Subject: Trigger_Weapon help
Posted by a100 on Mon, 23 Apr 2007 22:07:05 GMT
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Does Trigger_Weapon not work or am i just not using the code right?

Heres what i beleive the parameters are

GameObject *obj = Player to shoot from
bool fire = fire or not?
const Vector3 &location = Location to fire?
bool primary = secondary/primary fire

Subject: Re: Trigger_Weapon help
Posted by zunnie on Tue, 24 Apr 2007 06:58:45 GMT
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I would guess something like this:

For example if you want a mammoth to attack the hand of nod with
its rockets, you could have the script look for the hand of nod controller and get its position etc
like:

```
void attackhand::Created(GameObject *obj)
{
  Commands->Start_Timer(obj,this,5.0f,101);
}
void attackhand::Timer_Expired(GameObject *obj, int number)
{
  if (number == 101)
  {
 GameObject *hand = Find_Building(0,SOLDIER_FACTORY);
 Vector3 attackloc = Commands->Get_Position(hand);
 Commands->Trigger_Weapon(obj,true,attackloc,false);
 Commands->Start_Timer(obj,this,5.0f,101);
  }
}
```

This will loop until the mammoth is destroyed..

Subject: Re: Trigger_Weapon help

Posted by a100 on Tue, 24 Apr 2007 11:42:05 GMT

I will be trying your method shortly

But ill show you whaat i want to achieve

```
found = words[1].find("!dtest");
if (found >= 0){
 Vector3 posi = Commands->Get_Position(Get_GameObj(Get_ID_Name(words[3].c_str())));
 Commands->Trigger_Weapon(Get_GameObj(ID),true,posi,true);
 Commands->Trigger_Weapon(Get_GameObj(ID),false,posi,true);

 }
```
This also doesnt work when the player is rigth infront

Weapon doesnt shoot, i think trigger weapon doesnt work with infantry

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Subject: Re: Trigger_Weapon help
Posted by zunnie on Tue, 24 Apr 2007 21:15:12 GMT

a100 wrote on Tue, 24 April 2007 07:42
Weapon doesnt shoot, i think trigger weapon doesnt work with infantry

It problably doesnt work with players, but only on bots and empty vehicles. Not tested it so dunno for sure.

Subject: Re: Trigger_Weapon help
Posted by a100 on Tue, 24 Apr 2007 21:58:20 GMT

ok so i tried your script but it doesnt seem to work with bots/empty vecs so idk

EDIT: Well it works with bots but the problem is the no animations show up =\

Subject: Re: Trigger_Weapon help
Posted by zunnie on Wed, 25 Apr 2007 00:26:29 GMT

Maybe you have to use Commands->Select_Weapon(obj,"TheWeapon"); first and then trigger it?

Maybe jonwil can reply here at some point

Subject: Re: Trigger_Weapon help
Posted by a100 on Wed, 25 Apr 2007 11:36:19 GMT
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After along time i found this out

Trigger_Weapon does work with players but the problem is no animations, and also you cant use it with chat hook but instead you need to make/add a script to do it.
Aslo can someone explain how to get animations for bullets working?