Subject: Replacing Vehicles With Weapons
Posted by evanscnce on Wed, 03 Aug 2005 05:23:43 GMT
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How would I make a serverside script that makes a certain weapon appear rathar than a vehicle at purchase?

Subject: Re: Replacing Vehicles With Weapons
Posted by piotrkol1 on Wed, 03 Aug 2005 14:58:16 GMT
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edit the objects.dbb

Subject: Re: Replacing Vehicles With Weapons
Posted by evanscnce on Thu, 04 Aug 2005 05:08:21 GMT
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Could you tell me exactly how to get it to actually drop and work etc.

Subject: Re: Replacing Vehicles With Weapons
Posted by XeonTeam on Thu, 04 Aug 2005 16:09:40 GMT
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you want it so that if you buy a vehicle.... you get a weapon?

Thats kinda a weired thing to do... So you want the gun to be droped by the C103 drop plane.. and spawn in the weapons factory?? YOUR MAD!!

Subject: Re: Replacing Vehicles With Weapons
Posted by evanscnce on Fri, 05 Aug 2005 03:20:05 GMT
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thats exactly what i want

Subject: Re: Replacing Vehicles With Weapons
Posted by Goztow on Fri, 05 Aug 2005 06:52:44 GMT
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XeonTeam wrote on Thu, 04 August 2005 12:09you want it so that if you buy a vehicle.... you get a weapon?

Thats kinda a weired thing to do... So you want the gun to be droped by the C103 drop plane.. and spawn in the weapons factory?? YOUR MAD!!
Not even half as mad as a fucktard making the head bigger than the body of characters just cause he can't hit it otherwise...

Subject: Re: Replacing Vehicles With Weapons
Posted by Chronojam on Fri, 05 Aug 2005 16:32:52 GMT
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Yeah, of course that fucktard is mad. RenGuard blocks his work =O

Subject: Re: Replacing Vehicles With Weapons
Posted by matty3k10 on Fri, 05 Aug 2005 20:51:34 GMT
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XeonTeam wrote on Thu, 04 August 2005 12:09you want it so that if you buy a vehicle.... you get a weapon?

Thats kinda a weired thing to do... So you want the gun to be droped by the C103 drop plane.. and spawn in the weapons factory?? YOUR MAD!!

I think he wants it for a infantry only mod.

Subject: Re: Replacing Vehicles With Weapons
Posted by danpaul88 on Fri, 05 Aug 2005 22:44:20 GMT
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then dont built a vehicle factory! lol

or is it you want people to be able to buy extra weapons...thats kinda open 2 abuse...lets pay 2000 for a ramjet and walk out to find someones walked off with it!

Subject: Re: Replacing Vehicles With Weapons
Posted by XeonTeam on Sat, 06 Aug 2005 01:18:29 GMT
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Why am i the one being flamed. I am trying to help your sorry asses... Look, you are all little kiddies. Grow up!

I have to saythat Crimson is the only adult figure you have in this godforsaken forum.

Subject: Re: Replacing Vehicles With Weapons
Posted by TEKNIK on Sat, 06 Aug 2005 01:20:43 GMT
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Oh, so you are XeonTeam. Well, i suppose hello will do.

How would i go about making a mod like the one requested above? I wish to instead make it so, when i purchase a weapon, it spawns a vehicle.

Subject: Re: Replacing Vehicles With Weapons
Posted by danpaul88 on Sun, 07 Aug 2005 09:14:55 GMT
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XeonTeam wrote on Sat, 06 August 2005 02:18Why am i the one being flamed. I am trying to help your sorry asses... Look, you are all little kiddies. Grow up!

I have to saythat Crimson is the only adult figure you have in this godforsaken forum.

I wasn't flaming you, i was replying to evanscnce

Subject: Re: Replacing Vehicles With Weapons
Posted by Lijitsu on Sun, 07 Aug 2005 12:37:50 GMT
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XeonTeam wrote on Fri, 05 August 2005 21:18Why am i the one being flamed. I am trying to help your sorry asses... Look, you are all little kiddies. Grow up!

I have to saythat Crimson is the only adult figure you have in this godforsaken forum.


```
File Attachments
```
1) Chill-Hobbes.gif, downloaded 563 times

CALM DOWN
you're scaring the children

Subject: Re: Replacing Vehicles With Weapons
Posted by TEKNIK on Sun, 07 Aug 2005 16:31:59 GMT
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lol, still havnt aswered me.

Subject: Re: Replacing Vehicles With Weapons
Posted by evanscnce on Mon, 08 Aug 2005 03:48:42 GMT
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I would like exactly that, buy a weapon, and have it spawn. I would really like it to go right to that person, like a beacon, but I don't know if that is possible.

Subject: Re: Replacing Vehicles With Weapons
Posted by Goztow on Mon, 08 Aug 2005 08:48:46 GMT
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XeonTeam wrote on Fri, 05 August 2005 21:18Why am i the one being flamed.
Because you ruined some very good games for me, that's why. And because I do not like cheaters. Adding that I am a rather sarcastic guy, I will never miss such a perfect opportunity ast his one...

Subject: Re: Replacing Vehicles With Weapons
Posted by danpaul88 on Mon, 08 Aug 2005 22:42:15 GMT
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evanscnce wrote on Mon, 08 August 2005 04:48I would like exactly that, buy a weapon, and have it spawn. I would really like it to go right to that person, like a beacon, but I don't know if that is possible.

I suspect it would require some new scripts or a file to be altered to make that work..

