Subject: Purchase Vehicles
Posted by SODPaddy on Tue, 19 Feb 2008 16:22:19 GMT
View Forum Message <> Reply to Message

Hi im a big n00b in c++,

at the moment i will test purchase Vehicles with commmands !buy reconbike

I thought that i can use the Vehicle Crate out of gmcrates.cpp but very difficult to do that, because I`m newbie in C++

Can someone tell me the Sourcecode for it

Dont say "try and eventually you will get it working" or something like that

Subject: Re: Purchase Vehicles
Posted by SODPaddy on Tue, 19 Feb 2008 16:44:47 GMT
View Forum Message <> Reply to Message

```
if (wcsicmp(Msg2, L"!buy recon") == 0) {
 if (Get_Vehicle(ID) || 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(ID)];
   Damage_All_Vehicles_Area(999999.0f,"Laser_NoBuilding",Pos,2.0f,obj,0);
   Commands->Set_Position(ID,Pos);

   GameObject *Temp = Commands->Create_Object("Invisible_Object",Pos);
   Reselect2:
   int Rnd = Commands->Get_Random_Int(1,201);
   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;
```

```
    StrFormat2(message2,"%ls picked up a Random Vehicle Crate.",Get_Wide_Player_Name(ID));
    StrFormat2(message1,"ppage %d [Crate] You got a %s from the Random Vehicle
Crate.",Get_Player_ID(ID), RandomVehicle[Index][0]);
    Commands->Attach_Script(Temp,"Test_Cinematic",StrFormat("%sRVC_%s.txt",Commands->
Get_Player_Type(ID) == 0?"Nod":"GDI",RandomVehicle[Index][1]).c_str());
    Console_Input(StrFormat("msg Crate: Looks like %ls just got a random vehicle! Go
them!",Get_Wide_Team_Name(Team)).c_str());
    if (Settings->Gamelog) {
     Vector3 pos = Commands->Get_Position(ID);
     StrFormat2(message3,"CRATE;VEHICLE;%s;%d;%s;%f;%f;%f;%f;%f;%f;%d",
RandomVehicle[Index][0], Commands->Get_ID(ID), Commands->Get_Preset_Name(ID),
pos.Y,pos.X,pos.Z,
Commands->Get_Facing(ID), Commands->Get_Max_Health(ID),Commands->Get_Max_Shield_
Strength(ID),Get_Object_Type(ID));
    }
   }
  }
```

i changed sender to ID but not running

Subject: Re: Purchase Vehicles
Posted by crazfulla on Tue, 19 Feb 2008 16:51:40 GMT
View Forum Message <> Reply to Message

1. Use the edit button.
2. Dont stretch the tables.

Subject: Re: Purchase Vehicles
Posted by reborn on Tue, 19 Feb 2008 16:56:27 GMT
View Forum Message <> Reply to Message

What version of SSAOW/SSGM are you using?

Subject: Re: Purchase Vehicles
Posted by SODPaddy on Tue, 19 Feb 2008 16:58:41 GMT
View Forum Message <> Reply to Message

Im using SSGM 2.0.2 WFDS.

Subject: Re: Purchase Vehicles
Posted by jnz on Tue, 19 Feb 2008 17:28:32 GMT
View Forum Message <> Reply to Message

```
if (wcsicmp(Msg2, L"!buy recon") == 0)
{
    const int cost = 500;
    if(Purchase_Item(ID, cost))
    {
        Vector3 pos = Commands->Get_Position(Get_GameObj(ID));
        pos.X += 5;
        pos.Z += 3;
        Commands->Create_Object("RECON BIKE PRESET", pos);
    }
    else
    {
        char msg[128];
        sprintf(msg, "ppage %d You don't have enough credits to buy a recon bike.", ID);
        Console_Input(msg);
    }
}
```

Subject: Re: Purchase Vehicles
Posted by SODPaddy on Tue, 19 Feb 2008 17:44:39 GMT
View Forum Message <> Reply to Message

simple option... but didnt the correct

Subject: Re: Purchase Vehicles
Posted by SODPaddy on Tue, 19 Feb 2008 19:01:47 GMT
View Forum Message <> Reply to Message

Commands->Attach_Script(Temp,"Test_Cinematic",StrFormat("NodRVC_recon.txt"),Commands->Get_Player_Type == 0?"Nod":"GDI").c_str();

something wrong .. can someone say me what?

Subject: Re: Purchase Vehicles
Posted by Hex on Tue, 19 Feb 2008 19:38:41 GMT
View Forum Message <> Reply to Message

StrFormat("%sRVC_recon.txt",......)

