
Subject: Code/Source Request Crates

Posted by [wittebolx](#) on Mon, 07 Apr 2008 21:41:41 GMT

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Many thx to Reborn and Hex for there source release on several crates.

Crate code release on request from EA-DamageEverything.

```
gmmain.cpp
```

```
////////////////////////////////////
```

```
////////////////////////////////////
```

```
//Electromagnetic Pulse//
```

```
////////////////////////////////////
```

```
////////////////////////////////////
```

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

```
    Commands->Set_Rain(10.0f,3.5f,true);
```

```
    Commands->Set_Wind(0.7f,2.0f,1.0f,3.5f);
```

```
    char empstormmsg[128];
```

```
    char empstormmsg2[128];
```

```
    Commands->Create_2D_WAV_Sound("m00evag_dsgn0069i1evag_snd.wav");
```

```
    sprintf(empstormmsg,"msg Warning!!!");
```

```
    Console_Input(empstormmsg);
```

```
    sprintf(empstormmsg2,"msg Electromagnetic Pulse approaching...");
```

```
    Console_Input(empstormmsg2);
```

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

```
    Commands->Start_Timer(obj,this,4.0f,2);
```

```
    Commands->Start_Timer(obj,this,4.7f,3);
```

```
    Commands->Start_Timer(obj,this,14.7f,4);
```

```
    Commands->Start_Timer(obj,this,15.7f,5);
```

```
    Commands->Start_Timer(obj,this,16.7f,6);
```

```
    Commands->Start_Timer(obj,this,17.7f,7);
```

```
    Commands->Start_Timer(obj,this,18.7f,8);
```

```
    Commands->Start_Timer(obj,this,19.7f,9);
```

```
    Commands->Start_Timer(obj,this,20.4f,10);
```

```
    Commands->Start_Timer(obj,this,21.4f,11);
```

```
    Commands->Start_Timer(obj,this,22.0f,12);
```

```
    Commands->Start_Timer(obj,this,23.0f,13);
```

```
    Commands->Start_Timer(obj,this,23.6f,14);
```

```
    Commands->Start_Timer(obj,this,24.2f,15);
```

```
    Commands->Start_Timer(obj,this,24.8f,16);
```

```
    Commands->Start_Timer(obj,this,25.4f,17);
```

```

Commands->Start_Timer(obj,this,26.6f,18);
Commands->Start_Timer(obj,this,27.2f,19);
Commands->Start_Timer(obj,this,28.2f,20);
Commands->Start_Timer(obj,this,28.8f,21);
Commands->Start_Timer(obj,this,29.6f,22);
Commands->Start_Timer(obj,this,30.2f,23);
Commands->Start_Timer(obj,this,31.2f,24);
Commands->Start_Timer(obj,this,42.2f,25);
}

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

    char empstormmsg[128];

    if(number == 1){
Commands->Create_2D_WAV_Sound("m00evag_dsgn0097i1evag_snd.wav");
    }
    if(number == 2){
Commands->Create_2D_WAV_Sound("m00evag_dsgn0076i1evag_snd.wav");
    }
    if(number == 3){
Commands->Create_2D_WAV_Sound("m00evag_dsgn0098i1evag_snd.wav");
    }
    }
    //////////////////////////////////////
    // numer count down 5,4,3,2,1
    //////////////////////////////////////
    if(number == 4){
Commands->Create_2D_WAV_Sound("m00evag_dsgn0082i1evag_snd.wav");
    sprintf(empstormmsg,"msg 5");
    Console_Input(empstormmsg);
    }
    if(number == 5){
Commands->Create_2D_WAV_Sound("m00evag_dsgn0083i1evag_snd.wav");
    sprintf(empstormmsg,"msg 4");
    Console_Input(empstormmsg);
    }
    if(number == 6){
Commands->Create_2D_WAV_Sound("m00evag_dsgn0084i1evag_snd.wav");
    sprintf(empstormmsg,"msg 3");
    Console_Input(empstormmsg);
    }
    if(number == 7){
Commands->Create_2D_WAV_Sound("m00evag_dsgn0085i1evag_snd.wav");
    sprintf(empstormmsg,"msg 2");
    Console_Input(empstormmsg);
}

