Subject: [script]Code Release - Kamikaze Suit Crate
Posted by Genesis2001 on Thu, 13 Dec 2007 00:35:58 GMT
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I'm feeling generous so here you guys are!

This is for people who like to mod their Server Scripts.dll and are running SSGM.

Main code:

```
  else if ((RandomIntCrate <= (percent+=Settings->CrateKamikaze)) &&
(Settings->CrateKamikaze > 0)) {
    Change_Character(sender,"CnC_Nod_Flamethrower_0_Secret");
    Commands->Attach_Script(sender, "zbl_Kamikaze_Suit_Crate", "");
    Commands->Set_Health(sender,150);
    StrFormat2(message2,"%ls picked up the kamikaze suit
crate",Get_Wide_Player_Name(sender));
    StrFormat2(message1,"ppage %d [Crate] You just picked up the kamikaze suit crate. You will
explode when you die killing anything around you whether it be friendly or
foe.",Get_Player_ID(sender));
    Console_Input(StrFormat("msg Crate: Some crazy ass %ls guy just got an experimental Ion
Suit, watch yourself
%ls!",Get_Wide_Team_Name(Team),Get_Wide_Team_Name(PTTEAM(Team))).c_str());   //Com
mands->Create_2D_WAV_Sound("m00evag_dsgn0027i1evag_snd.wav");
    if (Settings->Gamelog)  {
     Vector3 pos = Commands->Get_Position(sender);
     StrFormat2(message3,"CRATE;KAMIKAZESUIT;;0;0;%f;%f;%f;%f;%f;%f;%d",pos.Y,pos.X,pos
.Z, Commands->Get_Facing(sender),
Commands->Get_Max_Health(sender),Commands->Get_Max_Shield_Strength(sender),Get_Obj
ect_Type(sender));
    }
   }
```

Add the above after this crate's code in gmcrate.cpp:

```
  else if ((RandomIntCrate <= (percent+=Settings->CrateThief)) && (Settings->CrateThief > 0)) {
   Commands->Give_Money(sender,(Commands->Get_Money(sender) * -1),false);
   StrFormat2(message2,"%ls picked up a Thief Crate.",Get_Wide_Player_Name(sender));
   StrFormat2(message1,"ppage %d [NS] [Crate] You got the Thief Crate, you have lost all of your
credits.",Get_Player_ID(sender));
      Create_2D_Sound_Player(sender,"m00evag_dsgn0028i1evag_snd.wav");
   if (Settings->Gamelog) {
    Vector3 pos = Commands->Get_Position(sender);
    StrFormat2(message3,"CRATE;THIEF;;%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_Obj
ect_Type(sender));
```

```
    }
  }
```

Now, inside the definition of "void Crate_Defaults()" copy and paste the following: (change any values needed to make them all add up to 100...I won't have them add up to 100 because I have more crates ^,^)

```
void Crate_Defaults() {
 Settings->CrateWeapon = 13;
 Settings->CrateMoney = 11;
 Settings->CratePoints = 10;
 Settings->CrateVehicle = 8;
 Settings->CrateDeath = 7;
 Settings->CrateTiberium = 4;
 Settings->CrateAmmo = 5;
 Settings->CrateArmor = 5;
 Settings->CrateHealth = 5;
 Settings->CrateCharacter = 4;
 Settings->CrateButterFingers = 3;
 Settings->CrateSpy = 3;
 Settings->CrateStealth = 3;
 Settings->CrateRefill = 4;
 Settings->CrateBeacon = 4;
 Settings->CrateThief = 2;
 Settings->CrateKamikaze = 9;
}
```

You'll need to add some entries under the [Crate] header in ssgm.ini also...

Under [Crate] add

Kamikaze=9

Now, find the definition of "void Crate_Level_Loaded()" inside gmcrate.cpp and replace the initialization of "Total" with the following line of code:

```
int Total = Settings->CrateDeath + Settings->CrateVehicle + Settings->CrateWeapon +
Settings->CrateCharacter + Settings->CrateMoney + Settings->CratePoints +
Settings->CrateTiberium + Settings->CrateAmmo + Settings->CrateHealth +
Settings->CrateArmor + Settings->CrateRefill + Settings->CrateButterFingers +
Settings->CrateSpy + Settings->CrateThief + Settings->CrateBeacon + Settings->CrateStealth +
Settings->CrateKamikaze;
```

Open up gmcrate.h now and find "struct CrateSettings : public virtual SettingsLoader" and add this to the bottom of the definition:

```
int CrateKamikaze;
```

