
Subject: [script]Bot paratroopers function

Posted by [reborn](#) on Wed, 05 Dec 2007 01:37:47 GMT

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I created a function that calls in paratroopers/reinforcements.

I used a chat hook to call the function, but it could be called in a number of ways in-game.

Here is a link to a short small movie of it working in-game:

<http://www.mp-gaming.com/reborn/movies/para.wmv>

And here is how I made it work:

```
void reb_Nod_reinforcements::Created(GameObject *obj) {

Vector3 position = Commands->Get_Position(obj);
GameObject *flare = Commands->Create_Object("Signal_Flares",position);
flareID = Commands->Get_ID(flare);
Commands->Attach_Script(flare,"JFW_Disable_Physical_Collision","");

Commands->Create_2D_WAV_Sound("m00gnod_secx0007r3nors_snd.wav");
Console_Input("msg Nod reinforcements have been called in!");
Console_Input(StrFormat("page %d [Mission controll] You have called in reinforcements, friendly
soldiers will be arriving at your position soon.",Get_Player_ID(obj)).c_str());

Commands->Start_Timer(obj,this,3.0f,1);
Commands->Start_Timer(obj,this,6.0f,2);
Commands->Start_Timer(obj,this,9.0f,3);

}

void reb_Nod_reinforcements::Timer_Expired(GameObject *obj, int number) {

GameObject *flare = Commands->Find_Object(flareID);

if(number == 1){

    Commands->Create_2D_WAV_Sound("m00gnod_kill0020a3nors_snd.wav");
    Commands->Attach_Script(flare,"Test_Cinematic","Nod_Paratroopers.txt");
}
if(number == 2){

    Console_Input("msg Nod reinforcements are arriving!");
}
if(number == 3){

    Commands->Create_2D_WAV_Sound("m00evag_dsgn0009i1evag_snd.wav");
}

}
```

```
}
```

```
void reb_GDI_reinforcements::Created(GameObject *obj) {
```

```
    Vector3 position = Commands->Get_Position(obj);
```

```
    GameObject *flare = Commands->Create_Object("Signal_Flares",position);
```

```
    flareID = Commands->Get_ID(flare);
```

```
    Commands->Attach_Script(flare,"JFW_Disable_Physical_Collision","");
```

```
    Commands->Create_2D_WAV_Sound("m00gnod_secx0007r3nors_snd.wav");
```

```
    Console_Input("msg GDI reinforcements have been called in!");
```

```
    Console_Input(StrFormat("page %d [Mission controll] You have called in reinforcements, friendly soldiers will be arriving at your position soon.",Get_Player_ID(obj)).c_str());
```

```
    Commands->Start_Timer(obj,this,3.0f,1);
```

```
    Commands->Start_Timer(obj,this,6.0f,2);
```

```
    Commands->Start_Timer(obj,this,9.0f,3);
```

```
}
```

```
void reb_GDI_reinforcements::Timer_Expired(GameObject *obj, int number) {
```

```
    GameObject *flare = Commands->Find_Object(flareID);
```

```
    if(number == 1){
```

```
        Commands->Create_2D_WAV_Sound("m00gnod_kill0020a3nors_snd.wav");
```

```
        Commands->Attach_Script(flare,"Test_Cinematic","GDI_Paratroopers.txt");
```

```
    }
```

```
    if(number == 2){
```

```
        Console_Input("msg GDI reinforcements are arriving!");
```

```
    }
```

```
    if(number == 3){
```

```
        Commands->Create_2D_WAV_Sound("m00evag_dsgn0009i1evag_snd.wav");
```

```
    }
```

```
}
```

```
ScriptRegistrant<reb_Nod_reinforcements>
reb_Nod_reinforcements_Registrant("reb_Nod_reinforcements", "");
```

```
ScriptRegistrant<reb_GDI_reinforcements>
reb_GDI_reinforcements_Registrant("reb_GDI_reinforcements", "");
```

```
class reb_Nod_reinforcements : public ScriptImpClass {
void Created(GameObject *obj);
void Timer_Expired(GameObject *obj,int number);
int flareID;
};
```

```
class reb_GDI_reinforcements : public ScriptImpClass {
void Created(GameObject *obj);
void Timer_Expired(GameObject *obj,int number);
int flareID;
};
```

The real work is done by the cinematic file that test_cinematic makes use of.
The cinematic files look like this:

