Subject: Making A New Crate
Posted by _SSnipe_ on Mon, 09 Jul 2007 02:09:37 GMT

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call me a n00b call me slow or dumb but i want to make a random vech spy crate

i jsut mainly got the random vech crate and edit some stuff added the commands to make it stealth and a spy and then mad some new
Cinematic with new names here it is i hope its not that bad :S

```
else if ((RandomIntCrate <= (percent+=Settings->CrateSpyVehicle)) &&
(Settings->CrateSpyVehicle > 0)) {
   if (Get_Vehicle(sender) || Settings->GameMode != 1 || Settings->CrateVehSpawnPos[0].X ==
0.0f ||

Settings->CrateVehSpawnPos[0].Y == 0.0f || Settings->CrateVehSpawnPos[0].Z == 0.0f ||
Settings->CrateVehSpawnPos[1].X == 0.0f ||

Settings->CrateVehSpawnPos[1].Y == 0.0f || Settings->CrateVehSpawnPos[1].Z == 0.0f) {
    goto CrateStart;
   }
   Vector3 Pos = Settings->CrateVehSpawnPos[Get_Object_Type(sender)];
   Damage_All_Vehicles_Area(999999.0f,"Laser_NoBuilding",Pos,2.0f,obj,0);
   Commands->Set_Position(sender,Pos);
   GameObject *Temp = Commands->Create_Object("Invisible_Object",Pos);
   int Index = 0;
   if (Rnd <= 25) Index = 0;
   else if (Rnd <= 50) Index = 1;
   else if (Rnd <= 70) Index = 2;
   else if (Rnd <= 90) Index = 3;
   else if (Rnd <= 110) Index = 4;
   else if (Rnd <= 130) Index = 5;
   else if (Rnd <= 145) Index = 6;
   else if (Rnd <= 160) Index = 7;
   else if (Rnd <= 170) Index = 8;
   else if (Rnd <= 180) Index = 9;
   else if (Rnd <= 190) Index = 10;
   else Index = 11;
                    if (Settings->Is_Disabled(RandomVehicle[Index][2])) goto Reselect2;
                    Commands->Set_Is_Visible(sender,true);
                    Commands->Enable_Stealth(sender,true);
   StrFormat2(message2,"%ls picked up a Random Vehicle
Crate.",Get_Wide_Player_Name(sender));
   StrFormat2(message1,"ppage %d [Crate] You Got A %s From The Random Spy Vehicle
Crate!!!.",Get_Player_ID(sender),

RandomVehicle[Index][0]);
   Commands->Attach_Script(Temp,"Test_Cinematic",StrFormat("%sRVC_Spy_%s.txt",Comman
```

```
ds->Get_Player_Type(sender) ==

0?"Nod":"GDI",RandomVehicle[Index][1]).c_str());
    Console_Input(StrFormat("msg Crate: Oh No! %Is just Got A Random Spy
Vehicle!",Get_Wide_Team_Name(Team)).c_str());
    if (Settings->Gamelog) {
     Vector3 pos = Commands->Get_Position(sender);
     StrFormat2(message3,"CRATE;VEHICLE;%s;%d;%s;%f;%f;%f;%f;%f;%f;%d",
RandomVehicle[Index][0], Commands->Get_ID(sender),

Commands->Get_Preset_Name(sender), pos.Y,pos.X,pos.Z,

Commands->Get_Facing(sender),;Commands->Get_Max_Health(sender),Commands->Get_Max
_Shield_Strength(sender),Get_Object_Type(sender));

    }
```

Subject: Re: Making A New Crate
Posted by AoBfrost on Mon, 09 Jul 2007 02:24:35 GMT
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I'm trying to make a building damage crate for ssgm, I am editing the source directly as I dont
know how to edit or make plugins (if i learn, i'll make my mod a plugin), i have the script for it for
ssaow, but it's different in ssgm so the old coding is useless now....I'm not releasing it either, but
what i want it to do is damage all enemy buildings by a random percentage (without killing it)

Joe...your spy veh crate is actually a good idea, i'd like to see spy stanks or spy hummers lol, byt
spy hummers wont work unless they have new scripts, so the only way to make it work is make
the spy veh crate a stank since it cant be seen, or else you;d have noobs with original scripts that
see you driving a vehicle and base defenses dont attack you.....so use stanks.

Subject: Re: Making A New Crate
Posted by reborn on Mon, 09 Jul 2007 02:26:02 GMT
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Post the source AOB.

Subject: Re: Making A New Crate
Posted by _SSnipe_ on Mon, 09 Jul 2007 02:26:07 GMT
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---

hmm well im not really sure how to change it to only get stank so i did the lazy thing and used all vechs unless soemone could help me with that part?

