Subject: Stealth Suit Drop
Posted by ghost on Wed, 30 Aug 2006 21:07:18 GMT
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Well, I was trying to do it so when a Stealth Black Hand (SBH) Die. He would drop his stealth suit for others to pick up. I did this only the suit doesnt give you the "Cloak ability". Any ideas on the script in which to do this?

Subject: Re: Stealth Suit Drop
Posted by dead6re on Thu, 31 Aug 2006 07:08:36 GMT
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In order to achieve this, all users in your server would be having to run BHS.dll because the client cannot support it.

Subject: Re: Stealth Suit Drop
Posted by reborn on Thu, 31 Aug 2006 09:34:01 GMT
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You could however change there model to the sbh when they pick it up, and keep there original weapons...

Subject: Re: Stealth Suit Drop
Posted by futura83 on Thu, 31 Aug 2006 10:51:59 GMT
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dead6re wrote on Thu, 31 August 2006 03:08In order to achieve this, all users in your server would be having to run BHS.dll because the client cannot support it.

basically, if there is a mix of people in your server - people that have it, and people that dont - for the people that do, stelth will work, for the people that dont, they see the infantry normally. i know this cos a server has it, and people accuse others of cheating cos they can see others perfectly even though they are meant to be stealthed.

Subject: Re: Stealth Suit Drop
Posted by LR01 on Thu, 31 Aug 2006 15:03:33 GMT
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Yes, using "charter become stealth" scrips is pretty annoying, but if you change the model, you become a SBH? that is a clever solution

(but how do servers get vehicles stealth?)

Subject: Re: Stealth Suit Drop
Posted by ghost on Mon, 04 Sep 2006 22:09:24 GMT
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Is there a script that will...

1) Change the character if and when it touches the item (Stealth suit)

Or

2) Script that will cloak on contact.

Subject: Re: Stealth Suit Drop
Posted by havoc9826 on Tue, 05 Sep 2006 00:15:16 GMT
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I haven't tried it myself, since I know nothing about scripting, but I think you could make a copy of SSAOW's Random Character Crate script and restrict the probabilities to a 100% chance of getting an SBH.

Subject: Re: Stealth Suit Drop
Posted by sycar on Tue, 05 Sep 2006 12:29:28 GMT
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or you could just create a temp of one of the key cards or something and when they die, they drop that? and attach to the keycard the change character script?

then no scripting is required, just modding in level edit?

Subject: Re: Stealth Suit Drop
Posted by LR01 on Tue, 05 Sep 2006 15:43:39 GMT
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does Change_character_on_pickup exists?

Subject: Re: Stealth Suit Drop
Posted by matty3k10 on Thu, 07 Sep 2006 22:19:24 GMT

Attach "TDA_Stealth_Armor" to the stealth suit and be sure to set the amount of time, that should turn the player stealth the second he or she picks it up, but remember if a client does not have BHS.dll he or she will see that player as not being stealth.

Also make sure you check the "AlwaysAllowGrant" box under settings on the stealth suit.

Subject: Re: Stealth Suit Drop
Posted by ghost on Fri, 08 Sep 2006 00:49:36 GMT

Strange, I did just as you said...

I added TDA_Stealth_Armor to the Stealth Suit.
Then I made it so when the SBH dies he drops the Powerup.
Only nothing dropped

Subject: Re: Stealth Suit Drop
Posted by sycar on Fri, 08 Sep 2006 11:28:10 GMT

what preset/object are you using as the drop item. as you actually have to select a preset to be dropped. which you attach the tda_stealth script onto.

sorry if you've already done this, but worth while checking.

simon

Subject: Re: Stealth Suit Drop
Posted by matty3k10 on Fri, 08 Sep 2006 11:47:19 GMT

Sounds to me like you ether arnt typing in the correct preset name or the drop script you are using drops the item to soon after death and your corpse picks up the power up.

Subject: Re: Stealth Suit Drop
Posted by ghost on Fri, 08 Sep 2006 23:13:45 GMT

matty3k10 wrote on Fri, 08 September 2006 04:47Sounds to me like you ether arnt typing in the correct preset name or the drop script you are using drops the item to soon after death and your

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corpse picks up the power up.

It proboly does pick it up instantly... As i have seen first hand in other tests. Im positive that the name is correct. How could I set like a 2-3 sec timer on the spawn?

Subject: Re: Stealth Suit Drop
Posted by Stallion on Tue, 31 Oct 2006 05:45:41 GMT
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Reborn wrote on Thu, 31 August 2006 04:34You could however change there model to the sbh when they pick it up, and keep there original weapons...

How? Also is it possible for them to keep the same health and armor add ons they've picked up before they got the stealth suit?

Subject: Re: Stealth Suit Drop
Posted by FeaR on Tue, 31 Oct 2006 06:17:30 GMT
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```
void s_stealth_suit::Custom(GameObject *obj, int message, int param, GameObject *sender)
{
 char ss[100];
 if (message == 1000000025)
 {
  if (strstr(Commands->Get_Preset_Name(obj),"POW_Stealth_Suit"))
  {
   Create_2D_WAV_Sound_Player(sender,"m00puss_aqob0002i1evag_snd.wav");
   sprintf(ss,"msg %s(%s) acquired a Stealth
Suit.",Get_Player_Name(sender)),Commands->Get_Player_Type(sender)==0?"Nod":"GDI";
   Change_Character(obj,"CnC_Nod_FlameThrower_2SF");
   Console_Input(ss);
  }
 }
}
ScriptRegistrant<s_stealth_suit> s_stealth_suit_Registrant("s_stealth_suit","");