Now that we've set that up, you'll need to add the script "zbl_Kamikaze_Suit_Crate" to your SSGM.

```
void zbl_Kamikaze_Suit_Crate::Created(GameObject *obj)
{
 Attach_Script_Once(obj, "JFW_Blow_Up_On_Death", "Explosion_IonCannonBeacon");
 float rand = Commands->Get_Random(29,301);
 Team = Get_Object_Type(obj);
 Commands->Start_Timer(obj, this, rand,0);
}
void zbl_Kamikaze_Suit_Crate::Timer_Expired(GameObject *obj, int number)
{
 if (number == 0)
 {
  float rand = Commands->Get_Random(0,100);
  if (rand >= 50.0f)
  {
   // nothing happens
  }
  else {
   Commands->Apply_Damage(obj, 9999.0f, "BlamoKiller", 0);
   Console_Input(StrFormat("msg Crate: Oh no! I guess that experimental kamikaze suit didn't
work too well. I hope that %ls guy didn't get hurt. :(",
Get_Wide_Team_Name(PTTEAM(Team))).c_str());
  }
 }
}

ScriptRegistrant<zbl_Kamikaze_Suit_Crate>
zbl_Kamikaze_Suit_Crate_Registrant("zbl_Kamikaze_Suit_Crate", "");
```

Hope you enjoy this.

Thanks,
MathK1LL

Subject: Re: Code Release - Kamikaze Suit Crate
Posted by danpaul88 on Thu, 13 Dec 2007 00:52:59 GMT
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Interesting twist, does it also damage enemy / friendly buildings that you are near? (Handy if you

stick your timed C4 on an MCT and stand next to it, double explosion on the MCT that way...)

Subject: Re: Code Release - Kamikaze Suit Crate
Posted by Genesis2001 on Thu, 13 Dec 2007 01:10:18 GMT
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The crate simply attaches my script to you. And, my script attaches "JFW_Blow_Up_On_Death" to you with the parameter to make you blow up like an Ion cannon would.

You *could* mix it up and complicate it more and have you blow up with a nuclear explosion. Just play the Nuke Animation and explode with "Explosion_NukeStrikeBeacon" (Just going off the top of my head with that preset...)

~MathK1LL

Subject: Re: Code Release - Kamikaze Suit Crate
Posted by reborn on Thu, 13 Dec 2007 02:53:04 GMT
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I love the timer, that's funny

Nice release

Subject: Re: Code Release - Kamikaze Suit Crate
Posted by Genesis2001 on Thu, 13 Dec 2007 02:58:07 GMT
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Thanks

I'm going to be attempting a release of something after Christmas break that'll make it simpler for regulators now (specifically BRenBot)

~MathK1LL

Subject: Re: Code Release - Kamikaze Suit Crate
Posted by Hex on Thu, 13 Dec 2007 12:20:53 GMT
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We have a crates plugin we were working on but got to to the side and never worked on again

---

EMP (disables and ejects players from all vehicles in xxx meters for xx time)
TeamMoney (like the normal money but the whole team gets it)
DisarmC4 (disarms all the players mines that picked the crate up)
BlownFuse (powers down base defences)

I'll upload the source later, maybe someone else can carry on were we ended

---

Subject: Re: Code Release - Kamikaze Suit Crate
Posted by mrÃ£Ã§Ä·z   on Thu, 13 Dec 2007 15:54:14 GMT
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Hex wrote on Thu, 13 December 2007 06:20We have a crates plugin we were working on but got to to the side and never worked on again

EMP (disables and ejects players from all vehicles in xxx meters for xx time)
TeamMoney (like the normal money but the whole team gets it)
DisarmC4 (disarms all the players mines that picked the crate up)
BlownFuse (powers down base defences)

I'll upload the source later, maybe someone else can carry on were we ended

EMP cannon? i created a Command in Lua wich Freeze players if you type !Freeze <name>, i used KAK_Freeze_Object

---

Subject: Re: Code Release - Kamikaze Suit Crate
Posted by CarrierII on Thu, 13 Dec 2007 16:11:43 GMT
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In the code for XpZelite somewhere there is a working fog crate, which deserves to be revived... I also think there was an EMP crate in it.

