
Subject: Server Side Stuff

Posted by [Spyder](#) on Thu, 26 Apr 2007 18:46:48 GMT

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I asked for this multiple times, but I still don't have an answer.

I want to make a powerup that can only be picked up ONCE! When a player dies or purchases a new character he can pick it up again, but I want him to be able to pick it up once per character.

I already tried this with the laser rifle, but that was in a different way. So is there any script or any way to disallow a player to pick up the powerup multiple times with the same character?

Subject: Re: Server Side Stuff

Posted by [Genesis2001](#) on Thu, 26 Apr 2007 19:28:50 GMT

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The only way I can think about doing this is to modify your own server scripts. (Source is included in SSAOW).

The file inside the source you want is called crates.cpp (or crate.cpp).

Other than that, I haven't tried to modify my server scripts yet, so...Don't ask me how to add a crate...

-Thanks,
MathK1LL

Subject: Re: Server Side Stuff

Posted by [Spyder](#) on Thu, 26 Apr 2007 20:27:16 GMT

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It's not a crate. It's a powerup that belongs to the weapon spawners...

Subject: Re: Server Side Stuff

Posted by [Zion](#) on Thu, 26 Apr 2007 20:37:36 GMT

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Maybe you can add a script to it that when it's picked up by a player a script on the player activates and disables collisions (if pickups are collidable?) or disables pickups.

Subject: Re: Server Side Stuff
Posted by [Genesis2001](#) on Thu, 26 Apr 2007 21:50:37 GMT
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darksnipa wrote on Thu, 26 April 2007 14:27It's not a crate. It's a powerup that belongs to the weapon spawners...

I don't know then..I would make it a crate myself though...

-MathK1LL

Subject: Re: Server Side Stuff
Posted by [a100](#) on Fri, 27 Apr 2007 01:34:42 GMT
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If you're making it through scripts you could have a array of boolean for the players and if the player picks up a powerup then the pickedup[playerid] = true and if he tries to pickup another powerup then it checks if pickedup[playerid] == false and if its not then it doesnt give the powerup

Subject: Re: Server Side Stuff
Posted by [Spyder](#) on Sun, 29 Apr 2007 09:35:11 GMT
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What I actually mean is this:

I get the double damage powerup. I attach an infinite ammo laserrifle to it, to make sbh's unable to pick up the powerup. Then I add a sniper rifle, the bugged sniper rifle with infi ammo and a ramjet rifle. I want it this way that sbh's can't pick it up and that players that already have picked it up can't pick it up either because their laser rifle is full. What happens to me is that the powerup ignores the laser rifle and still allows players to pickup the sniper rifle and ramjet rifle. I want the powerup this way that it disallows players to pickup the powerup when they already have a laser rifle.

Is there a script or some other way with this kinda effect (I go tell you in the java way):
Powerup -> Player pickup -> if laserrifle full -> then disallow pickup -> if no laserrifle -> allow pickup -> if then laserrifle -> disallow pickup

If someone knows a way to disallowe players from picking up the powerup when they already ave a laser rifle, please tell me...(I don't want the player to be able to grant any of the other weapons included in the powerup)

Subject: Re: Server Side Stuff
Posted by [danpaul88](#) on Sun, 29 Apr 2007 10:38:47 GMT

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You would have to code your own custom scripts, there are no existing ones to do that.

Useful engine calls

```
bool Has_Weapon(GameObject *obj,const char *weapon);
int Get_Bullets(GameObject *obj,const char *weapon); //Get loaded bullets for a specific gun (if
the object doesnt have the gun, return is zero)
```

Subject: Re: Server Side Stuff

Posted by [Spyder](#) on Sun, 29 Apr 2007 12:35:04 GMT

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There must be a way to make this work, because xphaze is having a similar powerup which is using the same way of making the player unable to pick up a powerup when they already have an infinite ammo laserrifle or other weapon. Tho the xphaze modder is never online and never answers any questions about it (matty3k10 for the persons that know who i'm talking about).