```

```

}
if(number == 8){
  Commands->Create_2D_WAV_Sound("m00evag_dsgn0086i1evag_snd.wav");
  sprintf(empstormmsg,"msg 1");
  Console_Input(empstormmsg);
}
////////////////////
// actual EMP starts here
////////////////////
    if(number == 9){
Vector3 position;
position = Commands->Get_Position(Find_War_Factory(2));
position.Y += 20.0f;

Commands->Create_2D_WAV_Sound("cc_pwr_dwn_01.wav");
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);
GenericSLNode *x = BaseGameObjList->HeadNode;
while (x) {
  GameObject *o = (GameObject *)x->NodeData;
  if (o && Is_Vehicle(o)) {
    if (Commands->Get_Distance(Commands->Get_Position(o),position) < 1000) {
      Attach_Script_Once(o,"EMP_Effect","");
    }
  }
  x = x->NodeNext;
}
}
    if(number == 10){
Vector3 position;
position = Commands->Get_Position(Find_Refinery(2));
position.Y -= 20.0f;

Commands->Create_2D_WAV_Sound("cc_pwr_dwn_01.wav");
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);
GenericSLNode *x = BaseGameObjList->HeadNode;
while (x) {
  GameObject *o = (GameObject *)x->NodeData;
  if (o && Is_Vehicle(o)) {
    if (Commands->Get_Distance(Commands->Get_Position(o),position) < 1000) {
      Attach_Script_Once(o,"EMP_Effect","");
    }
  }
  x = x->NodeNext;
}
}
    if(number == 11){
Vector3 position;
position = Commands->Get_Position(Find_Soldier_Factory(2));

```

```

position.X += 15.0f;

Commands->Create_2D_WAV_Sound("cc_pwr_dwn_01.wav");
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);
GenericSLNode *x = BaseGameObjList->HeadNode;
while (x) {
GameObject *o = (GameObject *)x->NodeData;
if (o && Is_Vehicle(o)) {
    if (Commands->Get_Distance(Commands->Get_Position(o),position) < 1000) {
        Attach_Script_Once(o,"EMP_Effect","");
    }
}
x = x->NodeNext;
}
}
if(number == 12){
Vector3 position;
position = Commands->Get_Position(Find_Refinery(2));

Commands->Create_2D_WAV_Sound("cc_pwr_dwn_01.wav");
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);

float refhealth = Commands->Get_Health(Find_Refinery(2));
Commands->Set_Health((Find_Refinery(2)),(refhealth/1.3f));
}
if(number == 13){
Vector3 position;
position = Commands->Get_Position(Find_War_Factory(2));
position.Y -= 20.0f;

Commands->Create_2D_WAV_Sound("cc_pwr_dwn_01.wav");
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);
GenericSLNode *x = BaseGameObjList->HeadNode;
while (x) {
GameObject *o = (GameObject *)x->NodeData;
if (o && Is_Vehicle(o)) {
    if (Commands->Get_Distance(Commands->Get_Position(o),position) < 1000) {
        Attach_Script_Once(o,"EMP_Effect","");
    }
}
x = x->NodeNext;
}
}
if(number == 14){
Vector3 position;
position = Commands->Get_Position(Find_Soldier_Factory(2));
position.Y -= 20.0f;

```

```

Commands->Create_2D_WAV_Sound("cc_pwr_dwn_01.wav");
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);
GenericSLNode *x = BaseGameObjList->HeadNode;
while (x) {
GameObject *o = (GameObject *)x->NodeData;
if (o && Is_Vehicle(o)) {
    if (Commands->Get_Distance(Commands->Get_Position(o),position) < 1000) {
        Attach_Script_Once(o,"EMP_Effect","");
    }
}
x = x->NodeNext;
}
}
if(number == 15){
Vector3 position;
position = Commands->Get_Position(Find_Base_Defense(2));

```

```

Commands->Create_2D_WAV_Sound("cc_pwr_dwn_01.wav");
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);

```

```

float agthealth = Commands->Get_Health(Find_Base_Defense(2));
Commands->Set_Health((Find_Base_Defense(2)),(agthealth/1.4f));
GenericSLNode *x = BaseGameObjList->HeadNode;
while (x) {
GameObject *o = (GameObject *)x->NodeData;
if (o && Is_Vehicle(o)) {
    if (Commands->Get_Distance(Commands->Get_Position(o),position) < 1000) {
        Attach_Script_Once(o,"EMP_Effect","");
    }
}
x = x->NodeNext;
}
}
if(number == 16){
Vector3 position;
position = Commands->Get_Position(Find_Base_Defense(2));
position.X += 10.0f;