Subject: Re: Code Release - Kamikaze Suit Crate
Posted by reborn on Thu, 13 Dec 2007 16:20:08 GMT
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MadRockz wrote on Thu, 13 December 2007 10:54Hex wrote on Thu, 13 December 2007 06:20We have a crates plugin we were working on but got to to the side and never worked on again

EMP (disables and ejects players from all vehicles in xxx meters for xx time)
TeamMoney (like the normal money but the whole team gets it)
DisarmC4 (disarms all the players mines that picked the crate up)

BlownFuse (powers down base defences)

I'll upload the source later, maybe someone else can carry on were we ended

EMP cannon? i created a Command in Lua wich Freeze players if you type !Freeze <name>, i used KAK_Freeze_Object

The LUA plugin is great, people with no experiance get to start coding and learning. I think Roshambo done a fantastic job with it. It's used by many people and I really think he deserves a cookie for it.

The only trouble is, everyone who uses it seems to only add shitty chat hooks with it. I really think they look tacky and crap. I hate going in a server and seeing "!turret", "!lobbygun", "!buy beacon". It wouldn't be so bad if they stopped working on character/vehichle purchases if the vehichle factory or soldier facotry for there team had been destroyed, and they only worked in proximity to your base. Hell.. some don't even check there team, so a GDI person can buy an sbh or a stank.

I learned the hard way that you shouldn't do something just because you can.

End of rant (I just hate those chat hooks).

Would be cool to see that Hex
I would be interested to see how much your base defence crate differs from my one. I know myself and MathKill recyle old DA code if we can, or look to it for help if stuck. I think I am safe in assuming you do to looking at the parachutes code you posted. But everyone has there own twists to it and slight deviations (i'm not suggesting BTW that anyone is any less for doing that, why wouldn't you look at it to see how other examples have been done). I really will enjoy looking at it

---

Subject: Re: Code Release - Kamikaze Suit Crate
Posted by reborn on Thu, 13 Dec 2007 16:24:55 GMT
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CarrierII wrote on Thu, 13 December 2007 11:11In the code for XpZelite somewhere there is a working fog crate, which deserves to be revived... I also think there was an EMP crate in it.

sorry for double post, but we posted at the same time.

I don't think the fog crate made it into the public release.
But the fog crate is pretty easy to remake. I was going to do it until I realised that the fog only works for players with BHS.dll.

It would be possible to make it "foggy" for only one player if they have bhs.dll, but if they don't then make then recieve some other crate.

Subject: Re: Code Release - Kamikaze Suit Crate
Posted by Hex on Thu, 13 Dec 2007 16:29:31 GMT
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Evil chat commands   used right they are great but people over use them, only thing we have used chat commands for is !sellveh and certain commands for info

On crate topic, We all should just add all of what we have and make one big crate.

Subject: Re: Code Release - Kamikaze Suit Crate
Posted by CarrierII on Thu, 13 Dec 2007 16:41:57 GMT
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I'm sure it did, if not, I still have the MSN of one of the team members. The BHS.dll limitation is a nuiscance, but like you said, the server can give a different crate if they don't have it. Doesn't stop BHS.dll players getting pwned in fog by non BHS.dll players though.

Subject: Re: Code Release - Kamikaze Suit Crate
Posted by Hex on Thu, 13 Dec 2007 16:43:40 GMT
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This is a plugin rather than changing scripts directly, source attached, I know for a fact that this has some bugs in it and one that has crashed the fds before (as I said, this was put to a side)

File Attachments
1) SSGM_2.2_Crates_Plugin.rar, downloaded 107 times

Subject: Re: Code Release - Kamikaze Suit Crate
Posted by cnc95fan on Thu, 13 Dec 2007 16:50:44 GMT
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Cool, I'll give it a test tommorow.
[EDIT]: Yuck, source code. I cannot compile Scripts.dll.

Subject: Re: Code Release - Kamikaze Suit Crate
Posted by mrÃ£Ã§Ä·z   on Thu, 13 Dec 2007 17:07:51 GMT

im with you reborn, chat hooks sucks and the !buy and !tanks commands, im working on a command, !send soldier (ai soldier, already have that command)but if gdi barracks dead u cant use the !send command, but i cant get it work with the building dead, can u post a command like !buy sbh in c++ with the function, if the HoN is dead u cant use !sbh then? then i can "convert" it to lua

Subject: Re: Code Release - Kamikaze Suit Crate
Posted by Hex on Thu, 13 Dec 2007 17:20:10 GMT

Something like

//VEHICLE_FACTORY wf/air SOLDIER_FACTORY bar/hand

```
if(Is_Building_Dead(Find_Building(Get_Team(id),SOLDIER_FACTORY)))
{
// dead building
return;
}
```

Subject: Re: Code Release - Kamikaze Suit Crate
Posted by mrÃ£Ã§Ä·z on Thu, 13 Dec 2007 17:50:54 GMT

ty Hex do u mean with SOLDER_FACTORY   mp_gdi_barracks or something? and (id) 0,1 and 2?

