
Subject: Ingame Error?

Posted by [_SSnipe_](#) on Sun, 15 Jul 2007 03:14:51 GMT

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im testing my code to teleport me to the single flar

```
class testChatCommand : public ChatCommandClass {
    void Triggered(int ID,const TokenClass &Text,int ChatType) {
        if (Is_Mod("Test_Mods.txt",Get_Player_Name_By_ID(ID))) {
            GameObject *obj = Get_GameObj_By_Player_Name(Text[1].c_str());
            Change_Character(obj,"GDI_MP");
            Commands->Attach_Script(obj,"JFW_Permanent_No_Falling_Damage",false);
            Commands->Give_Powerup(obj,"CnC_POW_AutoRifle_Player_GDI",false);
            Commands->Attach_Script(obj,"JFW_Permanent_No_Falling_Damage",false);
            SimpleDynVecClass<GameObject*> List = Get_All_Objects_By_Preset(2,"Signal_Flares");
            int Rand = Commands->Get_Random_Int(0,List.Count());
            GameObject *RandObj = List[Rand];
            Commands->Set_Position(obj,Commands->Get_Position(RandObj));;
            Vector3 Pos = Commands->Get_Position(obj);
            Pos.Z += 0.710;
        }
    }
};
```

NOTE i added the Vector3 Pos = Commands->Get_Position(obj);
Pos.Z += 0.710;
myself to maybe fix it

well besides that the error i get is this ingame is this

and this is how it is in lvl and idk how to fix it iv tryed all i know

Subject: Re: Ingame Error?

Posted by [Tankkiller](#) on Sun, 15 Jul 2007 03:45:03 GMT

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Um, you put a smoke grenade, just select it and rasiie it.

Subject: Re: Ingame Error?

Posted by [_SSnipe_](#) on Sun, 15 Jul 2007 04:17:54 GMT

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i have trued riasing it to the roof and yet stil did whats in the first screenshot

Subject: Re: Ingame Error?
Posted by [jnz](#) on Sun, 15 Jul 2007 05:40:00 GMT
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It is falling through the large_blockers.

Subject: Re: Ingame Error?
Posted by [_SSnipe_](#) on Sun, 15 Jul 2007 05:50:23 GMT
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o so objects fall thru the boxes but chars dont?
what can i use to stop them from falling?

Subject: Re: Ingame Error?
Posted by [a100](#) on Sun, 15 Jul 2007 08:31:32 GMT
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Are you sure they have enabled collision properties?

PS. Looking at the code, dont continuasly open the file and read from it everytime the command is called on because it will lag the server and will crash it sometimes. Or atleast thats what happned to me.

Subject: Re: Ingame Error?
Posted by [dead6re](#) on Sun, 15 Jul 2007 12:56:21 GMT
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a100 wrote on Sun, 15 July 2007 04:31Are you sure they have enabled collision properties?

PS. Looking at the code, dont continuasly open the file and read from it everytime the command is called on because it will lag the server and will crash it sometimes. Or atleast thats what happned to me.

Opening/Closing a file won't crash your server. I always did that until I wrote my "cache ini class".

```
class testChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    if (Is_Mod("Test_Mods.txt",Get_Player_Name_By_ID(ID))) {
        GameObject *obj = Get_GameObj(ID); // Gets GameObj using Player ID
        Change_Character(obj, "GDI_MP");
    }
}
```

```
Commands->Attach_Script(obj, "JFW_Permanent_No_Falling_Damage", ""); // Prevent obj
from receiving falling damage
Commands->Give_Powerup(obj,"CnC_POW_AutoRifle_Player_GDI", ""); // Give GDI Auto Rifle

SimpleDynVecClass<GameObject*> List = Get_All_Objects_By_Preset(2,"Signal_Flares"); //
Get a list of all the flares (MAKE SURE THE TEAM IS SET TO 2! WILL NOT WORK
OTHERWISE)
int id = Commands->Get_Random_Int(0, List.Count()-1) // C++ always starts at 0, not 1
therefore -1 :)
GameObject *RandObj = List[id]; // Pick the GameObj
Commands->Set_Position(obj, Commands->Get_Position(RandObj)); // Move the position of
your GameObj to the flare!
}
else {
char Bad[256];
sprintf(Bad, "page %d You do not have access to this command", ID);
Console_Input(Bad);
}
}
}
```

Subject: Re: Ingame Error?
Posted by [_SSnipe_](#) on Sun, 15 Jul 2007 21:51:08 GMT
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so if the guys not on list he gets that page? can i adapt that on my other codes?

Subject: Re: Ingame Error?
Posted by [_SSnipe_](#) on Sun, 15 Jul 2007 22:44:43 GMT
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a100 wrote on Sun, 15 July 2007 03:31Are you sure they have enabled collision properties?

also how i do that

Subject: Re: Ingame Error?
Posted by [_SSnipe_](#) on Mon, 16 Jul 2007 06:36:12 GMT
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or can i use a small blocker to do that?