```

```

Commands->Create_2D_WAV_Sound("cc_pwr_dwn_01.wav");
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);
GenericSLNode *x = BaseGameObjList->HeadNode;
while (x) {
GameObject *o = (GameObject *)x->NodeData;
if (o && Is_Vehicle(o)) {
    if (Commands->Get_Distance(Commands->Get_Position(o),position) < 1000) {
        Attach_Script_Once(o,"EMP_Effect","");
    }
}

```

```

    }
    x = x->NodeNext;
}
}
if(number == 17){
Vector3 position;
position = Commands->Get_Position(Find_Soldier_Factory(2));

Commands->Create_2D_WAV_Sound("cc_pwr_dwn_01.wav");
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);

float barhealth = Commands->Get_Health(Find_Soldier_Factory(2));
Commands->Set_Health((Find_Soldier_Factory(2)),(barhealth/1.35f));
GenericSLNode *x = BaseGameObjList->HeadNode;
while (x) {
GameObject *o = (GameObject *)x->NodeData;
if (o && Is_Vehicle(o)) {
    if (Commands->Get_Distance(Commands->Get_Position(o),position) < 1000) {
        Attach_Script_Once(o,"EMP_Effect","");
    }
}
x = x->NodeNext;
}
}
if(number == 18){
Vector3 position;
position = Commands->Get_Position(Find_Refinery(2));
position.Y -= 10.0f;

Commands->Create_2D_WAV_Sound("cc_pwr_dwn_01.wav");
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);
GenericSLNode *x = BaseGameObjList->HeadNode;
while (x) {
GameObject *o = (GameObject *)x->NodeData;
if (o && Is_Vehicle(o)) {
    if (Commands->Get_Distance(Commands->Get_Position(o),position) < 1000) {
        Attach_Script_Once(o,"EMP_Effect","");
    }
}
x = x->NodeNext;
}
}
if(number == 19){
Vector3 position;
position = Commands->Get_Position(Find_Refinery(2));
position.X += 5.0f;

Commands->Create_2D_WAV_Sound("cc_pwr_dwn_01.wav");

```

```

Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);
GenericSLNode *x = BaseGameObjList->HeadNode;
while (x) {
GameObject *o = (GameObject *)x->NodeData;
if (o && Is_Vehicle(o)) {
    if (Commands->Get_Distance(Commands->Get_Position(o),position) < 1000) {
        Attach_Script_Once(o,"EMP_Effect","");
    }
}
    x = x->NodeNext;
}
}
if(number == 20){
Vector3 position;
position = Commands->Get_Position(Find_War_Factory(2));

```

```

Commands->Create_2D_WAV_Sound("cc_pwr_dwn_01.wav");
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);

```

```

float wepshealth = Commands->Get_Health(Find_War_Factory(2));
Commands->Set_Health((Find_War_Factory(2)),(wepshealth/1.4f));
GenericSLNode *x = BaseGameObjList->HeadNode;
while (x) {
GameObject *o = (GameObject *)x->NodeData;
if (o && Is_Vehicle(o)) {
    if (Commands->Get_Distance(Commands->Get_Position(o),position) < 1000) {
        Attach_Script_Once(o,"EMP_Effect","");
    }
}
    x = x->NodeNext;
}
}
if(number == 21){
Vector3 position;
position = Commands->Get_Position(Find_War_Factory(2));
position.X += 10.0f;

```

```

Commands->Create_2D_WAV_Sound("cc_pwr_dwn_01.wav");
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);
GenericSLNode *x = BaseGameObjList->HeadNode;
while (x) {
GameObject *o = (GameObject *)x->NodeData;
if (o && Is_Vehicle(o)) {
    if (Commands->Get_Distance(Commands->Get_Position(o),position) < 1000) {
        Attach_Script_Once(o,"EMP_Effect","");
    }
}
}
    x = x->NodeNext;

