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Subject: Random Crate.

Posted by [Hammer\\_FIST](#) on Sun, 05 Sep 2004 22:44:27 GMT

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Hello, i have been looking into the scripts.dll mods, and i know a fair amount of C++, i was wondering, what do i use to detect when the crate is created, so that i can attach a script to it? i know how to do most of the random crate things, but i just dont know this part... any help would be very apreciated, thankyou.

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Subject: Random Crate.

Posted by [xptek](#) on Sun, 05 Sep 2004 23:01:19 GMT

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You'll need to attach the script you create to the object you would like detected when it's created.

```
void GG_St00pid_Script::Created(GameObject *obj) {  
//LOLOL. Put your stuff.  
}
```

Notice the Created.

Attach that to the present you'd like to be detected when it's created.

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Subject: Random Crate.

Posted by [Hammer\\_FIST](#) on Sun, 05 Sep 2004 23:04:08 GMT

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i already know that, but what i do not know is how to detect when the object is created to attach said script to it...

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Subject: Random Crate.

Posted by [xptek](#) on Sun, 05 Sep 2004 23:05:54 GMT

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Attach that script to it in LE.

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Subject: Random Crate.

Posted by [Hammer\\_FIST](#) on Sun, 05 Sep 2004 23:06:35 GMT

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i never thought of that thanx!

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Subject: Random Crate.

Posted by [xptek](#) on Sun, 05 Sep 2004 23:12:01 GMT

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lol, no problem. feel free to ask if you have any more questions.

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Subject: Random Crate.

Posted by [Hammer\\_FIST](#) on Sun, 05 Sep 2004 23:37:52 GMT

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this may seem a dumb question, but how do i attach it in LE, i tried but im not very good with it, could you help?

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Subject: Random Crate.

Posted by [theplague](#) on Mon, 06 Sep 2004 04:45:53 GMT

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lolx

```
void M00_CnC_Crate::Custom(GameObject *obj, int message, int param, GameObject *sender) {
    if (message == 1000025) { // 1000025 is the one sent for powerup collected (i think)
        Give_Powerup(sender, "bla bla");
    }
}
```

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Subject: Random Crate.

Posted by [xptek](#) on Mon, 06 Sep 2004 14:50:04 GMT

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It's not fun hooking into old scripts. When I get LE reinstalled I'll make a quick tutorial.

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Subject: Random Crate.

Posted by [Dan](#) on Mon, 06 Sep 2004 14:57:06 GMT

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I'm in the finishing stages on my Random Crate script too... And btw, dont use "1000025" to detect the custom for when a crate is picked up... use "CUSTOM\_EVENT\_POWERUP" as it is MUCH easier to see what you are trying to do (and the number is 1000000025).

To attach a script to a GDI soldier in LE:

1) Start up LE and click on the new and type in a name. Click on OK.

- 2) Find your mod folder on your hard drive (usually C:\Program Files\Renegadepublictools\Level Edit\yourmodname and make a new folder called "Scripts"
  - 3) Put your scripts.dll into the new folder.
  - 4) In the folder things on the right, expand Object -> Soldier -> Soldier\_Presets -> GDI -> GDI\_MiniGunner\_0 then select "CnC\_GDI\_MiniGunner\_0", and click on the Mod button below the folders.
  - 5) Go to the scripts Tab
  - 6) Click on the Add button and in the "Type" box select your script name.
  - 7) In the parameters rollout, select different parameters and set the value in the box below. and continue until all your params are set. click OK  
Click OK again and click on the red cross in the top right of the screen (to close LE)
  - 9) When the message pops up asking to save the presets, click on Yes.
  - 10) wait for it to close and then go to C:\Program Files\Renegadepublictools\Level Edit\yourmodname\presets and move your Objects.ddb into your renegade data folder. (Dont forget to put your scripts.dll into the renegade folder).
  - 11) Load up renegade and enjoy!
- 

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Subject: Random Crate.  
Posted by [xptek](#) on Mon, 06 Sep 2004 15:02:17 GMT  
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lol, so we have about three random crate scripts in development?

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Subject: Random Crate.  
Posted by [Dan](#) on Mon, 06 Sep 2004 15:06:47 GMT  
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Lol seems so... I'm just fixing a few bugs that I find at the moment, should be done sometime soon. I'm also fixing a few bugs in my vehicle wreckage script (drops a wreckage when a vehicle dies which is rebuildable). I just need to alter the positions a bit so it doesnt get stuck in the ground when you repair it, and I need to add the new vehcile to the vehicle limit.

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Subject: Random Crate.  
Posted by [xptek](#) on Mon, 06 Sep 2004 15:27:10 GMT  
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I've done that as well before.. lol

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Subject: Random Crate.  
Posted by [RadioactiveKangaroo](#) on Mon, 06 Sep 2004 23:00:38 GMT  
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Oh noes.. not that Destroyed vehicle script again... don't make the shells worth too many points... I was on a server (not naming it) where the shells for the humm-vee were worth about 700 points...

---

Subject: Random Crate.  
Posted by [Dan](#) on Tue, 07 Sep 2004 13:47:50 GMT  
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---

Yeh, I had that problem too when making it. When I repaired a shell i got around 400-500 points from it. So I just made it unteamed and the base defences wont shoot them and you get no points from repairing or destroying them.

---

Subject: Random Crate.  
Posted by [xptek](#) on Tue, 07 Sep 2004 16:16:09 GMT  
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RadioactiveKangarooOh noes.. not that Destroyed vehicle script again... don't make the shells worth too many points... I was on a server (not naming it) where the shells for the humm-vee were worth about 700 points...