Subject: Re: Making A New Crate
Posted by AoBfrost on Mon, 09 Jul 2007 02:30:14 GMT
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make it spawn the preset for a stealth tank in one of the lines, I'm not sure, i'm starting to code ssgm too, and sorry I cant release the source for the old mods i want to use in ssgm, I was told not to because they were custom, the only reason I have it is to help with ssgm coding for building dmg and other mods.

One thing i got to work though was kane crate, ion crate, and petrova crate, but those all i did was edit presets and all, not much scripting there....

Subject: Re: Making A New Crate
Posted by _SSnipe_ on Mon, 09 Jul 2007 02:31:24 GMT
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well i just need help finishing my spy vech crate and ill see what i can do about changing it to a stank

---

Subject: Re: Making A New Crate
Posted by reborn on Mon, 09 Jul 2007 02:34:25 GMT
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Well what Joe done I think was just copy the existing random veh crate code and it's still using the same array. He should not have it choose the veh from the array at all.

Subject: Re: Making A New Crate
Posted by AoBfrost on Mon, 09 Jul 2007 02:34:49 GMT
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I mean random veh sounds good, but from my experience using stealth suit drop mod in our server, we had to trash the mod because people with scripts older than 2.9.2 would see you normally while 2.9.2 and 3.0+ cant see you unless you attacked them...same for vehicles....it looks like it's stealthed, but to non custom scripted n00bs, it aint stealthed.

Subject: Re: Making A New Crate
Posted by _SSnipe_ on Mon, 09 Jul 2007 02:36:08 GMT

yes but im not sure if i only take out the one part

```
    int Index = 0;
    if (Rnd <= 25) Index = 0;
    else if (Rnd <= 50) Index = 1;
    else if (Rnd <= 70) Index = 2;
    else if (Rnd <= 90) Index = 3;
    else if (Rnd <= 110) Index = 4;
    else if (Rnd <= 130) Index = 5;
    else if (Rnd <= 145) Index = 6;
    else if (Rnd <= 160) Index = 7;
    else if (Rnd <= 170) Index = 8;
    else if (Rnd <= 180) Index = 9;
    else if (Rnd <= 190) Index = 10;
    else Index = 11;
```

or is there more to take out?

AoBfrost wrote on Sun, 08 July 2007 21:34I mean random veh sounds good, but from my experience using stealth suit drop mod in our server, we had to trash the mod because people with scripts older than 2.9.2 would see you normally while 2.9.2 and 3.0+ cant see you unless you attacked them...same for vehicles....it looks like it's stealthed, but to non custom scripted n00bs, it aint stealthed.

a men to that when i first played i did not know what scripts where but i got them and rg ahhaa

Subject: Re: Making A New Crate
Posted by AoBfrost on Mon, 09 Jul 2007 02:37:20 GMT

why not set the crate as a new crate like you want it, then set the vehicle types in the new crate as stank only, then when people pick it up, it will always spawn them a stank...I'm not sure if that will work...

Subject: Re: Making A New Crate
Posted by reborn on Mon, 09 Jul 2007 02:37:26 GMT

Set the preset to the sbh preset, or just change it's model to the sbh/mutant petrova boss model

before you apply any other command to it, then it will be stealth for all people

---

Subject: Re: Making A New Crate
Posted by reborn on Mon, 09 Jul 2007 02:38:52 GMT
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AoBfrost wrote on Sun, 08 July 2007 22:37why not set the crate as a new crate like you want it, then set the vehicle types in the new crate as stank only, then when people pick it up, it will always spawn them a stank...I'm not sure if that will work...

Are you actually suggesting to copy the array, but change all the presets to stanks? I have done some shitty things before, but that's just funny, lol.

Subject: Re: Making A New Crate
Posted by _SSnipe_ on Mon, 09 Jul 2007 02:43:46 GMT
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lol i dont mind doing it making a new arry and one vech lmfao

---

Subject: Re: Making A New Crate
Posted by reborn on Mon, 09 Jul 2007 03:00:13 GMT
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The point is, you don't need an array if you just want one vehichle.

Subject: Re: Making A New Crate
Posted by _SSnipe_ on Mon, 09 Jul 2007 03:01:49 GMT
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well then how do i make it where theres only one vech (stank) that will transport and transport u to the spot where the heli drops it of f just like the random vech crate? because some crates in inside tunnels and etc

---

Subject: Re: Making A New Crate
Posted by _SSnipe_ on Mon, 09 Jul 2007 03:25:19 GMT
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so reborn roshambo can someone help me out here?

