
Subject: scripts.dll 1.5.1/1.6

Posted by [\[REHT\]Spirit](#) on Sat, 10 Apr 2004 00:33:01 GMT

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Sure, no problem

```
void Reborn_Deployable_Vehicle::Custom(GameObject * obj,int message,int param,GameObject
* sender)
{
    Vector3 nppos;
    Vector3 vpos;
    if (message == 1000000028) {
        pilotID = Commands->Get_ID(sender);
    }
    if (message == 1000000029) {
        pilotID = 0;
        nppos = Get_Vector3_Parameter("LeaveOffset");
        vpos = Commands->Get_Position(obj);
        nppos.X += vpos.X;
        nppos.Y += vpos.Y;
        nppos.Z += vpos.Z;
        Commands->Set_Position(sender,nppos);
    }
}
```

can become

```
void Reborn_Deployable_Vehicle::Custom(GameObject * obj,int message,int param,GameObject
* sender)
{
    if (message == 1000000028) {
        pilotID = Commands->Get_ID(sender);
    }
    if (message == 1000000029) {
        pilotID = 0;
    }
}
```

and

```
void Reborn_Deployable_Vehicle::Killed(GameObject * obj,GameObject * shooter)
{
    if (pilotID != 0)
        Commands->Set_Position(Commands->Find_Object(pilotID),Get_Vector3_Parameter("LeaveOff
```

```
set"));
}
```

can be deleted completely actually.

Probably also want to change

```
ScriptRegistrant<Reborn_Deployable_Vehicle> Reborn_Deployable_Vehicle_Registrant
("Reborn_Deployable_Vehicle","Animated_Preset:string,Explosion_Preset:string,LeaveOffset:Vec
tor3");
```

to

```
ScriptRegistrant<Reborn_Deployable_Vehicle> Reborn_Deployable_Vehicle_Registrant
("Reborn_Deployable_Vehicle","Animated_Preset:string,Explosion_Preset:string");
```

so the parameter is taken out and people aren't as confused (I say as I write a post full of C++ code in a public forum).