class s_stealth_suit : public ScriptImpClass {
 void Custom(GameObject *obj, int message, int param, GameObject *sender);
};
```

download: http://www.game-maps.net/ren/modding/stealthsuit_ssaow15_scr ipts.dll
Put in server dir, put in leveledit scripts dir, attach script to
pow_stealth_suit, make sure that "Always Allow Grant" is enabled on powerup.

Use KAK_Drop_Object_Death to make the SBH drop the POW_Stealth_Suit, you can

---

also set a probability there.

You can just replace your current ssaow scripts.dll, everything
should work fine. Do make a backup copy of your current scripts.dll though just in case... i havent
tested this script
but im sure it should work.

Subject: Re: Stealth Suit Drop
Posted by Jerad2142 on Tue, 31 Oct 2006 06:17:32 GMT
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ghost wrote on Fri, 08 September 2006 17:13matty3k10 wrote on Fri, 08 September 2006
04:47Sounds to me like you ether arnt typing in the correct preset name or the drop script you are
using drops the item to soon after death and your corpse picks up the power up.

It proboly does pick it up instantly... As i have seen first hand in other tests. Im positive that the
name is correct. How could I set like a 2-3 sec timer on the spawn?

Instead you could simply make it spawn an invisible box(which has no collision settings and is not
target-able), which would destroy itself after a few seconds (using SUR_Timed_Death) and then it
would spawn the powerup on its death. Its pretty simple that why, and I know it works.

Subject: Re: Stealth Suit Drop
Posted by FeaR on Tue, 31 Oct 2006 06:49:48 GMT
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Change_Character(sender,"CnC_Nod_FlameThrower_2SF");

Redownload the dll, updated a minor typo

Subject: Re: Stealth Suit Drop
Posted by Stallion on Tue, 31 Oct 2006 19:22:27 GMT
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I've downloaded the dll and installed it into my scripts folder in l.e. but I don't know the exact script
name, what is it?

O.K., I removed my other scripts from that folder to find the specific script without having to search
through a thousand scripts and looked again just to find no scripts in there :/ .
Are you sure that's the right script d.l.? (BTW, I'm using l.e. for this, does this change anything?)

Subject: Re: Stealth Suit Drop
Posted by FeaR on Tue, 31 Oct 2006 19:53:10 GMT
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s_stealth_suit

You have to have scripts.dll(the one with stealth suit in it), scripts2.dll
and bhs.dll in your LE\Mod\scripts folder.

Attach the script to the pow_stealth_suit, save presets and upload it to the server. Should work
then. (server needs dll too btw).

Subject: Re: Stealth Suit Drop
Posted by Stallion on Tue, 31 Oct 2006 20:09:05 GMT
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no, i mean the script that is supposed to change your character without losing weapons/armor, the
one that's supposed to be in the stealthsuit_ssaow15_scripts.dll; it doesn't even seem to show
any scripts in there that i can attach to the suit by itself. you had said before about the
Change_Character, but i don't know the exact name and that name alone can't be found even
with all the scripts in place.

Subject: Re: Stealth Suit Drop
Posted by FeaR on Tue, 31 Oct 2006 20:40:21 GMT
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http://www.game-maps.net/ren/modding/ssle.gif

You are not copying the dll file correct into your \scripts\ folder
from leveledit moddir then.

This script will change the character to an sbh, they will not
keep their weapons.

"mod" POW_Stealth_Suit
on settings tab enable "Always allow grant"
on scripts tab add "s_stealth_suit"

It works...

[edit]You dont have to enter any parameters, just put the script
in the scripts tab on pow_stealth_suit and save presets, thats it.

Only you have to make the sbh drop the suit when they get killed,
you can use KAK_Drop_Object_Death for this.

[edit2]Are you renaming it to scripts.dll? And is bhs.dll and scripts2.dll present in \scripts\ folder as well?

Copy bhs.dll and scripts2.dll from the server to the scripts folder if they are missing.

Subject: Re: Stealth Suit Drop
Posted by Stallion on Wed, 01 Nov 2006 04:49:45 GMT
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I had actually messed up by not renaming it to scripts.dll, so I'll check that out, but how do I do this:

Reborn wrote on Thu, 31 August 2006 04:34You could however change there model to the sbh when they pick it up, and keep there original weapons...

Thanks for the help you've given already, and while I know about the stuff on attaching the script I didn't know about that script or needing to rename it. Even though it's not exactly the one I had been looking for I'll likely find a use for it in my map.

Subject: Re: Stealth Suit Drop
Posted by Spyder on Tue, 30 Jan 2007 16:20:47 GMT
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WOW little late reaction I admit, but this is just what didn't work on my server. Now it should work I guess!

Subject: Re: Stealth Suit Drop
Posted by Spyder on Fri, 02 Feb 2007 15:47:47 GMT
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Where is the KAK_Drop_Object_Death? Can't find it...

Subject: Re: Stealth Suit Drop
Posted by zunnie on Fri, 02 Feb 2007 17:18:20 GMT
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Its GTH_Drop_Object_On_Death i think.. typo

Subject: Re: Stealth Suit Drop
Posted by Spyder on Sun, 04 Feb 2007 15:44:13 GMT

Thnx I'll try...

Subject: Re: Stealth Suit Drop
Posted by Jerad2142 on Sun, 04 Feb 2007 17:13:31 GMT

zunnie wrote on Fri, 02 February 2007 10:18Its GTH_Drop_Object_On_Death i think.. typo
You can't do this to the soldier it self if it is human controlled, his dead body will pick it back up.

Subject: Re: Stealth Suit Drop
Posted by Renerage on Tue, 06 Feb 2007 07:34:25 GMT

Great, now all hail the greatest Stealth-Suit model-

The Stealth Shotgunner!
With a few wepon pick ups, its god.