```

```

}
}
if(number == 22){
Vector3 position;
position = Commands->Get_Position(Find_Base_Defense(2));
position.Y += 15.0f;

Commands->Create_2D_WAV_Sound("cc_pwr_dwn_01.wav");
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);
GenericSLNode *x = BaseGameObjList->HeadNode;
while (x) {
GameObject *o = (GameObject *)x->NodeData;
if (o && Is_Vehicle(o)) {
    if (Commands->Get_Distance(Commands->Get_Position(o),position) < 1000) {
        Attach_Script_Once(o,"EMP_Effect","");
    }
}
x = x->NodeNext;
}
}
if(number == 23){
Vector3 position;
position = Commands->Get_Position(Find_Base_Defense(2));
position.X += 5.0f;

Commands->Create_2D_WAV_Sound("cc_pwr_dwn_01.wav");
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);
GenericSLNode *x = BaseGameObjList->HeadNode;
while (x) {
GameObject *o = (GameObject *)x->NodeData;
if (o && Is_Vehicle(o)) {
    if (Commands->Get_Distance(Commands->Get_Position(o),position) < 1000) {
        Attach_Script_Once(o,"EMP_Effect","");
    }
}
x = x->NodeNext;
}
}
if(number == 24){
Vector3 position;
position = Commands->Get_Position(Find_Power_Plant(2));

Commands->Create_2D_WAV_Sound("cc_pwr_dwn_01.wav");
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);

float pphealth = Commands->Get_Health(Find_Power_Plant(2));
Commands->Set_Health((Find_Power_Plant(2)),(pphealth/1.3f));

```



```

////////////////////////////////////
/// turn the weather off
////////////////////////////////////
    Commands->Set_Rain(0.0f,10.0f,true);
    Commands->Set_Wind(0.0f,0.0f,0.0f,3.5f);
}
if(number == 25){
    Commands->Set_Fog_Enable(0);
    sprintf(empstormmsg,"msg The Electromagnetic Pulse has sub-sided.");
    Console_Input(empstormmsg);
}
}

void EMP_Effect::Created(GameObject *obj) {
    Force_Occupants_Exit(obj);
    Commands->Enable_Vehicle_Transitions(obj,false);
    Commands->Start_Timer(obj,this,30,1);
}
void EMP_Effect::Timer_Expired(GameObject *obj,int number) {
    if (number == 1) {
        Commands->Enable_Vehicle_Transitions(obj,true);
        Destroy_Script();
    }
}
void Power_Down::Created(GameObject *obj) {
    Commands->Set_Building_Power(obj,false);
    Commands->Start_Timer(obj,this,120,1);
}
void Power_Down::Timer_Expired(GameObject *obj,int number) {
    if (number == 1) {
        if (Is_Base_Powered(Get_Object_Type(obj))) {
            Commands->Set_Building_Power(obj,true);
        }
        Destroy_Script();
    }
}
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 [WGC]: 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());
}
}
}
}

```

```

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

```

```

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

```

```

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

```

```

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

```

```

gmcrate.h
/* Renegade Scripts.dll
SSGM crate scripts
Copyright 2007 Vloktboky, WhiteDragon(MDB), Mac, Jonathan Wilson

```

This file is part of the Renegade scripts.dll
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In addition, an exemption is given to allow Run Time Dynamic Linking of this code with any closed source module that does not contain code covered by this licence.

Only the source code to the module(s) containing the licenced code has to be released.