Nod version

```
; _____
;
; Available Cinematic Script Commands
;
; time/frame Create_Object, id (slot), preset_name, x, y, z, facing, animation
; id can be -1 to mean do not store this object, and do not destroy
; 0 Create_Object, 0, .44 Magnum, 0, 0, 0, 180, "Human.jump"
;
; time/frame Destroy_Object, id (slot)
; 0 Destroy_Object, 0
;
; time/frame Play_Animation, id (slot), animation_name, looping, sub_obj_name
; 0 Play_Animation, 0, "Human.Jump", false
;
; time/frame Control_Camera, id ( slot )
; use id -1 for disabling control;
; note this will also disable star control and disbale the hud
```

; 0 Control_Camera, 0

;
;
;

.***** CHEAT SHEET *****

;Start frame create_object slot number model x,y,z,facing animation name(model*hierarchy*.anim)

;Start frame Play_Animation slot number anim name (model*hierarchy*.anim) looping Sub Object

;Start frame Play_Audio wave filename slot number bone name

; * no slot # / bone name = 2D Audio

;0= NO LOOP (kills object when finished) 1= LOOP

.***** LEVEL 11: C130 Nod Troop Parachute drop *****

. ***** Nod Chinook

-1 Create_Real_Object, 1, "Nod_Cargo_Plane"
-1 Play_Animation, 1, "v_Nod_cplane.v_Nod_cplane", 1
-1 Play_Animation, 1, "v_Nod_cplane.X5D_C130Anim", 1
-1 Attach_To_Bone, 1, 2, "BN_chinook_1"
-280 Destroy_Object, 1

. ***** Path

-1 Create_Object, 2, "X5D_Chinookfly", 0, 0, 0, 0
-1 Play_Animation, 2, "X5D_Chinookfly.X5D_Chinookfly", 1
-280 Destroy_Object, 2
-1 Attach_To_Bone, 1, 2, "BN_chinook_1"

. ***** Parachute_1

-169 Create_Object, 3, "X5D_Parachute", 0, 0, 0, 0
-169 Play_Animation, 3, "X5D_Parachute.X5D_ParaC_1", 1
-260 Destroy_Object, 3

. ***** Parachute_2

-179 Create_Object, 4, "X5D_Parachute", 0, 0, 0, 0
-179 Play_Animation, 4, "X5D_Parachute.X5D_ParaC_2", 1
-270 Destroy_Object, 4

. ***** Parachute_3

-198 Create_Object, 5, "X5D_Parachute", 0, 0, 0, 0

```

-198 Play_Animation, 5, "X5D_Parachute.X5D_ParaC_3", 1
-280 Destroy_Object, 5
; ***** Box 1
-145 Create_Object, 6, "X5D_Box01", 0, 0, 0, 0
-145 Play_Animation, 6, "X5D_Box01.X5D_Box01", 1
-260 Destroy_Object, 6
; ***** Box 2
-155 Create_Object, 7, "X5D_Box02", 0, 0, 0, 0
-155 Play_Animation, 7, "X5D_Box02.X5D_Box02", 1
-270 Destroy_Object, 7
; ***** Box 3
-165 Create_Object, 8, "X5D_Box03", 0, 0, 0, 0
-165 Play_Animation, 8, "X5D_Box03.X5D_Box03", 1
-280 Destroy_Object, 8

***** Soldiers
;
-145 Create_Real_Object, 9, "Nod_Minigunner_3Boss_alt", 6, "Box01"
-145 Attach_Script, 9, "M11_C130_Dropoff_Dude_JDG", ""
;-145 Attach_Script, 9, "M01_Hunt_The_Player_JDG", ""
-145 Attach_Script, 9, "M00_No_Falling_Damage_DME", ""
-145 Attach_To_Bone, 9, 6, "Box01"
-145 Play_Animation, 9, "H_A_X5D_ParaT_1", 0
-255 Attach_To_Bone, 9, -1, "Box01"
;-280 Attach_Script, 9, "M01_Hunt_The_Player_JDG", ""

-155 Create_Real_Object, 10, "Nod_RocketSoldier_3Boss", 7, "Box02"
-155 Attach_Script, 10, "M11_C130_Dropoff_Dude_JDG", ""
;-155 Attach_Script, 10, "M01_Hunt_The_Player_JDG", ""
-155 Attach_Script, 10, "M00_No_Falling_Damage_DME", ""
-155 Attach_To_Bone, 10, 7, "Box02"
-155 Play_Animation, 10, "H_A_X5D_ParaT_2", 0
-265 Attach_To_Bone, 10, -1, "Box02"
;-280 Attach_Script, 10, "M01_Hunt_The_Player_JDG", ""

-165 Create_Real_Object, 11, "Nod_RocketSoldier_3Boss", 8, "Box03"
-165 Attach_Script, 11, "M11_C130_Dropoff_Dude_JDG", ""
;-165 Attach_Script, 11, "M01_Hunt_The_Player_JDG", ""
-165 Attach_Script, 11, "M00_No_Falling_Damage_DME", ""
-165 Attach_To_Bone, 11, 8, "Box03"
-165 Play_Animation, 11, "H_A_X5D_ParaT_3", 0
-275 Attach_To_Bone, 11, -1, "Box03"
;-280 Attach_Script, 11, "M01_Hunt_The_Player_JDG", ""