Subject: Re: Code Release - Kamikaze Suit Crate
Posted by Hex on Thu, 13 Dec 2007 17:53:16 GMT

No, VEHICLE_FACTORY = wf/air SOLDIER_FACTORY = bar/hand, id would be how ever you are getting the players ID (id, obj, sender...)

Subject: Re: Code Release - Kamikaze Suit Crate

Posted by Genesis2001 on Thu, 13 Dec 2007 17:56:42 GMT
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EDIT: nvm.

Subject: Re: Code Release - Kamikaze Suit Crate
Posted by Hex on Thu, 13 Dec 2007 18:03:36 GMT
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Sorry, we seem to have hyjacked your thread :/

Subject: Re: Code Release - Kamikaze Suit Crate
Posted by reborn on Thu, 13 Dec 2007 18:04:45 GMT
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Yeah, sorry math

Anyway, madrocks...

```
class sbhChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType) {
  GameObject *obj = Get_GameObj(ID);
float Credits = Commands->Get_Money(obj);
int Team = Get_Object_Type(obj);
GameObject *hon = Find_Soldier_Factory(0);
Vector3 position;
position = Commands->Get_Position(obj);
if(hon){
if(Credits >= 2000 && (Team == 0) ){
 Commands->Give_Money(obj,-2000,false);
Change_Character(obj,"CnC_Nod_FlameThrower_2SF");
Commands->Set_Position(obj,position);
 }
else{
Console_Input(StrFormat("ppage %d You have not been charged for this purchase because you
did not meet requirements.",Get_Player_ID(obj)).c_str());
}
}
 }
};
ChatCommandRegistrant<sbhChatCommand>
sbhChatCommandReg("!sbh",CHATTYPE_TEAM,0,GAMEMODE_AOW);
```

I havn't looked at your code yet hex, looking foward to it

Subject: Re: Code Release - Kamikaze Suit Crate
Posted by Genesis2001 on Thu, 13 Dec 2007 22:44:40 GMT
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Hex wrote on Thu, 13 December 2007 11:03Sorry, we seem to have hyjacked your thread :/

My edit was because I was at school and was posting that when you were... and we posted the same thing.

~MathK1LL

Subject: Re: Code Release - Kamikaze Suit Crate
Posted by Gen_Blacky on Fri, 14 Dec 2007 03:26:12 GMT
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Hex wrote on Thu, 13 December 2007 04:20We have a crates plugin we were working on but got to to the side and never worked on again

EMP (disables and ejects players from all vehicles in xxx meters for xx time)
TeamMoney (like the normal money but the whole team gets it)
DisarmC4 (disarms all the players mines that picked the crate up)
BlownFuse (powers down base defences)

I'll upload the source later, maybe someone else can carry on were we ended

I have those 2   , but not the team money.

Subject: Re: Code Release - Kamikaze Suit Crate
Posted by Genesis2001 on Sat, 15 Dec 2007 21:25:33 GMT
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```
class zbl_Kamikaze_Suit_Crate : public ScriptImpClass {
 int Team;
 void Created(GameObject *obj);
 void Timer_Expired(GameObject *obj, int number);
};
```

Thanks to Hex for pointing out that I didn't post my class declaration.

~MathK1LL

Subject: Re: Code Release - Kamikaze Suit Crate
Posted by wittebolx on Sun, 30 Dec 2007 11:28:18 GMT
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MathK1LL wrote on Thu, 13 December 2007 01:35I'm feeling generous so here you guys are!

This is for people who like to mod their Server Scripts.dll and are running SSGM.
Hope you enjoy this.

Thanks,
MathK1LL

Hex wrote on Thu, 13 December 2007 13:20We have a crates plugin we were working on but got to to the side and never worked on again

EMP (disables and ejects players from all vehicles in xxx meters for xx time)
TeamMoney (like the normal money but the whole team gets it)
DisarmC4 (disarms all the players mines that picked the crate up)
BlownFuse (powers down base defences)

I'll upload the source later, maybe someone else can carry on were we ended

thx Guys!
now i got 5 extra crates in the game
they all work ok!

Subject: Re: Code Release - Kamikaze Suit Crate
Posted by wittebolx on Tue, 22 Jan 2008 08:20:13 GMT
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reborn wrote on Thu, 13 December 2007 19:04Yeah, sorry math

Anyway, madrocks...