Fuxu.

---

Subject: Random Crate.  
Posted by [theplague](#) on Thu, 09 Sep 2004 04:59:38 GMT  
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lolx, LE....  
hard code it into scripts.dll (use the force.....i mean source)

---

Subject: Random Crate.  
Posted by [Hammer\\_FIST](#) on Sat, 11 Sep 2004 14:34:24 GMT  
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ok ok i tryed to do what you said, but im still confused, what EXACTLY do i need to attach the script to, to make it activate when the crate spawns?

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Subject: Random Crate.  
Posted by [Dan](#) on Sat, 11 Sep 2004 17:36:57 GMT  
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In the bunch of preset 'folders' to the right of the LE screen, open them like this:

Object -> Spawner -> CnC\_Spawners

Then select the one called "CnC\_Spawner\_Crate" then click on the "Mod" button below (has a pic of a hammer on it) and then go to the scripts tab, refer to my previous guide to go from there.

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Subject: Random Crate.

Posted by [Hammer\\_FIST](#) on Sat, 11 Sep 2004 18:30:30 GMT

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hmmm, that is what I did, i thought maybe there was something wrong with my code, i was trying to make a vehicle blocker spawn when the crate is created, this code should do it should it not?

```
void Test_Crate::Created(GameObject *obj) {  
    Commands->Create_Object("Vehicle_Blocker",Commands->Get_Position(obj));  
}
```

---

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Subject: Random Crate.

Posted by [Dan](#) on Sat, 11 Sep 2004 20:49:44 GMT

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This is the code I use in my Created() function of my script

```
void DAN_CnC_Crate::Created(GameObject * obj)  
{  
    Commands->Set_Model(obj,"vehcol2m");  
    VehBlock = Commands->Create_Object("Vehicle_Blocker",Commands->Get_Position(obj));  
}
```

VehBlock is a GameObject which is a private member of my script class. I use that later on script shutdown to destroy the vehicle blocker, cant have that sitting there now can we?

And yes, that looks like it should work. You did remember to move the objects.ddb from the LE's "presets" folder into your Renegade/Data folder didnt you?

[EDIT]

An advantage of changing the crate's model to "vehcol2m" is that you only have to touch the crate in order to pick up the crate, unlike in the BC servers where you have to run through the middle to do it.

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Subject: Random Crate.

Posted by [Hammer\\_FIST](#) on Sat, 11 Sep 2004 20:55:54 GMT

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yes i did move the objects there.... but it did keep renaming it too bjects, that wouldnt be why would it?

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Subject: Random Crate.  
Posted by [Dan](#) on Sat, 11 Sep 2004 20:56:47 GMT  
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in the data folder it MUST be called objects.ddb otherwise renegade wont get the data from it. Dont call it bjects.ddb

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Subject: Random Crate.  
Posted by [Hammer\\_FIST](#) on Sat, 11 Sep 2004 21:14:14 GMT  
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Dan... the scripts names it bjects.dbb anyway... i dont know why... also... my renegade crashes instantly if its objects.ddb which is why my script wouldnt work

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Subject: Random Crate.  
Posted by [Dan](#) on Sun, 12 Sep 2004 07:06:43 GMT  
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Huh? So in C:\Program Files\Renegadepublictools\Level Edit\yourmod\presets objects.ddb is called bjects.ddb?

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Subject: Random Crate.  
Posted by [Hammer\\_FIST](#) on Sun, 12 Sep 2004 13:23:32 GMT  
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no dan i meant the on in the data folder gets renamed..... but cos my renegade crashes with the objects.ddb there it means that it doesnt rename it again to activate the objects, which makes the script, not work, and im having internet troubles to i cant use an fds.....

---

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Subject: Random Crate.  
Posted by [Dan](#) on Sun, 12 Sep 2004 14:27:18 GMT  
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Oh ok, I understand now. But I dont understand why renegade crashes when you change it to objects.ddb in your data folder

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Subject: Random Crate.

Posted by [Hammer\\_FIST](#) on Sun, 12 Sep 2004 15:01:40 GMT

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---

niether do i, if only it worked on everyone else, ainti-cheat bug

---

Subject: Random Crate.

Posted by [Dan](#) on Sun, 12 Sep 2004 16:24:02 GMT

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Add me on MSN, and I'll try to help you there... Its a little easier than a forum:  
thedan\_@hotmail.com

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Subject: Random Crate.

Posted by [theplague](#) on Sun, 12 Sep 2004 20:51:43 GMT

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Hammer\_FISThmmm, that is what I did, i thought maybe there was something wrong with my code, i was trying to make a vehicle blocker spawn when the crate is created, this code should do it should it not?

```
void Test_Crate::Created(GameObject *obj) {  
    Commands->Create_Object("Vehicle_Blocker",Commands->Get_Position(obj));  
}
```

NOOO

you MUST name it M00\_CnC\_Crate (or was it m00\_CnC\_Crate) and do the registrent and class stuff!!!

don't do it if you don't know how. start with simple stuff.

---

Subject: Random Crate.

Posted by [xptek](#) on Sun, 12 Sep 2004 21:01:35 GMT

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You don't have to.

You can still attach it via LE.

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Subject: Random Crate.

Posted by [Hammer\\_FIST](#) on Mon, 13 Sep 2004 02:22:48 GMT

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well i did add the registrant and script class, and they must be correct cos it compiled but im sure i have everything right... the objects.ddb issue is the problem, and im having issues with my network right now so i can actually join my game if i use my fds, so i cant really do antything untill i can sort that out, someone needs to fix that so u can start renegade up when the fds is open...

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