```

GDI version

```
;
;
; Available Cinematic Script Commands
;
; time/frame Create_Object, id (slot), preset_name, x, y, z, facing, animation
; id can be -1 to mean do not store this object, and do not destroy
; 0 Create_Object, 0, .44 Magnum, 0, 0, 0, 180, "Human.jump"
;
; time/frame Destroy_Object, id (slot)
; 0 Destroy_Object, 0
;
; time/frame Play_Animation, id (slot), animation_name, looping, sub_obj_name
; 0 Play_Animation, 0, "Human.Jump", false
;
; time/frame Control_Camera, id ( slot )
; use id -1 for disabling control;
; note this will also disable star control and disbale the hud
; 0 Control_Camera, 0
;
;
;
;***** CHEAT SHEET *****
;
;Start frame create_object slot number model x,y,z,facing animation name( model*hierarchy*.anim
)
;Start frame Play_Animation slot number anim name ( model*hierarchy*.anim ) looping Sub
Object
;Start frame Play_Audio wave filename slot number bone name
; * no slot # / bone name = 2D Audio
;0= NO LOOP ( kills object when finshed ) 1= LOOP
;
;***** LEVEL 11: C130 Nod Troop Parachute drop *****
;
; ***** Nod Chinook
;
-1 Create_Real_Object, 1, "GDI_Transport_Helicopter_Flyover"
-1 Play_Animation, 1, "v_Nod_cplane.v_Nod_cplane", 1
-1 Play_Animation, 1, "v_Nod_cplane.X5D_C130Anim", 1
-1 Attach_To_Bone, 1, 2, "BN_chinook_1"
-280 Destroy_Object, 1
;
; ***** Path
```

```

-1 Create_Object, 2, "X5D_Chinookfly", 0, 0, 0, 0
-1 Play_Animation, 2, "X5D_Chinookfly.X5D_Chinookfly", 1
-280 Destroy_Object, 2
-1 Attach_To_Bone, 1, 2, "BN_chinook_1"

; ***** Parachute_1

-169 Create_Object, 3, "X5D_Parachute", 0, 0, 0, 0
-169 Play_Animation, 3, "X5D_Parachute.X5D_ParaC_1", 1
-260 Destroy_Object, 3

; ***** Parachute_2

-179 Create_Object, 4, "X5D_Parachute", 0, 0, 0, 0
-179 Play_Animation, 4, "X5D_Parachute.X5D_ParaC_2", 1
-270 Destroy_Object, 4

; ***** Parachute_3

-198 Create_Object, 5, "X5D_Parachute", 0, 0, 0, 0
-198 Play_Animation, 5, "X5D_Parachute.X5D_ParaC_3", 1
-280 Destroy_Object, 5
; ***** Box 1
-145 Create_Object, 6, "X5D_Box01", 0, 0, 0, 0
-145 Play_Animation, 6, "X5D_Box01.X5D_Box01", 1
-260 Destroy_Object, 6
; ***** Box 2
-155 Create_Object, 7, "X5D_Box02", 0, 0, 0, 0
-155 Play_Animation, 7, "X5D_Box02.X5D_Box02", 1
-270 Destroy_Object, 7
; ***** Box 3
-165 Create_Object, 8, "X5D_Box03", 0, 0, 0, 0
-165 Play_Animation, 8, "X5D_Box03.X5D_Box03", 1
-280 Destroy_Object, 8

; ***** Soldiers
-145 Create_Real_Object, 9, "GDI_Ignatio_Mobius", 6, "Box01"
-145 Attach_Script, 9, "M11_C130_Dropoff_Dude_JDG", ""
;-145 Attach_Script, 9, "M01_Hunt_The_Player_JDG", ""
-145 Attach_Script, 9, "M00_No_Falling_Damage_DME", ""
-145 Attach_To_Bone, 9, 6, "Box01"
-145 Play_Animation, 9, "H_A_X5D_ParaT_1", 0
-255 Attach_To_Bone, 9, -1, "Box01"
;-280 Attach_Script, 9, "M01_Hunt_The_Player_JDG", ""

-155 Create_Real_Object, 10, "GDI_MiniGunner_3Boss", 7, "Box02"
-155 Attach_Script, 10, "M11_C130_Dropoff_Dude_JDG", ""