```
class sbhChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType) {
```

```
  GameObject *obj = Get_GameObj(ID);
float Credits = Commands->Get_Money(obj);
int Team = Get_Object_Type(obj);
GameObject *hon = Find_Soldier_Factory(0);
Vector3 position;
position = Commands->Get_Position(obj);
if(hon){
if(Credits >= 2000 && (Team == 0) ){
 Commands->Give_Money(obj,-2000,false);
Change_Character(obj,"CnC_Nod_FlameThrower_2SF");
Commands->Set_Position(obj,position);
 }
else{
Console_Input(StrFormat("ppage %d You have not been charged for this purchase because you
did not meet requirements.",Get_Player_ID(obj)).c_str());
}
}
 }
};
ChatCommandRegistrant<sbhChatCommand>
sbhChatCommandReg("!sbh",CHATTYPE_TEAM,0,GAMEMODE_AOW);
```

I havn't looked at your code yet hex, looking foward to it

you can still use this command when hand of nod is dead.
would this work?

```
GameObject *hon = Find_Soldier_Factory(0);
Vector3 position;
position = Commands->Get_Position(obj);
if Is_Building_Dead(GameObject *hon);
```

Subject: Re: Code Release - Kamikaze Suit Crate
Posted by Genesis2001 on Tue, 22 Jan 2008 21:45:07 GMT
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lolbump

~Zack

Subject: Re: Code Release - Kamikaze Suit Crate

Posted by Hex on Tue, 22 Jan 2008 23:02:54 GMT
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Using Change_Character you can yes

Subject: Re: Code Release - Kamikaze Suit Crate
Posted by Darknes2 on Wed, 23 Jan 2008 00:36:08 GMT
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i just wanted to tell you guys *and this is pointless in saying that i too dislike chat hook although i probly dont dislike it AS much as everyone else but i use key hooks to let players buy vehicles and all. *i will post my code that stealths ur bound vehicle for 500 when its done!

Subject: Re: Code Release - Kamikaze Suit Crate
Posted by reborn on Wed, 23 Jan 2008 00:59:08 GMT
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wittebolx wrote on Tue, 22 January 2008 03:20reborn wrote on Thu, 13 December 2007 19:04Yeah, sorry math

Anyway, madrocks...


```
class sbhChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType) {
  GameObject *obj = Get_GameObj(ID);
float Credits = Commands->Get_Money(obj);
int Team = Get_Object_Type(obj);
GameObject *hon = Find_Soldier_Factory(0);
Vector3 position;
position = Commands->Get_Position(obj);
if(hon){
if(Credits >= 2000 && (Team == 0) ){
 Commands->Give_Money(obj,-2000,false);
Change_Character(obj,"CnC_Nod_FlameThrower_2SF");
Commands->Set_Position(obj,position);
 }
else{
Console_Input(StrFormat("ppage %d You have not been charged for this purchase because you
did not meet requirements.",Get_Player_ID(obj)).c_str());
}
}
 }
};
```

```
ChatCommandRegistrant<sbhChatCommand>
sbhChatCommandReg("!sbh",CHATTYPE_TEAM,0,GAMEMODE_AOW);
```

I havn't looked at your code yet hex, looking foward to it

you can still use this command when hand of nod is dead.
would this work?

```
GameObject *hon = Find_Soldier_Factory(0);
Vector3 position;
position = Commands->Get_Position(obj);
if Is_Building_Dead(GameObject *hon);
```

I didn't actually test it, I thought that would work. Interesting...
I guess what you posted would work, but I havn't tried.

Darknes2 wrote on Tue, 22 January 2008 19:36i just wanted to tell you guys *and this is pointless in saying that i too dislike chat hook although i probly dont dislike it AS much as everyone else but i use key hooks to let players buy vehicles and all. *i will post my code that stealths ur bound vehicle for 500 when its done!

The code you posted but removed was a little off, here it is re-written to actually work:

```
class svChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType) {

  GameObject *obj = Get_GameObj(ID);
  GameObject *veh = Find_My_Veh(obj);
   if (Commands->Get_Money(obj) <= 500){
   Console_Input(StrFormat("page %s you need at least 500$ to buy
this",Get_Player_Name(obj)).c_str());
   }
   else{
 Commands->Give_Money(obj, -500, 1);
 Commands->Enable_Stealth(veh, 1);
 }
 }
};
ChatCommandRegistrant<svChatCommand>
svChatCommandReg("!sv",CHATTYPE_PUBLIC,0,GAMEMODE_ALL);
```

However, it's still not very good because what if the dude doesn't have a vehichle?
You should do something like

"if(veh){//do the f0sh0zzle}
else{//msg to say you don't have a vehichle dumbass}"

Subject: Re: Code Release - Kamikaze Suit Crate
Posted by HORQWER on Wed, 23 Jan 2008 02:33:26 GMT
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i dont get it
how do i make those codes work on renegade?

Subject: Re: Code Release - Kamikaze Suit Crate
Posted by reborn on Wed, 23 Jan 2008 02:39:09 GMT
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ferkhat wrote on Tue, 22 January 2008 21:33i dont get it
how do i make those codes work on renegade?

As a client on his server you would type !sv, as a server owner, you would paste it into
gmmain.cpp from ssgm and compile it to produce a scripts.dll file. This file would then be placed
on your server.
You would need visualstudio.net2005 to do this.

Subject: Re: Code Release - Kamikaze Suit Crate
Posted by HORQWER on Wed, 23 Jan 2008 19:50:35 GMT
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i will definatly try this

Subject: Re: Code Release - Kamikaze Suit Crate
Posted by Darknes2 on Mon, 10 Mar 2008 23:19:44 GMT
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im sorry guys i completely got caught up in other things and forgot bout this so here it is all
finished enjoy!

```
class svChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType) {


 GameObject *obj = Get_GameObj(ID);
 GameObject *veh = Find_My_Veh(obj);
 Send_Message_Player(obj,255,255,255,"Transmitting...");
```

```
     Console_Input(StrFormat("sndp %d 00-n026e.wav",ID).c_str());

  GameObject *MyVeh = Find_My_Veh(obj);
 if (!MyVeh)
 {
  Console_Input(StrFormat("page %s you have no bound vehicle! press the insert key to lock ur
vehicle to youe THEN use this!",Get_Player_Name(obj)).c_str());
 }
    int cost = 500;
  if (Commands->Get_Money(obj) < cost)
  {
   Console_Input(StrFormat("page %s you need at least $d $ to buy this",Get_Player_Name(obj),
cost).c_str());
  }
  else
  {
  Commands->Send_Custom_Event(obj,Find_My_Veh(obj),1113,0,0);
  int ID = Get_Player_ID(obj);
      GameObject *obj = Get_GameObj(ID);
  Commands->Enable_Stealth(veh, 1);
  //GameObject *MyVeh = Find_My_Veh(obj);
  Commands->Give_Money(obj, -500, 1);
  Commands->Send_Custom_Event(obj,MyVeh,1111,0,0);
  Commands->Send_Custom_Event(obj,Find_My_Veh(obj),1112,0,0);
  }
 }
};
ChatCommandRegistrant<svChatCommand>
svChatCommandReg("!sv",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

Subject: Re: Code Release - Kamikaze Suit Crate
Posted by cpjok on Tue, 11 Mar 2008 10:48:41 GMT
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ok i did what it said but i dont know where this code gose and it has 2 ERRORS

```
Quote:void zbl_Kamikaze_Suit_Crate::Created(GameObject *obj)
{
 Attach_Script_Once(obj, "JFW_Blow_Up_On_Death", "Explosion_IonCannonBeacon");
 float rand = Commands->Get_Random(29,301);
 Team = Get_Object_Type(obj);
 Commands->Start_Timer(obj, this, rand,0);
}
void zbl_Kamikaze_Suit_Crate::Timer_Expired(GameObject *obj, int number)
{
```

```
 if (number == 0)
 {
  float rand = Commands->Get_Random(0,100);
  if (rand >= 50.0f)
  {
   // nothing happens
  }
  else {
   Commands->Apply_Damage(obj, 9999.0f, "BlamoKiller", 0);
   Console_Input(StrFormat("msg Crate: Oh no! I guess that experimental kamikaze suit didn't
work too well. I hope that %ls guy didn't get hurt. :(",
Get_Wide_Team_Name(PTTEAM(Team))).c_str());
  }
 }
}

ScriptRegistrant<zbl_Kamikaze_Suit_Crate>
zbl_Kamikaze_Suit_Crate_Registrant("zbl_Kamikaze_Suit_Crate", "");
```