Subject: Re: Making A New Crate
Posted by AoBfrost on Mon, 09 Jul 2007 04:39:39 GMT

Ahhh ummmmmm i'm not sure, but isnt it possible to copy or write a line that says the crate will give you a stank? because theres crates that give you certain objects all the time when you get that crate such as ummm dehealth...I dont know, joe your probably better than I am lol, if no one can help you, then try asking my friend, he's a c++ master in renegade modding, but recently he quit modding ren, but he still helps people here and there with scripts and coding, ask and he will answer pretty fast

look for [AoB]Saad in IRC: #eat-sock

he taught me c++ so if you have a question, ask him, he's very helpful.

Subject: Re: Making A New Crate
Posted by _SSnipe_ on Mon, 09 Jul 2007 06:39:06 GMT

naw im not that good at all

its thats the irc channel then then what serv?

Subject: Re: Making A New Crate
Posted by reborn on Mon, 09 Jul 2007 10:56:12 GMT

Ok, the vehichles have the scripts attached to them in the cinematic file, not the source code to the scripts.dll. I have no idea if there is a script that makes something ignored by base defence. What I am trying to say to you, is you need to attach a script to the vehichle in the cinematic to do what you want.
I would personally make a script using the following statements:

Commands->Set_Is_Visible(obj,false);

And call it something like joe_add_spy. Remember to destroy the script on ::killed

The actual code for the crate would something like this, but I havn't tested or compiled it, there is most likely missing syntax, this is just something for you to base your code on:

  else if ((RandomIntCrate <= (percent+=Settings->CrateSpyVehicle)) && (Settings->CrateSpyVehicle > 0)) {
   if (Get_Vehicle(sender) || Settings->GameMode != 1 || Settings->CrateVehSpawnPos[0].X == 0.0f || Settings->CrateVehSpawnPos[0].Y == 0.0f || Settings->CrateVehSpawnPos[0].Z == 0.0f || Settings->CrateVehSpawnPos[1].X == 0.0f || Settings->CrateVehSpawnPos[1].Y == 0.0f ||

```
Settings->CrateVehSpawnPos[1].Z == 0.0f) {
   goto CrateStart;
  }
  Vector3 Pos = Settings->CrateVehSpawnPos[Get_Object_Type(sender)];
  Damage_All_Vehicles_Area(999999.0f,"Laser_NoBuilding",Pos,2.0f,obj,0);
  Commands->Set_Position(sender,Pos);

  GameObject *Temp = Commands->Create_Object("Invisible_Object",Pos);

  StrFormat2(message2,"%ls picked up a Random Vehicle
Crate.",Get_Wide_Player_Name(sender));
  StrFormat2(message1,"ppage %d [Crate] You got a special spy stank from the Spy Vehicle
Crate.",Get_Player_ID(sender));
  Commands->Attach_Script(Temp,"Test_Cinematic",StrFormat("%sSpy_Veh.txt",Commands->
Get_Player_Type(sender) == 0?"Nod":"GDI"));
  Console_Input(StrFormat("msg Crate: Looks like %ls just got a spy vehicle! Go
them!",Get_Wide_Team_Name(Team)).c_str());
  if (Settings->Gamelog) {
   Vector3 pos = Commands->Get_Position(sender);
   StrFormat2(message3,"CRATE;VEHICLE;%d;%s;%f;%f;%f;%f;%f;%f;%d",
Commands->Get_ID(sender), Commands->Get_Preset_Name(sender), pos.Y,pos.X,pos.Z,
Commands->Get_Facing(sender), Commands->Get_Max_Health(sender),Commands->Get_Max
_Shield_Strength(sender),Get_Object_Type(sender));
  }
 }
```

This would mean that it only calls the "NodSpy_Veh.txt" and the "GSISpy_Veh.txt", which you
would have to create, and make so it creates a stealth tank and then attaches you "joe_add_spy"
script to it.

Something like this:
(You can adapt this for both cinematics, but this is the GDI version.

```
;*********************** Transport Helicopter Hummvee Drop  ***********************

; *************************** Trajectory Transport

-1 Create_Object,  1, "XG_TransprtBone",   0, 0, 0, 0
-1 Play_Animation,  1, "XG_TransprtBone.XG_HD_TTraj", 1

; *************************** Transport

-1 Create_Real_Object, 2, "CnC_GDI_Transport", 1, "BN_Trajectory"
-1 Attach_Script,  2, "KAK_Prevent_Destruction_Until_Entered"
-1 Set_Primary,  2
-1 Attach_to_Bone,  2, 1, "BN_Trajectory"
-1 Play_Animation,  2, "v_GDI_trnspt.XG_HD_Transport",1
```

```
-700 destroy_object,  2

; ***************************** Trajectory Nod_Light_Tank

-1 Create_Object,  3, "XG_HD_HTraj",   0, 0, 0, 0
-1 Play_Animation,  3, "XG_HD_HTraj.XG_HD_HTraj", 1

; ***************************** Nod_Spy_Stank

-1 Create_Real_Object, 4, "CnC_Nod_Stealth_Tank", 3, "BN_Trajectory"
-1 Attach_Script,  4, "joe_add_spy"
-1 Attach_Script,  4, "M02_Player_Vehicle", "0"
-1 Attach_Script,  4, "KAK_Prevent_Destruction_Until_Entered"
-1 Attach_to_Bone,  4, 3, "BN_Trajectory"
-437 Attach_to_Bone,  4, -1, "BN_Trajectory"
-437 Move_Slot,  7, 4

; ***************************** Harness

-1 Create_Object,  6, "XG_HD_Harness",   0, 0, 0, 0
-1 Play_Animation,  6, "XG_HD_Harness.XG_HD_Harness", 0

;***************************** SigFlare

-1 Create_Real_Object, 8, "SignalFlare_Gold_Phys3"
-437 Destroy_Object,  8

; ***************************** Primary Destroyed

1000000 Destroy_Object, 1
1000000 Destroy_Object, 2
1000000 Destroy_Object, 3
1000000 Destroy_Object, 4
1000000 Destroy_Object, 5
1000000 Destroy_Object, 6
```