*/

```
#ifndef CRATE_H
#define CRATE_H

#include "gmsettingsclass.h"

//Crate specific settings
struct CrateSettings : public virtual SettingsLoader {
    CrateSettings(const char *ININame) : SettingsLoader(ININame) {
        EnableCrates = false;
        EnableNewCrates = false;
        VehCrate = false;
        CrateVehSpawnPos[0] = Vector3(0,0,0);
        CrateVehSpawnPos[1] = Vector3(0,0,0);
    }

    virtual void Load();

    //Settings added in 1.3.4
    bool EnableCrates;
    //Settings added in 1.4
    bool EnableNewCrates;
    bool VehCrate;
    //Settings added in 1.6
    Vector3 CrateVehSpawnPos[2];
    int CrateWeapon;
    int CrateMoney;
    int CratePoints;
    int CrateVehicle;
    int CrateDeath;
    int CrateTiberium;
    int CrateAmmo;
    int CrateArmor;
    int CrateHealth;
    int CrateCharacter;
    int CrateButterFingers;
    int CrateRefill;
    int CrateBeacon;
    int CrateSpy;
    int CrateStealth;
    int CrateThief;
    int Cratekamikaze;
```

```

int CrateEMP;
int CrateTeamMoney;
int CrateDisarmC4;
int CrateBlownFuse;
int CratePromote;
int CrateEMPStorm;
};

//Crate specific data
struct CrateData {
    CrateData() {
        CrateExists = false;
        CrateLastPickup = -181;
        CrateID = 0;
    }
    bool CrateExists;
    int CrateLastPickup;
    int CrateID;
};

void Crate_Level_Loaded();

/******
/****** CRATE RELATED SCRIPTS *****/
/******

//Attached to all crates.
class MDB_SSGM_Crate : public ScriptImpClass {
    void Created(GameObject *obj);
    void Custom(GameObject *obj, int message, int param, GameObject *sender);
    int vehBlocker;
    bool PickedUp;
};

class KAK_Prevent_Destruction_Until_Entered : public ScriptImpClass {
    void Created(GameObject *obj);
    void Damaged(GameObject *obj, GameObject *damager, float damage);
    void Custom(GameObject *obj, int message, int param, GameObject *sender);
    void Timer_Expired(GameObject *obj, int number);
};

#endif

gmcrate.cpp
/* Renegade Scripts.dll
   SSGM crate scripts

```

This file is part of the Renegade scripts.dll

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In addition, an exemption is given to allow Run Time Dynamic Linking of this code with any closed source module that does not contain code covered by this licence.

Only the source code to the module(s) containing the licenced code has to be released.

*/

```
#include <stdlib.h>
#include <time.h>
#include "scripts.h"
#include "engine.h"
#include "date.h"
#include "gmmain.h"

void CrateSettings::Load() {
    LoadBool(EnableCrates,"EnableCrates");
    LoadBool(EnableNewCrates,"EnableNewCrates");

    if (EnableNewCrates) {
        LoadBool(VehCrate,"AllowVehCrates",false);

        LoadVector3(CrateVehSpawnPos[0],"NodRVC",Vector3(0.0f,0.0f,0.0f),false,true,false);
        LoadVector3(CrateVehSpawnPos[1],"GDIRVC",Vector3(0.0f,0.0f,0.0f),false,true,false);

        CrateWeapon = INI->Get_Int("Crates","Weapon",0);
        CrateMoney = INI->Get_Int("Crates","Money",0);
        CratePoints = INI->Get_Int("Crates","Points",0);
        CrateVehicle = INI->Get_Int("Crates","Vehicle",0);
        CrateDeath = INI->Get_Int("Crates","Death",0);
        CrateTiberium = INI->Get_Int("Crates","Tiberium",0);
        CrateAmmo = INI->Get_Int("Crates","Ammo",0);
        CrateArmor = INI->Get_Int("Crates","Armor",0);
        CrateHealth = INI->Get_Int("Crates","Health",0);
        CrateCharacter = INI->Get_Int("Crates","Character",0);
        CrateButterFingers = INI->Get_Int("Crates","ButterFingers",0);
        CrateRefill = INI->Get_Int("Crates","Refill",0);
        CrateBeacon = INI->Get_Int("Crates","Beacon",0);
        CrateSpy = INI->Get_Int("Crates","Spy",0);
        CrateStealth = INI->Get_Int("Crates","Stealth",0);
        CrateThief = INI->Get_Int("Crates","Thief",0);
        Cratekamikaze = INI->Get_Int("Crates","kamikaze",0);
        CrateEMP = INI->Get_Int("Crates","EMP",0);
        CrateTeamMoney = INI->Get_Int("Crates","TeamMoney",0);
```

```

CrateDisarmC4 = INI->Get_Int("Crates","DisarmC4",0);
CrateBlownFuse = INI->Get_Int("Crates","BlownFuse",0);
CratePromote = INI->Get_Int("Crates","Promote",0);
CrateEMPStorm = INI->Get_Int("Crates","EMPStorm",0);
}
}