ERROR 1 says duplicate

ERROR 2 says settings on crate are 91 evan tho there 100

File Attachments
1) 1.JPG, downloaded 312 times

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BandTest.dll

Renegade Master Server - BZcpjok - svrcfg_cnc.ini

```
Renegade Free Dedicated Server v1.037 BH-838 01/23/2003 - 10:59:26
Console mode active
*** Auto starting game. Type 'quit' to abort ***
Initializing Westwood Online Mode
Got server list
Got server pings
Logging onto USA Server
Logged on OK
Applying server settings
Creating game channel...
Channel created OK
```

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```
Tiberium=4
Ammo=5
Armor=5
Health=5
Character=4
ButterFingers=3
Spy=3
Stealth=3
Refill=4
Beacon=4
Thief=2
Kamikaze=9
```

Duplicate CRC in INI file.

❌ INIClass::Load - Duplicate Entry "float rand" in section "Crate

OK

```cpp
void zbl_Kamikaze_Suit_Crate::Created(GameObject *obj)
{
        Attach_Script_Once(obj, "JFW_Blow_Up_On_Death", "Explosio
        float rand = Commands->Get_Random(29,301);
        Team = Get_Object_Type(obj);
        Commands->Start_Timer(obj, this, rand,0);
}
void zbl_Kamikaze_Suit_Crate::Timer_Expired(GameObject *obj, int
{
        if (number == 0)
        {
                float rand = Commands->Get_Random(0,100);
                if (rand >= 50.0f)
                {
                        // nothing happens
                }
                else {
                        Commands->Apply_Damage(obj, 9999.0f, "Bla
                        Console_Input(StrFormat("msg Crate: oh no
                }
        }
}

ScriptRegistrant<zbl_Kamikaze_Suit_Crate> zbl_Kamikaze_Suit_Crate
```

2) 2.JPG, downloaded 312 times

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Address   C:\Westwood\RenegadeFDS\Server

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BandTest.dll
1.0.0.0

```
Renegade Master Server - BZcpjok - svrcfg_cnc.ini                        _□

│ Embedded with scripts.dll by RoShamBo                │
│ www.dcomproductions.net                              │
│------------------------------------------------------│
Loaded plugin: C:\Westwood\RenegadeFDS\Server\LuaPlugins\Luabot V1.0 Public.lua
Loaded plugin: C:\Westwood\RenegadeFDS\Server\LuaPlugins\Extra Commands.lua
Loaded plugin: C:\Westwood\RenegadeFDS\Server\LuaPlugins\Vehicle.lua
Loaded plugin: C:\Westwood\RenegadeFDS\Server\LuaPlugins\luaplugin.lua
Loaded plugin: C:\Westwood\RenegadeFDS\Server\LuaPlugins\weapons.lua
Loaded plugin: C:\Westwood\RenegadeFDS\Server\LuaPlugins\Sounds.lua
Loading level C&C_FieldTS.mix
Host: Teams have been remixed.
Load 100% complete
Level loaded OK
New settings detected and loaded from ssgm.ini!

Total crate percentages equal 91 instead of 100. Using default percentages.

Gameplay in progress
     Map : C&C_FieldTS.mix
    Time : 0.00.00
     Fps : 1
     GDI : 0/16 players          0 points
     NOD : 0/16 players          0 points
>
```

File   Edit   Format   View   Help

```
Tiberium=4
Ammo=5
Armor=5
Health=5
Character=4
ButterFingers=3
Spy=3
Stealth=3
Refill=4
Beacon=4
Thief=2
Kamikaze=9


void zbl_Kamikaze_Suit_Crate::Created(GameObject *obj)
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        Attach_Script_Once(obj, "JFW_Blow_Up_On_Death", "Explosio
        float rand = Commands->Get_Random(29,301);
        Team = Get_Object_Type(obj);
        Commands->Start_Timer(obj, this, rand,0);
}
void zbl_Kamikaze_Suit_Crate::Timer_Expired(GameObject *obj, int
{
        if (number == 0)
        {
                float rand = Commands->Get_Random(0,100);
                if (rand >= 50.0f)
                {
                        // nothing happens
                }
                else {
                        Commands->Apply_Damage(obj, 9999.0f, "Bla
                        Console_Input(StrFormat("msg Crate: oh no
                }
        }
}

