
Subject: Weapons scripts?

Posted by [SODPaddy](#) on Fri, 01 Sep 2006 13:41:51 GMT

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Hey,

if I in game typed !railgun, I would like become a railgun.

(It's for my DeathMatchMod)

How to?

Subject: Re: Weapons scripts?

Posted by [Stumpy](#) on Fri, 01 Sep 2006 13:45:40 GMT

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sorry, we dont support cheats here.

Subject: Re: Weapons scripts?

Posted by [SODPaddy](#) on Fri, 01 Sep 2006 13:46:51 GMT

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It's for my ServerSideMod.

Subject: Re: Weapons scripts?

Posted by [Stumpy](#) on Fri, 01 Sep 2006 13:52:24 GMT

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and? This still would be a cheater game. And it would be very unfair for somebody who dont know the command. Its just like to create a command like !iwin and you receive 40000 points and the map ends

Subject: Re: Weapons scripts?

Posted by [SODPaddy](#) on Fri, 01 Sep 2006 13:53:21 GMT

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He need money to use it. Its a public command, all players can use that.

[BR] !commands displays all available commands

Subject: Re: Weapons scripts?
Posted by [Stumpy](#) on Fri, 01 Sep 2006 13:57:55 GMT
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Theres currently no weapon script or anyother script like that available, the only way you can do this is via the Chathook. Look into SSAOW 1.5 (aow.cpp, crate.cpp)there are some examples who to some commands.

Subject: Re: Weapons scripts?
Posted by [LR01](#) on Fri, 01 Sep 2006 14:58:16 GMT
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what do you exactly mean with "become a railgun"?

Subject: Re: Weapons scripts?
Posted by [FynexFox](#) on Fri, 01 Sep 2006 22:17:47 GMT
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If Im not mistaken I belive he means like a PT type thing. If you type in !commands it gives a list of commands that you can use, and maybe a price. And ingame if you type say !railgun if you have lets say 1500 credits, you'll get a rail gun in your inventory, thats my best guess.

Subject: Re: Weapons scripts?
Posted by [jnz](#) on Fri, 01 Sep 2006 22:28:13 GMT
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this can be easily done in scripts.dll, but is there a powerup for railgun and does it work?

Subject: Re: Weapons scripts?
Posted by [futura83](#) on Fri, 01 Sep 2006 22:34:37 GMT
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there is:

POW_Railgun_Player

Subject: Re: Weapons scripts?
Posted by [jnz](#) on Fri, 01 Sep 2006 23:06:04 GMT
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but unfortanetly as i found out some of the powerups dont work

Subject: Re: Weapons scripts?

Posted by [ghost](#) on Fri, 01 Sep 2006 23:06:21 GMT

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This can easily be done in another way. Adding switches. Although its alot differnt, It get the job done.

Subject: Re: Weapons scripts?

Posted by [futura83](#) on Fri, 01 Sep 2006 23:10:59 GMT

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all he'd have to do is add the JFW_Powerup_Biy_Poke script with the parameters

Preset_name: POW_Railgun_Player

Cost: [integer >1]

Player type:

0=NOD

1=GDI

2=Both

Subject: Re: Weapons scripts?

Posted by [LR01](#) on Sat, 02 Sep 2006 06:36:19 GMT

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and the client need only bhs.dll

Subject: Re: Weapons scripts?

Posted by [SODPaddy](#) on Sat, 02 Sep 2006 10:31:24 GMT

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Can someone post the command for Visual Studio?

Subject: Re: Weapons scripts?

Posted by [Ivan275](#) on Sat, 02 Sep 2006 23:44:52 GMT

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TGPaddy wrote on Sat, 02 September 2006 03:31 Can someone post the command for Visual Studio? OK lets do this really fast.

What version of scripts are you running on your server?

Do you have any basic C++ programming experience?

When you say "if I in game typed !railgun, I would like become a railgun." You want the player to

get a railgun OR become and look like a railgun?

Subject: Re: Weapons scripts?

Posted by [jnz](#) on Sun, 03 Sep 2006 01:32:14 GMT

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Ivan275 wrote on Sun, 03 September 2006 00:44TGPaddy wrote on Sat, 02 September 2006 03:31Can someone post the command for Visual Studio?OK lets do this really fast.

What version of scripts are you running on your server?

Do you have any basic C++ programing experience?

When you say "if I in game typed !railgun, I would like become a railgun." You want the player to get a railgun OR become and look like a railgun?

rofl

Subject: Re: Weapons scripts?

Posted by [ghost](#) on Sun, 03 Sep 2006 02:56:34 GMT

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Ivan275 wrote on Sat, 02 September 2006 16:44TGPaddy wrote on Sat, 02 September 2006 03:31Can someone post the command for Visual Studio?OK lets do this really fast.

What version of scripts are you running on your server?

Do you have any basic C++ programing experience?

When you say "if I in game typed !railgun, I would like become a railgun." You want the player to get a railgun OR become and look like a railgun?

Just pure spam. I myself began laughing at that line
if I in game typed !railgun, I would like become a railgun.

I doubt he would want to become one

Subject: Re: Weapons scripts?

Posted by [Tunaman](#) on Sun, 03 Sep 2006 03:56:45 GMT

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If you know bmruze, he's made a command to become a railgun.

Subject: Re: Weapons scripts?

Posted by [SODPaddy](#) on Sun, 03 Sep 2006 08:30:36 GMT

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The railgun spawns if i typed !railgun and i have 1000 credits

Subject: Re: Weapons scripts?

Posted by [Ivan275](#) on Sun, 03 Sep 2006 10:22:06 GMT

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#1 open scripts.vcproj

#2 go to aow.cpp

#3 find

```
void Chat(int ID, int Type, const wchar_t *Msg) {  
    if (Type == 2) return;
```

#4 change to

```
void Chat(int ID, int Type, const wchar_t *Msg) {  
    if (Type == 0){  
        const char *Msg2 = WideCharToChar(Msg);  
        if (stricmp(Msg2, "!railgun") == 0) {  
            if (Commands->Get_Money(Get_GameObj(ID)) >= 1000){  
                Commands->Give_Powerup(Get_GameObj(ID), "POW_RailGun_Player", true);  
                Commands->Give_Money(Get_GameObj(ID), (float)(-1000), false);  
            }  
        }  
        else if (stricmp(Msg2, "!pic") == 0) {  
            if (Commands->Get_Money(Get_GameObj(ID)) >= 1000){  
                Commands->Give_Powerup(Get_GameObj(ID), "POW_PersonallonCannon_Player", true);  
                Commands->Give_Money(Get_GameObj(ID), (float)(-1000), false);  
            }  
        }  
    }  
    if (Type == 2) return;
```

#5 build scripts

Subject: Re: Weapons scripts?

Posted by [SODPaddy](#) on Sun, 03 Sep 2006 15:26:38 GMT

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Thank you