```

```

char *RandomWeapon[24][3] = {
  {"Auto Rifle", "POW_AutoRifle_Player", "m00pwar_aqob0004i1evag_snd.wav" },
  {"Shotgun", "POW_Shotgun_Player", "m00pwps_aqob0004i1evag_snd.wav" },
  {"Flamethrower", "POW_Flamethrower_Player", "m00pwft_aqob0001i1evag_snd.wav" },
  {"Grenade Launcher", "POW_GrenadeLauncher_Player", "m00pwgl_aqob0004i1evag_snd.wav"
},
  {"Repair Gun(Weak)", "POW_RepairGun_Player", "m00pwrp_aqob0001i1evag_snd.wav" },
  {"Remote C4", "CnC_POW_MineRemote_02", "m00pacp_aqob0004i1evag_snd.wav" },
  {"Chain Gun", "POW_Chaingun_Player", "m00pwcg_aqob0004i1evag_snd.wav" },
  {"Rocket Launcher(Weak)",
"POW_RocketLauncher_Player", "m00pwrl_aqob0004i1evag_snd.wav" },
  {"Chemical Sprayer", "POW_ChemSprayer_Player", "m00pwcs_aqob0004i1evag_snd.wav" },
  {"Tiberium Auto Rifle", "POW_TiberiumAutoRifle_Player", "m00pwtr_aqob0004i1evag_snd.wav"
},
  {"Sniper Rifle", "POW_SniperRifle_Player", "m00pwsr_aqob0004i1evag_snd.wav" },
  {"Laser Chaingun", "POW_LaserChaingun_Player", "m00pwlc_aqob0004i1evag_snd.wav" },
  {"Laser Rifle", "POW_LaserRifle_Player", "m00pwlr_aqob0004i1evag_snd.wav" },
  {"Rocket Launcher(Strong)", "CnC_POW_RocketLauncher_Player",
"m00pwrl_aqob0004i1evag_snd.wav" },
  {"Tiberium Flechette Gun", "POW_TiberiumFlechetteGun_Player",
"m00pwtf_aqob0004i1evag_snd.wav" },
  {"Personal Ion Cannon", "POW_PersonallonCannon_Player",
"m00pwpi_aqob0004i1evag_snd.wav" },
  {"Railgun", "POW_Railgun_Player", "m00pwrg_aqob0004i1evag_snd.wav" },
  {"Ramjet Rifle", "POW_RamjetRifle_Player", "m00pwrj_aqob0004i1evag_snd.wav" },
  {"Volt Auto Rifle", "POW_VoltAutoRifle_Player", "m00pwvr_aqob0004i1evag_snd.wav" },
  {"Volt Auto Rifle", "CnC_POW_VoltAutoRifle_Player_Nod",
"m00pwvr_aqob0004i1evag_snd.wav" },
  {"Proxy Mines", "CnC_MineProximity_05", "m00pwrj_aqob0004i1evag_snd.wav" },
  {"Obelisk Gun", "POW_Double_Damage", "m00pwvr_aqob0004i1evag_snd.wav" },
  {"AGT Missile Gun", "POW_Mobius_Shield", "m00pwvr_aqob0004i1evag_snd.wav" }
};

```

```

char *RandomVehicle[12][3] = {
  {"GDI Humvee", "humvee", "CnC_GDI_Humm-vee" },
  {"Nod Buggy", "buggy", "CnC_Nod_Buggy" },
  {"GDI APC", "gdiapc", "CnC_GDI_APC" },
  {"Nod APC", "nodapc", "CnC_Nod_APC" },
  {"GDI MRLS", "mrls", "CnC_GDI_MRLS" },
  {"Nod Mobile Artillery", "arty", "CnC_Nod_Mobile_Artillery"},
  {"GDI Medium Tank", "med", "CnC_GDI_Medium_Tank" },

```

```

{ "Nod Light Tank", "lighttank", "CnC_Nod_Light_Tank" },
{ "Nod Flame Tank", "flamer", "CnC_Nod_Flame_Tank" },
{ "Nod Stealth Tank", "stank", "CnC_Nod_Stealth_Tank" },
{ "GDI Mammoth Tank", "mammy", "CnC_GDI_Mammoth_Tank" },
{ "Nod Recon Bike", "recon", "CnC_Nod_Recon_Bike" }
};

