
Subject: !para

Posted by [Distrbd21](#) on Wed, 11 Jul 2012 11:47:40 GMT

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I'm trying to get it to work with 4.0, but I don't know exactly what I have done wrong.

The server doesn't crash when I do !para or when I get out of a veh, nothing happens I still die ;p

```
void ObjectHookCall(void *data,GameObject *obj) {
    if (obj->As_SoldierGameObj()) {
        Attach_Script_Once(obj,"Parachute","");
    }
    else if (obj->As_VehicleGameObj()) {
        if (obj->As_PhysicalGameObj() && (Get_Vehicle_Mode(obj) == VEHICLE_TYPE_FLYING)) {
            Attach_Script_Once(obj,"Parachute","");
        }
    }
}
```

```
void Parachute::Created(GameObject *obj) {
    isFalling = false;
    floaterID = 0;
    pchuteID = 0;
    fallin = 0;
    health = Commands->Get_Health(obj);
}
```

```
void Parachute::Damaged(GameObject *obj,GameObject *damager,float damage) {
    if (!damager && isFalling && (damage < 1000)) {
        Commands->Set_Health(obj,health);
        isFalling = false;
    }
    else {
        health = Commands->Get_Health(obj);
    }
}
```

```
void Parachute::Killed(GameObject *obj, GameObject *shooter) {
    if (obj->As_VehicleGameObj()) {
        if (Commands->Get_ID(obj) && obj && obj->As_VehicleGameObj()) {
            VectorClass<GameObject *> *ptr = (VectorClass<GameObject *>*)(obj+0x9AC);
            VectorClass<GameObject *> occupants = (VectorClass<GameObject *>)*ptr;
            int x = occupants.Length();
            for (int i = 0;i < x;i++) {
                if (occupants[i]) {
                    Commands->Send_Custom_Event(occupants[i],occupants[i],4612,0,0);
                }
            }
        }
    }
}
```

```

}
}
else if (obj->As_SoldierGameObj()) {
    Commands->Enable_Collisions(obj);
    if (Commands->Find_Object(pchuteID)) {
        Commands->Destroy_Object(Commands->Find_Object(pchuteID));
        pchuteID = 0;
    }
    if (Commands->Find_Object(floateID)) {
        Commands->Destroy_Object(Commands->Find_Object(floateID));
        floateID = 0;
    }
    isFalling = false;
}
}
}

```

```

void Parachute::Timer_Expired(GameObject *obj,int number) {
    if (number == 1) {
        newpos = Commands->Get_Position(obj);
        if (newpos.Z < pos.Z) {
            fallin += pos.Z - newpos.Z;
            if (fallin > 10 && !isFalling) {
                isFalling = true;
                GameObject *floater =
Commands->Create_Object("CnC_Beacon_IonCannon",Commands->Get_Position(obj));
                Commands->Set_Model(floater,"null");
                Commands->Set_Facing(floater,Commands->Get_Facing(obj));
                GameObject *pchute =
Commands->Create_Object("Generic_Cinematic",Commands->Get_Position(obj));
                Commands->Set_Model(pchute,"X5D_Parachute");
                Commands->Disable_All_Collisions(pchute);
                Commands->Disable_Physical_Collisions(obj);
                Commands->Attach_To_Object_Bone(obj,floater,"");
                Commands->Attach_To_Object_Bone(pchute,obj,"");
                floateID = Commands->Get_ID(floater);
                pchuteID = Commands->Get_ID(pchute);
            }
            pos = Commands->Get_Position(obj);
            Commands->Start_Timer(obj, this, 0.1f, 1);
        }
    }
    else {
        Commands->Enable_Collisions(obj);
        if (Commands->Find_Object(pchuteID)) {
            Commands->Destroy_Object(Commands->Find_Object(pchuteID));
            pchuteID = 0;
        }
        if (Commands->Find_Object(floateID)) {
            Commands->Destroy_Object(Commands->Find_Object(floateID));

```

```

    floaterID = 0;
}
Commands->Start_Timer(obj, this, 2.0f, 2);
}
}
else if (number == 2) {
    isFalling = false;
}
}

void Parachute::Custom(GameObject *obj, int message, int param, GameObject *sender) {
    if (message == CUSTOM_EVENT_VEHICLE_EXITED) {
        Commands->Send_Custom_Event(sender, sender, 4612, 0, 0);
    }
    else if (message == CUSTOM_EVENT_VEHICLE_ENTERED) {
        Commands->Send_Custom_Event(sender, sender, 4613, 0, 0);
    }
    else if (message == 4612) {
        health = Commands->Get_Health(obj);
        fallin = 0;
        pos = Commands->Get_Position(obj);
        Commands->Start_Timer(obj, this, 0.1f, 1);
    }
    else if (message == 4613) {
        isFalling = false;
        if (Commands->Find_Object(pchuteID)) {
            Commands->Destroy_Object(Commands->Find_Object(pchuteID));
            pchuteID = 0;
        }
        if (Commands->Find_Object(floaterID)) {
            Commands->Destroy_Object(Commands->Find_Object(floaterID));
            floaterID = 0;
        }
    }
}
}
}

```