Commands->Get_Player_Type(Get_GameObj(ID))

btw, dans is the easy way and prob best for you

Subject: Re: Purchase Vehicles
Posted by SODPaddy on Tue, 19 Feb 2008 19:42:40 GMT
View Forum Message <> Reply to Message

Error C2197 "Too many parameters for a call to the function."
   Commands->Attach_Script(Temp,"Test_Cinematic",StrFormat("%sRVC_recon.txt"),Commands->Get_Player_Type(Get_GameObj(ID)));

Subject: Re: Purchase Vehicles
Posted by jnz on Tue, 19 Feb 2008 20:06:58 GMT
View Forum Message <> Reply to Message

TGPaddy wrote on Tue, 19 February 2008 17:44simple option... but didnt the correct

you wanted a !buy recon command, there it is.

Subject: Re: Purchase Vehicles
Posted by pvtschlag on Tue, 19 Feb 2008 20:10:25 GMT
View Forum Message <> Reply to Message

void Create_Vehicle(const char *Preset_Name,float Delay,GameObject *Owner,int Team);
//creates a vechicle,dont know what Delay is for,Owner is for the owner of the vechicle,Team says
which sides factories to create it at
Never tried using it before but I assume it works.

Subject: Re: Purchase Vehicles
Posted by jnz on Tue, 19 Feb 2008 20:12:05 GMT
View Forum Message <> Reply to Message

pvtschlag wrote on Tue, 19 February 2008 20:10void Create_Vehicle(const char
*Preset_Name,float Delay,GameObject *Owner,int Team); //creates a vechicle,dont know what
Delay is for,Owner is for the owner of the vechicle,Team says which sides factories to create it at
Never tried using it before but I assume it works.

Creates it at vehicle factory

Subject: Re: Purchase Vehicles
Posted by pvtschlag on Tue, 19 Feb 2008 20:13:01 GMT
View Forum Message <> Reply to Message

He didn't say that he didn't want it to be created there.

Subject: Re: Purchase Vehicles
Posted by SODPaddy on Tue, 19 Feb 2008 20:20:23 GMT
View Forum Message <> Reply to Message

pvtschlag wrote on Tue, 19 February 2008 21:10void Create_Vehicle(const char
*Preset_Name,float Delay,GameObject *Owner,int Team); //creates a vechicle,dont know what
Delay is for,Owner is for the owner of the vechicle,Team says which sides factories to create it at
Never tried using it before but I assume it works.

Yes In CTF The Airstrip and Warfactory disabled - i have some erros look my post before

Subject: Re: Purchase Vehicles
Posted by pvtschlag on Tue, 19 Feb 2008 20:26:57 GMT
View Forum Message <> Reply to Message

That may still work even if the WF/Airstrip is disabled. But as I said, never tried it.

Commands->Attach_Script(Temp,"Test_Cinematic","NodRVC_recon.txt");

Subject: Re: Purchase Vehicles
Posted by SODPaddy on Tue, 19 Feb 2008 20:45:30 GMT
View Forum Message <> Reply to Message

Hex wrote on Tue, 19 February 2008 20:38StrFormat("%sRVC_recon.txt",......)

Commands->Get_Player_Type(Get_GameObj(ID))

btw, dans is the easy way and prob best for you

thats the correct one - your one gives not the team id for "%sRVC_recon.txt"

www.sodclan.de/Film.wmv look

Subject: Re: Purchase Vehicles

Posted by Hex on Tue, 19 Feb 2008 20:58:44 GMT
View Forum Message <> Reply to Message

Team does not matter, the both use CnC_Nod_Recon_Bike

Subject: Re: Purchase Vehicles
Posted by SODPaddy on Tue, 19 Feb 2008 21:10:46 GMT
View Forum Message <> Reply to Message

My code at the moment:

```
 if (Type == 0 || Type == 1) {
  if (wcsicmp(Msg2, L"!buy recon") == 0) {
      int Cost = 500;
      GameObject *obj = Get_GameObj(ID);
  if (Purchase_Item(obj,Cost)) {

  if (Get_GameObj(ID) || Settings->GameMode != 2 || 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) {
      }
  Vector3 Pos = Commands->Get_Position(Get_GameObj(ID));
  Damage_All_Vehicles_Area(999999.0f,"Laser_NoBuilding",Pos,2.0f,obj,0);
  Commands->Set_Position((obj), Pos);

  GameObject *Temp = Commands->Create_Object("Invisible_Object",Pos);
  int Rnd = Commands->Get_Random_Int(1,201);
  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;
  Commands->Attach_Script(Temp,"Test_Cinematic",StrFormat("%sRVC_recon.txt",Commands-
>Get_Player_Type(Get_GameObj(ID)) == 0?"Nod":"GDI") .c_str());
  char Message[100];
  sprintf(Message,"ppage %d [PB] You Purchased a Recon Bike.", ID,
Get_Player_Name_By_ID(ID));
  Console_Input(Message);
```

```
    }
   }
  }
```

I think the teams are very important because NodRVC_recon.txt and GDIRVC_recon.txt

Can somebody help me :-/ ?

