set_Position(PokerGuy,gotoLocationcp4id2);
    }
    else if (random == 3)
    {
        Commands->Set_Position(PokerGuy,gotoLocationcp4id3);
    }
}
else if (number == 105)
{
    Send_Message_Player(PokerGuy,104,234,40,"Access Granted");
    Create_2D_WAV_Sound_Player(PokerGuy,"accessgranted.wav");
    int random = Commands->Get_Random_Int(1,3);
    int cp5id1 = 1234;
    int cp5id2 = 1234;
    int cp5id3 = 1234;
    GameObject *gotoObjectcp5id1 = Commands->Find_Object(cp5id1);
    GameObject *gotoObjectcp5id2 = Commands->Find_Object(cp5id2);
    GameObject *gotoObjectcp5id3 = Commands->Find_Object(cp5id3);
    Vector3 gotoLocationcp5id1 = Commands->Get_Position(gotoObjectcp5id1);
    Vector3 gotoLocationcp5id2 = Commands->Get_Position(gotoObjectcp5id2);
    Vector3 gotoLocationcp5id3 = Commands->Get_Position(gotoObjectcp5id3);
    if (random == 1)
    {
        Commands->Set_Position(PokerGuy,gotoLocationcp5id1);
    }
    else if (random == 2)
    {
        Commands->Set_Position(PokerGuy,gotoLocationcp5id2);
    }
}

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}
else if (random == 3)
{
    Commands->Set_Position(PokerGuy,gotoLocationcp5id3);
}
}
else if (number == 106)
{
    Send_Message_Player(PokerGuy,104,234,40,"Access Granted");
    Create_2D_WAV_Sound_Player(PokerGuy,"accessgranted.wav");
    int random = Commands->Get_Random_Int(1,3);
    int cp6id1 = 1234;
    int cp6id2 = 1234;
    int cp6id3 = 1234;
    GameObject *gotoObjectcp6id1 = Commands->Find_Object(cp6id1);
    GameObject *gotoObjectcp6id2 = Commands->Find_Object(cp6id2);
    GameObject *gotoObjectcp6id3 = Commands->Find_Object(cp6id3);
    Vector3 gotoLocationcp6id1 = Commands->Get_Position(gotoObjectcp6id1);
    Vector3 gotoLocationcp6id2 = Commands->Get_Position(gotoObjectcp6id2);
    Vector3 gotoLocationcp6id3 = Commands->Get_Position(gotoObjectcp6id3);
    if (random == 1)
    {
        Commands->Set_Position(PokerGuy,gotoLocationcp6id1);
    }
    else if (random == 2)
    {
        Commands->Set_Position(PokerGuy,gotoLocationcp6id2);
    }
    else if (random == 3)
    {
        Commands->Set_Position(PokerGuy,gotoLocationcp6id3);
    }
}
else if (number == 107)
{
    AllowPoke = true;
    Commands->Enable_HUD_Pokable_Indicator(obj, true);
}
}
void z_jret_CheckpointControl::Custom(GameObject *obj, int message, int param, GameObject
*sender)
{
    if (message == 1000)
    {
        if (param == 1)
        {
            Check1Locked = false;
            Check2Locked = true;

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Check3Locked = true;
Check4Locked = true;
Check5Locked = true;
Check6Locked = true;
Send_Message(255,204,0,"Access Granted");
Send_Message(255,204,0,"Checkpoint One is now UNLOCKED.");
Send_Message(255,204,0,"Checkpoint One is now UNLOCKED.");
Send_Message(255,204,0,"Checkpoint One is now UNLOCKED.");
Commands->Create_2D_WAV_Sound("accessgranted.wav");
}
else if (param == 2)
{
Check1Locked = true;
Check2Locked = false;
Check3Locked = true;
Check4Locked = true;
Check5Locked = true;
Check6Locked = true;
Send_Message(255,204,0,"Access Granted");
Send_Message(255,204,0,"Checkpoint Two is now UNLOCKED.");
Send_Message(255,204,0,"Checkpoint Two is now UNLOCKED.");
Send_Message(255,204,0,"Checkpoint Two is now UNLOCKED.");
Commands->Create_2D_WAV_Sound("accessgranted.wav");
}
else if (param == 3)
{
Check1Locked = true;
Check2Locked = true;
Check3Locked = false;
Check4Locked = true;
Check5Locked = true;
Check6Locked = true;
Send_Message(255,204,0,"Access Granted");
Send_Message(255,204,0,"Checkpoint Three is now UNLOCKED.");
Send_Message(255,204,0,"Checkpoint Three is now UNLOCKED.");
Send_Message(255,204,0,"Checkpoint Three is now UNLOCKED.");
Commands->Create_2D_WAV_Sound("accessgranted.wav");
}
else if (param == 4)
{
Check1Locked = true;
Check2Locked = true;
Check3Locked = true;
Check4Locked = false;
Check5Locked = true;
Check6Locked = true;
Send_Message(255,204,0,"Access Granted");
Send_Message(255,204,0,"Checkpoint Four is now UNLOCKED.");
}

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Send_Message(255,204,0,"Checkpoint Four is now UNLOCKED.");
Send_Message(255,204,0,"Checkpoint Four is now UNLOCKED.");
Commands->Create_2D_WAV_Sound("accessgranted.wav");
}
else if (param == 5)
{
Check1Locked = true;
Check2Locked = true;
Check3Locked = true;
Check4Locked = true;
Check5Locked = false;
Check6Locked = true;
Send_Message(255,204,0,"Access Granted");
Send_Message(255,204,0,"Checkpoint Five is now UNLOCKED.");
Send_Message(255,204,0,"Checkpoint Five is now UNLOCKED.");
Send_Message(255,204,0,"Checkpoint Five is now UNLOCKED.");
Commands->Create_2D_WAV_Sound("accessgranted.wav");
}
else if (param == 3)
{
Check1Locked = true;
Check2Locked = true;
Check3Locked = true;
Check4Locked = true;
Check5Locked = true;
Check6Locked = false;
Send_Message(255,204,0,"Access Granted");
Send_Message(255,204,0,"Checkpoint Six is now UNLOCKED.");
Send_Message(255,204,0,"Checkpoint Six is now UNLOCKED.");
Send_Message(255,204,0,"Checkpoint Six is now UNLOCKED.");
Commands->Create_2D_WAV_Sound("accessgranted.wav");
}
}
}
}

```

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ScriptRegistrant<z_jret_CheckpointControl>
z_jret_CheckpointControl_Registrant("z_jret_CheckpointControl","");

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