Subject: Re: Replacing Vehicles With Weapons
Posted by XeonTeam on Tue, 09 Aug 2005 16:17:57 GMT
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evanscnce wrote on Sun, 07 August 2005 22:48I would like exactly that, buy a weapon, and have it spawn. I would really like it to go right to that person, like a beacon, but I don't know if that is possible.

So does that mean u wanna be able to get in the weapon? Or have it so that u buy a vehicle, but instead your given a weapon to your infantry. Still dunno what u mean.

Subject: Re: Replacing Vehicles With Weapons
Posted by Lijitsu on Tue, 09 Aug 2005 16:27:25 GMT
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Thats EXACTLY what he means. Whenever he buys a vehicle, it instead gives his infantry unit a certain weapon. The vehicle will not be produced, however his weapon will be automatically given to him, or spawned under his current location so that he obtains it instantly.

Subject: Re: Replacing Vehicles With Weapons
Posted by XeonTeam on Tue, 09 Aug 2005 18:17:23 GMT
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Ok then, if thats what he means then could ya post what ya want the weapons to be whe u buy a vehicle?

Hummer = Chain Gun
Mediun Tank = 1000 Sniper
Mammoth Tank = Personal Ion Cannon

do you want the prices to be the same as the cost for the player in game?

eg: med tank = 1000 credits and u get a 1000 sniper

Subject: Re: Replacing Vehicles With Weapons
Posted by evanscnce on Tue, 09 Aug 2005 21:09:13 GMT
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FlameTank: N/A
Buggy/hummer: Chaingun; $200
APC: Remote C4, $500
Light/med: advanced Repair gun, $500 (don't want to make it cheap to disarm beacon)
Art/MRLS: advanced Rocket Launcher, $400 (price of gunner)
Stank/Mammy: Armor increase of 50 (limit of one), $1000

and for flying maps:
Apache/Orca: Tiberium Flachette, $500
Transport: Railgun, $500

Subject: Re: Replacing Vehicles With Weapons
Posted by XeonTeam on Tue, 09 Aug 2005 23:29:10 GMT
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wot about the flametank?

u not want it?

Subject: Re: Replacing Vehicles With Weapons
Posted by evanscnce on Tue, 09 Aug 2005 23:46:52 GMT
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Flame tank is not needed because it is Nod's extra tank. So, unless its possible to add a tank to
GDI, then leave it as nothing. If that is possible, make that a 500 Sniper rifle.

Subject: Re: Replacing Vehicles With Weapons
Posted by evanscnce on Sat, 13 Aug 2005 16:41:50 GMT
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Anything new?

Subject: Re: Replacing Vehicles With Weapons
Posted by evanscnce on Mon, 24 Oct 2005 20:25:56 GMT
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So, does anyone have any idea on how to do something like this?

Subject: Re: Replacing Vehicles With Weapons
Posted by Oblivion165 on Mon, 24 Oct 2005 20:39:33 GMT
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Easily Done. Or at least in theory.

Global Settings ~ Purchase Settings ~ Vehicles(GDI) Etc

Mod the purchase preset to the weapon powerup.
Might crash, might work like a charm. Try to find out.

EDIT: Ok tested it and it spawns the weapon at 0,0,0 I dont think there is any other way.

Subject: Re: Replacing Vehicles With Weapons
Posted by theplague on Thu, 03 Nov 2005 05:48:51 GMT
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build tank, get owner, grant powerup to owner, blow tank up...

i'm stuck on the 'get owner' part... i already scripted the grant powerup and blowup tank bits...

edit: also, if you make the tanks unteamed, there will be no delay in building

---

Subject: Re: Replacing Vehicles With Weapons
Posted by ghostSWT on Thu, 03 Nov 2005 06:21:54 GMT
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in ssaow 1.3.4

under
void M00_GrantPowerup_Created::Created(GameObject *obj) {
there is a
  if (Settings_ShowPlayerPurchase) {
   char PurchaseMsg[512];
   sprintf(PurchaseMsg,"%s purchased a
%s",Get_Player_Name(obj),Translate_Preset(IsPlayerVehicle(obj)));
   FDSMessage(PurchaseMsg,"_PURCHASE");
  }

based on that in that function make something like
if (Translate_Preset(IsPlayerVehicle(obj)) == "Nod Flame Tank")
{
  kill tank
  grant flame thrower
}
else if (Translate_Preset(IsPlayerVehicle(obj)) == "GDI Medium Tank")

```
{
  kill tank
  grant rocket
}
```

you will find the tank names in the server2.ini

Subject: Re: Replacing Vehicles With Weapons
Posted by Whitedragon on Thu, 03 Nov 2005 06:55:31 GMT
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That will not work.

Subject: Re: Replacing Vehicles With Weapons
Posted by ghostSWT on Thu, 03 Nov 2005 07:07:29 GMT
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y not?

Subject: Re: Replacing Vehicles With Weapons
Posted by Whitedragon on Thu, 03 Nov 2005 07:42:04 GMT
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Because that script is attached to players and has nothing to do with vehicles.

Subject: Re: Replacing Vehicles With Weapons
Posted by theplague on Fri, 04 Nov 2005 05:25:38 GMT
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i got a working method

1) needs variable on the last GDI and NOD who bought tanks
1.1) Declarde 2 gameobjects (global)
2) attach script to player monitering credits
2.1) if credits go down and it's not because of buying a beacon, then the player is the latest to buy a tank
2.2) set that players object to global last gameobject
3) when a tank gets created, make it look at the last gameobject (depending on nod or gdi)
3.1) grant powerup to player
3.2) destroy tank

- your done.