```

```

;-155 Attach_Script,      10, "M01_Hunt_The_Player_JDG", ""
-155 Attach_Script,      10, "M00_No_Falling_Damage_DME", ""
-155 Attach_To_Bone, 10, 7, "Box02"
-155 Play_Animation, 10, "H_A_X5D_ParaT_2", 0
-265 Attach_To_Bone, 10, -1, "Box02"
;-280 Attach_Script,      10, "M01_Hunt_The_Player_JDG", ""

-165 Create_Real_Object, 11, "GDI_RocketSoldier_3Boss", 8, "Box03"
-165 Attach_Script,      11, "M11_C130_Dropoff_Dude_JDG", ""
;-165 Attach_Script,      11, "M01_Hunt_The_Player_JDG", ""
-165 Attach_Script,      11, "M00_No_Falling_Damage_DME", ""
-165 Attach_To_Bone, 11, 8, "Box03"
-165 Play_Animation, 11, "H_A_X5D_ParaT_3", 0
-275 Attach_To_Bone, 11, -1, "Box03"
;-280 Attach_Script,      11, "M01_Hunt_The_Player_JDG", ""

```

Whilst this function is used to make a reinforcement mod, you could easily adapt it so you can call any other cinematic file.

Here is the chat hook I used to test the mod in-game:

```

class NodreChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    GameObject *obj = Get_GameObj(ID);
    Commands->Attach_Script(obj,"reb_Nod_reinforcements","");
}
};
ChatCommandRegistrant<NodreChatCommand>
NodreChatCommandReg("!nodre",CHATTYPE_TEAM,0,GAMEMODE_AOW);

class GDIreChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    GameObject *obj = Get_GameObj(ID);
    Commands->Attach_Script(obj,"reb_GDI_reinforcements","");
}
};
ChatCommandRegistrant<GDIreChatCommand>
GDIreChatCommandReg("!gdire",CHATTYPE_TEAM,0,GAMEMODE_AOW);

```

Subject: Re: Bot paratroopers function
Posted by [IronWarrior](#) on Wed, 05 Dec 2007 02:07:31 GMT

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Reborn is taking the role of Renegade's Santa me thinks.

Subject: Re: Bot paratroopers function
Posted by [bisen11](#) on Wed, 05 Dec 2007 03:56:41 GMT

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That's cool.

Subject: Re: Bot paratroopers function
Posted by [Veyrdite](#) on Wed, 05 Dec 2007 08:14:09 GMT

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IronWarrior wrote on Wed, 05 December 2007 13:07Reborn is taking the role of Renegade's Santa me thinks.

Ctrl+7

Subject: Re: Bot paratroopers function
Posted by [mrŁŚÄ-z](#) on Wed, 05 Dec 2007 11:32:54 GMT

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already made that in lua lol

Subject: Re: Bot paratroopers function
Posted by [mrŁŚÄ-z](#) on Wed, 05 Dec 2007 11:36:42 GMT

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plz stop posting scripts... in 3 months all servers will be the same.. it will going to be boring

Subject: Re: Bot paratroopers function
Posted by [jnz](#) on Wed, 05 Dec 2007 12:53:11 GMT

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MadRockz wrote on Wed, 05 December 2007 11:36plz stop posting scripts... in 3 months all servers will be the same.. it will going to be boring

stfu you are only annoyed because you have it on your server.

Subject: Re: Bot paratroopers function

Posted by [Genesis2001](#) on Wed, 05 Dec 2007 13:55:29 GMT

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RoShamBo wrote on Wed, 05 December 2007 05:53MadRockz wrote on Wed, 05 December 2007 11:36plz stop posting scripts... in 3 months all servers will be the same.. it will going to be boring

stfu you are only annoyed because you have it on your server.

And I think I'm the one that gave you the basis for this somewhere on the Lua forum ^,^

~MathK1LL

Subject: Re: Bot paratroopers function

Posted by [Caveman](#) on Wed, 05 Dec 2007 14:03:41 GMT

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Man reborn you can't win can you? If you don't release the source code people will moan and if you do release source code people still moan lol.

Anyways, nice work. I'll try and have a look through some of it later

Subject: Re: Bot paratroopers function

Posted by [mr£ÄŞÄ-z](#) on Wed, 05 Dec 2007 15:21:00 GMT

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lol no, i created my best commands myself without any help...