ScriptRegistrant<zbl_Kamikaze_Suit_Crate> zbl_Kamikaze_Suit_Crate
```
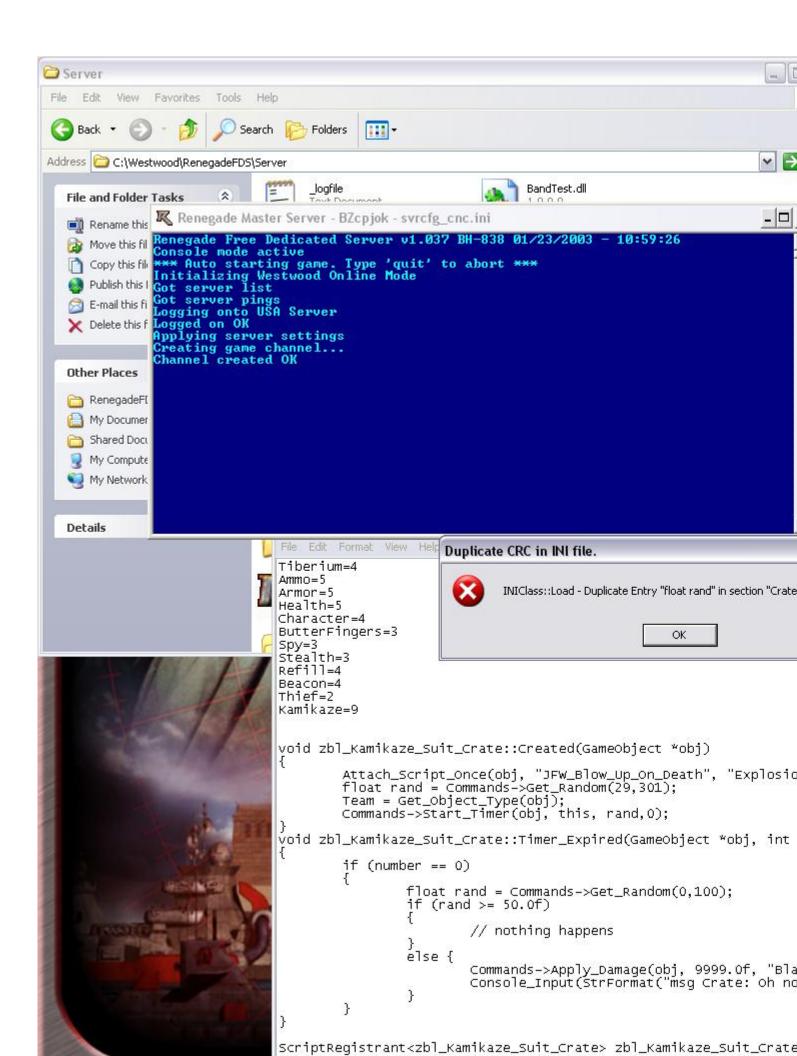
Subject: Re: Code Release - Kamikaze Suit Crate
Posted by Craziac on Thu, 13 Mar 2008 01:29:00 GMT
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Maybe you shouldn't put the C++ script in ssgm.ini...

Subject: Re: Code Release - Kamikaze Suit Crate
Posted by Ethenal on Thu, 13 Mar 2008 04:29:54 GMT
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LOL

Subject: Re: Code Release - Kamikaze Suit Crate
Posted by cpjok on Thu, 13 Mar 2008 16:20:30 GMT
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k so were do i put it then

Subject: Re: Code Release - Kamikaze Suit Crate
Posted by Craziac on Fri, 14 Mar 2008 02:02:12 GMT
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I thought I just read a post of yours that told people where to get VC++... Do you have that and still not know how to edit scripts.dll?

Subject: Re: Code Release - Kamikaze Suit Crate
Posted by cpjok on Fri, 14 Mar 2008 12:21:49 GMT
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Ye And Itsounds About Right

Subject: Re: Code Release - Kamikaze Suit Crate
Posted by Craziac on Fri, 14 Mar 2008 23:35:46 GMT
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So you've never added any code to scripts.dll? Because if you did, that's what you need to do here...

Subject: Re: Code Release - Kamikaze Suit Crate

Posted by cpjok on Sat, 15 Mar 2008 10:31:55 GMT
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yes i added itall the scripts followed what it said on first post put the other code it said now your done with that add this code into ssgm and it didnt say were or anything

Subject: Re: Code Release - Kamikaze Suit Crate
Posted by reborn on Sat, 15 Mar 2008 11:06:27 GMT
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He meant the source code to SSGM, which would then be compiled to make scripts.dll.
He did not mean ssgm.ini.