There must be a way to make the player unable to pickup the powerup when they already have picked up a laserrifle. I could be that it's not a script, but a preset I have to set or remove. I already tried this by removing the marker in front of: AlwaysAllowGrant, but that doesn't seem to work either.

Subject: Re: Server Side Stuff

Posted by [danpaul88](#) on Sun, 29 Apr 2007 12:49:17 GMT

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Yes, they probably wrote their own scripts server side using the functions I just posted for you...

What you can do is respawn the powerup immediately if they were not allowed to pick it up.

Subject: Re: Server Side Stuff

Posted by [a100](#) on Mon, 30 Apr 2007 19:41:13 GMT

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This may help

Heres what i came up with really fast, Code maybe inefficent but im in a hurry

```
const char *Get_Powerup_Weapon(const char *Powerup); //Get the weapon name that a powerup
will grant if collected
```

```

void Remove_Weapon_Player (GameObject *obj,const char *Weapon_Name){
int Number_Weapon = Get_Weapon_Count(obj);
std::string Current_Weapon;
int Location;
for (int i = 1; i <= Number_Weapon; i++) {
Current_Weapon = Get_Weapon(obj,i);
if (Current_Weapon.find(Weapon_Name)>= 0) {
Location = Current_Weapon.find("Weapon");
if (Location >= 0) Current_Weapon.replace(Location,6,"POW");
Commands->Give_Powerup(obj,Current_Weapon.c_str(),true);
}
}
}

```

If you're using kak_drop_weapon
So when the player picks up the powerup then do

```
Remove_Weapon_Player(sender,Get_Powerup_Weapon(Get_Preset_Name(obj)));
```

if the preset is something you dont want.

Subject: Re: Server Side Stuff

Posted by [Genesis2001](#) on Mon, 30 Apr 2007 19:58:18 GMT

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```

using namespace std;
void Remove_Weapon_Player (GameObject *obj,const char *Weapon_Name){
int Number_Weapon = Get_Weapon_Count(obj);
string Current_Weapon;
int Location;
for (int i = 1; i <= Number_Weapon; i++) {
Current_Weapon = Get_Weapon(obj,i);
if (Current_Weapon.find(Weapon_Name)>= 0) {
Location = Current_Weapon.find("Weapon");
if (Location >= 0) Current_Weapon.replace(Location,6,"POW");
Commands->Give_Powerup(obj,Current_Weapon.c_str(),true);
}
}
}

```

A little bit of a more efficient code. (Yes, I do know that you were in a rush, but heck...Just thought I'd interject this.)

-Thanks,

MathK1LL

EDIT: Btw...darksnipa, do you know ANY C++ or even know how to modify the server scripts?
Just a thought that came my way...

Subject: Re: Server Side Stuff
Posted by [Spyder](#) on Tue, 01 May 2007 10:12:56 GMT
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Uuumh, no I don't know any C++ or how to edit the server scripts, I only know how to edit my servermod in level edit...

Subject: Re: Server Side Stuff
Posted by [a100](#) on Tue, 01 May 2007 19:18:57 GMT
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Ohhh i see, umm i dont think it's possible to do what you want through level edit but idk

Subject: Re: Server Side Stuff
Posted by [Jerad2142](#) on Tue, 01 May 2007 19:30:09 GMT
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1st attach a script that counts custom messages, second make the power up attach a timer script when picked up. Make the timer script send a custom to an object with "JFW_Reflect_Message" attached to it. Finally attach the script "JFW_Blow_Up_Obj_On_Custom" to the charter, make the customs match, when the count script reaches two it will send a message to the reflect message box, which will send the message back, and kill you.

I can go into more detail if you would like.

Subject: Re: Server Side Stuff
Posted by [matty3k10](#) on Wed, 02 May 2007 14:25:31 GMT
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Send me your mod and I'll do it for you.

Email it to matty3k10@hotmail.com

Subject: Re: Server Side Stuff

Posted by [CarrierII](#) on Wed, 02 May 2007 15:07:27 GMT

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"I am pretty much done with Renegade" - MAtty3k10.

No one is ever done with Renegade... lol

Nice to see you're still about.