Subject: Re: Purchase Vehicles
Posted by Hex on Wed, 20 Feb 2008 00:16:12 GMT
View Forum Message <> Reply to Message

Hex wrote on Tue, 19 February 2008 15:58Team does not matter, the both use
CnC_Nod_Recon_Bike

Subject: Re: Purchase Vehicles
Posted by wittebolx on Wed, 20 Feb 2008 01:29:41 GMT
View Forum Message <> Reply to Message

this will drop a recon bike like when you get a vehicle crate:
also add the cost and made it so it only works of the airstrip is online.

```
gmmain.cpp
class reconChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType) {
  GameObject *obj = Get_GameObj(ID);
  float Credits = Commands->Get_Money(obj);
if(!Is_Building_Dead(Find_Airstrip(0)))
{
if(Credits >= 300){
  Commands->Give_Money(obj,-300,false);
  Commands->Attach_Script(obj,"reb_reconVehicle_reinforcements","");
 }
else {
 Console_Input(StrFormat("ppage %d [WGC] You need $300 to use this command, Your AirStrip
needs to be Online!.",Get_Player_ID(obj)).c_str());
}
}
 }
};
ChatCommandRegistrant<reconChatCommand>
reconChatCommandReg("!recon",CHATTYPE_TEAM,0,GAMEMODE_AOW);
```

```
/////////////////////////
//////////recon//////////
//Vehicle Reinforcements/
/////////////////////////
/////////////////////////

void reb_reconVehicle_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 a Nod Vehicle is Ordered!");
Console_Input(StrFormat("ppage %d [Mission Controll at WGC] You have called in a Nod Vehicle,
Your Vehicle 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_reconVehicle_reinforcements::Timer_Expired(GameObject *obj, int number) {

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

if(number == 1){

  Commands->Create_2D_WAV_Sound("m00gnod_kill0030a2nsmg_snd.wav");
  Commands->Attach_Script(flare,"Test_Cinematic","reconVehicle_Paratroopers.txt");
 }
if(number == 2){

 Console_Input("msg a Nod Vehicle is arriving!");
 }
if(number == 3){

  Commands->Create_2D_WAV_Sound("m00evag_dsgn0006i1evag_snd.wav");
 }
}


ScriptRegistrant<reb_reconVehicle_reinforcements>
reb_reconVehicle_reinforcements_Registrant("reb_reconVehicle_reinforcements","");
```

gmmain.h
class reb_reconVehicle_reinforcements : public ScriptImpClass {
 void Created(GameObject *obj);
 void Timer_Expired(GameObject *obj,int number);
 int flareID;
};

and the txt file for in your data folder.
reconVehicle_Paratroopers.txt
;*********************** 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_Light_Tank

-1 Create_Real_Object, 4, "Nod_Recon_Bike_Player", 3, "BN_Trajectory"
-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

; *************************** 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

thats all
have fun

Subject: Re: Purchase Vehicles
Posted by SODPaddy on Wed, 20 Feb 2008 13:38:48 GMT
View Forum Message <> Reply to Message

I dont know in what line in gmmain.h i must add

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

Subject: Re: Purchase Vehicles
Posted by ExEric3 on Wed, 20 Feb 2008 17:18:00 GMT
View Forum Message <> Reply to Message

Under last class.

Subject: Re: Purchase Vehicles
Posted by SODPaddy on Wed, 20 Feb 2008 18:33:35 GMT
View Forum Message <> Reply to Message

i addet but i become

error C2653 1>.\gmmain.cpp(678) : error C2653: 'reb_reconVehicle_reinforcements': No Class ....

Subject: Re: Purchase Vehicles
Posted by SODPaddy on Wed, 20 Feb 2008 18:57:11 GMT
View Forum Message <> Reply to Message

Some error too ...

File Attachments
1) Unbenannt.JPG, downloaded 642 times

Subject: Re: Purchase Vehicles
Posted by SODPaddy on Wed, 20 Feb 2008 20:08:08 GMT

I finsched my script

Subject: Re: Purchase Vehicles
Posted by wittebolx on Thu, 21 Feb 2008 03:30:59 GMT

TGPaddy wrote on Wed, 20 February 2008 21:08I finsched my script

meaning you got it fixed and it works now?

Subject: Re: Purchase Vehicles
Posted by SODPaddy on Thu, 21 Feb 2008 12:32:22 GMT

Yes but only in the AOW Mode :-/ not in the CTFmode

Subject: Re: Purchase Vehicles
Posted by Genesis2001 on Thu, 21 Feb 2008 18:33:48 GMT

GAMEMODE_AOW

to

GAMEMODE_ALL

Subject: Re: Purchase Vehicles
Posted by Jerad2142 on Mon, 25 Feb 2008 15:41:59 GMT

TGPaddy wrote on Wed, 20 February 2008 11:57Some error too ...

Thats a problem with the cinematic file, can't tell you what it is from the pic alone though.
Hex wrote on Tue, 19 February 2008 17:16Hex wrote on Tue, 19 February 2008 15:58Team does not matter, the both use CnC_Nod_Recon_Bike

Incorrect, if the team is set to Nod, the GDI Guard tower will shot it down. To fix this you would have to set its team to neutral in the cinematic.