You will also need to amend the entries for:
void Crate_Defaults()
void Crate_Level_Loaded()
void CrateSettings
So that it includes you new crate (this is a simple task).

You should have all the information you need now to start working on your spy veh crate on your own now.

Subject: Re: Making A New Crate
Posted by AoBfrost on Mon, 09 Jul 2007 15:37:56 GMT
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Now soon I will need help for my death crate, it'll teleport you to 0,100,0 so your at 0,0,0 but 100 feet above it so you fall and die into nothingness.......That will be awesome.

Subject: Re: Making A New Crate
Posted by a100 on Mon, 09 Jul 2007 16:56:27 GMT
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That shouldnt be hard to do as all you would need to do is get the position of the player then add 100 to his current Z, but doesnt work with tunnel crates

```
// What ever crate selection code goes here

// The main death code
Vector3 pos = Commands->Get_Position(sender);
pos.Z += 100;
Commands -> Set_Position(sender,pos);
```

As for joel, I thought enabling stealth on vehicles didnt work? :\

Subject: Re: Making A New Crate
Posted by reborn on Mon, 09 Jul 2007 17:00:01 GMT
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You can enable stealth on vehichles, it just doesn't work for people not running the cp scripts update.

But he is doing it to a stank anyway...

Subject: Re: Making A New Crate
Posted by _SSnipe_ on Mon, 09 Jul 2007 20:28:35 GMT
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thanks reborn ill try to do this i dont think it should be that hard

---

Subject: Re: Making A New Crate

Posted by _SSnipe_ on Tue, 10 Jul 2007 07:12:08 GMT
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reborn i got the codes ready and the one or 2 files now how do i add it?

Subject: Re: Making A New Crate
Posted by Tunaman on Tue, 10 Jul 2007 07:17:25 GMT
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Snipe.. do you even know c++..?

Subject: Re: Making A New Crate
Posted by _SSnipe_ on Tue, 10 Jul 2007 07:27:37 GMT
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not that much im learning tho im looking at the plugins and i dont see the things reborn to me to amend but i added the code intto the ssgm_crate_custom or what ever

---

Subject: Re: Making A New Crate
Posted by _SSnipe_ on Tue, 10 Jul 2007 07:33:36 GMT
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srry nvm i see i forgot to add a huge section to the plugin section

---

Subject: Re: Making A New Crate
Posted by AoBfrost on Tue, 10 Jul 2007 21:32:48 GMT
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just wondering, but does anyone know how to fix the error with c++ where it says it cannot find windows.h in the directory? My scripts will not compile just because of that, and I cant find anything on the net, i installed framework 1.1 but it still didnt help..any tips?

Subject: Re: Making A New Crate
Posted by _SSnipe_ on Tue, 10 Jul 2007 23:24:21 GMT
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ya ummm let me find that link.....

http://msdn2.microsoft.com/en-us/library/ms235626(VS.80).aspx

i had same problem

Subject: Re: Making A New Crate
Posted by AoBfrost on Wed, 11 Jul 2007 02:42:23 GMT
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Oh man joe thanks soooo much, that really helped, now i can compile map finally, they are just some crate edits and changes, still havent got the backpack thing working though, so I dunno, I'll have to keep playing with it unless someone post a code with weapon drop/armor drop spawning as a backpack which contains both inside, but for now, i'll just keep testing 1 mod at a time, first these crates, next backpacks.

Hmm still doesnt work, I tried building my scripts source files, but they still have the same errors afer following the guide in the link you posted, Still says it cant find windows.h yet i linked those directories in c++ and edited some of it's files.

Subject: Re: Making A New Crate
Posted by _SSnipe_ on Wed, 11 Jul 2007 02:58:20 GMT
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what u trying to do?