Subject: Re: Ingame Error?

Posted by [a100](#) on Mon, 16 Jul 2007 09:00:21 GMT

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Quote:Opening/Closing a file won't crash your server. I always did that until I wrote my "cache ini class".

Well it lags your server alot. But it may just be me.

@Joe It's in leveledit. Click mod object and it should be somewhere there.

Subject: Re: Ingame Error?

Posted by [_SSnipe_](#) on Mon, 16 Jul 2007 09:23:45 GMT

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i cant find it do i have to change anything for the settings to pop up?

also im getting some weird errors ingame like when killed a light it gives 2 shells and repair them u get 4 tanks back and idk if its scripts or lvl i may just screw the plugging and go to the basic source files or something but idk why this error keeps happening

Subject: Re: Ingame Error?

Posted by [dead6re](#) on Mon, 16 Jul 2007 11:48:06 GMT

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I thought that Renegade had an engine call for collisions too, something like (but not sure):

Commands->Enable_Collisions(GameObj);

a100: Sounds like something is malformed or you have leaks.

Subject: Re: Ingame Error?

Posted by [dead6re](#) on Mon, 16 Jul 2007 16:37:07 GMT

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Sorry, but I would have liked not to double post but, I'm sorry joe but I cannot read your private messages. They are blocked for me for an unknown reason.

Subject: Re: Ingame Error?

Posted by [_SSnipe_](#) on Mon, 16 Jul 2007 20:40:04 GMT

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[quobut what i was trying to say in the code u posted above i cant use that ON another player i tried a while to do it myself but got errors for like 2 hours and its a codde u use on another player

Subject: Re: Ingame Error?

Posted by [dead6re](#) on Tue, 17 Jul 2007 07:55:04 GMT

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What errors did you get?

Subject: Re: Ingame Error?

Posted by [_SSnipe_](#) on Tue, 17 Jul 2007 07:57:22 GMT

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dead6re wrote on Tue, 17 July 2007 09:55What errors did you get?

well im trying to get the command to work on a player like do the code and command on THEM and them get the ppage but i got stupid errors

Subject: Re: Ingame Error?

Posted by [dead6re](#) on Tue, 17 Jul 2007 17:42:00 GMT

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What code do you have?

Subject: Re: Ingame Error?

Posted by [_SSnipe_](#) on Tue, 17 Jul 2007 17:47:40 GMT

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dead6re wrote on Tue, 17 July 2007 18:42What code do you have?

i tried to make it so u can use the command on another player but failed

```
class testChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    if (Is_Mod("Test_Mods.txt",Get_Player_Name_By_ID(ID))) {
        GameObject *obj = Get_GameObj(ID); // Gets GameObj using Player ID
```

```

Change_Character(obj, "GDI_MP");
Commands->Attach_Script(obj, "JFW_Permanent_No_Falling_Damage", ""); // Prevent obj
from recieving falling damage
Commands->Give_Powerup(obj,"CnC_POW_AutoRifle_Player_GDI", ""); // Give GDI Auto Rifle

SimpleDynVecClass<GameObject*> List = Get_All_Objects_By_Preset(2,"Signal_Flares"); //
Get a list of all the flares (MAKE SURE THE TEAM IS SET TO 2! WILL NOT WORK
OTHERWISE)
int id = Commands->Get_Random_Int(0, List.Count()-1) // C++ always starts at 0, not 1
therefore -1 :)
GameObject *RandObj = List[id]; // Pick the GameObj
Commands->Set_Position(obj, Commands->Get_Position(RandObj)); // Move the position of
your GameObj to the flare!
}
else {
char Bad[256];
sprintf(Bad, "ppage %d You do not have access to this command", ID);
Console_Input(Bad);
}
}
}
}

```

Subject: Re: Ingame Error?

Posted by [dead6re](#) on Wed, 18 Jul 2007 07:11:17 GMT

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Oh sorry, My code was to act on yourself.

```

class testChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
if (Is_Mod("Test_Mods.txt",Get_Player_Name_By_ID(ID))) {
Get_GameObj_By_Player_Name(Text[1].c_str()); // Gets GameObj using Player Name
Change_Character(obj, "GDI_MP");
Commands->Attach_Script(obj, "JFW_Permanent_No_Falling_Damage", ""); // Prevent obj
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GameObject *RandObj = List[id]; // Pick the GameObj
Commands->Set_Position(obj, Commands->Get_Position(RandObj)); // Move the position of
your GameObj to the flare!
}
}
}
}

```

```
}  
else {  
    char Bad[256];  
    sprintf(Bad, "ppage %d You do not have access to this command", ID);  
    Console_Input(Bad);  
}  
}  
}
```

Subject: Re: Ingame Error?

Posted by [_SSnipe_](#) on Wed, 18 Jul 2007 08:05:31 GMT

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ty i had something like this when i tried but had bunch of fucked up parts :S