```

```

char *RandomGDIChar[20][2] = {
{ "Officer", "CnC_GDI_MiniGunner_1Off" },
{ "Rocket Soldier", "CnC_GDI_RocketSoldier_1Off" },
{ "Sydney", "CnC_Sydney" },
{ "Deadeye", "CnC_GDI_MiniGunner_2SF" },
{ "Gunner", "CnC_GDI_RocketSoldier_2SF" },
{ "Patch", "CnC_GDI_Grenadier_2SF" },
{ "Havoc", "CnC_GDI_MiniGunner_3Boss" },
{ "Prototype Sydney", "CnC_Sydney_PowerSuit" },
{ "Mobius", "CnC_Ignatio_Mobius" },
{ "Hotwire", "CnC_GDI_Engineer_2SF" },
{ "Mutated RaveShaw", "Mutant_3Boss_Raveshaw" },
{ "SBH", "CnC_Nod_FlameThrower_2SF" },
{ "Warden", "M08_Nod_Warden" },
{ "Logan", "CnC_GDI_MiniGunner_2SF_Logan" },
{ "Prisoner", "GDI_Prisoner_v2b" },
{ "Visceroid", "CnC_Visceroid" },
{ "Mutant", "CnC_GDI_Mutant_0_Mutant" },
{ "Templar", "CnC_GDI_Mutant_2SF_Templar" },
{ "Holo Kane", "Nod_Kane_HologramHead_small" },
{ "Petrova", "Mutant_3Boss_Petrova" }
};

```

```

char *RandomNodChar[20][2] = {
{ "Officer", "CnC_Nod_Minigunner_1Off" },
{ "Rocket Soldier", "CnC_Nod_RocketSoldier_1Off" },
{ "Chem Warrior", "CnC_Nod_FlameThrower_1Off" },
{ "Blackhand Sniper", "CnC_Nod_Minigunner_2SF" },
{ "Laser Chaingunner", "CnC_Nod_RocketSoldier_2SF" },
{ "Stealth Black Hand", "CnC_Nod_FlameThrower_2SF" },
{ "Sakura", "CnC_Nod_Minigunner_3Boss" },
{ "Raveshaw", "CnC_Nod_RocketSoldier_3Boss" },
{ "Mendoza", "CnC_Nod_FlameThrower_3Boss" },
{ "Technician", "CnC_Nod_Technician_0" },
{ "Mutated RaveShaw", "Mutant_3Boss_Raveshaw" },
{ "SBH", "CnC_Nod_FlameThrower_2SF" },
{ "Warden", "M08_Nod_Warden" },
{ "Logan", "CnC_GDI_MiniGunner_2SF_Logan" },
{ "Prisoner", "GDI_Prisoner_v2b" },
{ "Visceroid", "CnC_Visceroid" },
{ "Mutant", "CnC_GDI_Mutant_0_Mutant" },
};

```

```

{ "Templar", "CnC_GDI_Mutant_2SF_Templar" },
{ "Holo Kane", "Nod_Kane_HologramHead_small" },
{ "Petrova", "Mutant_3Boss_Petrova" }
};

```

```

void Crate_Defaults() {
Settings->CrateWeapon = 13;
Settings->CrateMoney = 4;
Settings->CratePoints = 8;
Settings->CrateVehicle = 4;
Settings->CrateDeath = 2;
Settings->CrateTiberium = 4;
Settings->CrateAmmo = 4;
Settings->CrateArmor = 2;
Settings->CrateHealth = 4;
Settings->CrateCharacter = 8;
Settings->CrateButterFingers = 3;
Settings->CrateSpy = 3;
Settings->CrateStealth = 3;
Settings->CrateRefill = 3;
Settings->CrateBeacon = 3;
Settings->CrateThief = 2;
Settings->Cratekamikaze = 9;
Settings->CrateEMP = 3;
Settings->CrateTeamMoney = 2;
Settings->CrateDisarmC4 = 4;
Settings->CrateBlownFuse = 5;
Settings->CratePromote = 4;
Settings->CrateEMPStorm = 3;
}

```

```

void Crate_Level_Loaded() {
int Total = 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 + Settings->CrateEMP + Settings->CrateTeamMoney +
Settings->CrateDisarmC4 + Settings->CrateBlownFuse + Settings->CratePromote +
Settings->CrateEMPStorm;
if (Total != 100) {
Crate_Defaults();
FDSMessage(StrFormat("WGC: Total crate percentages equal %d instead of 100. Using default
percentages.",Total), "_ERROR");
}
Data->CrateLastPickup = -181;
Data->CrateExists = false;
Data->CrateID = 0;
}

```



```

}

//*****
//***** CRATE RELATED SCRIPTS *****
//*****

//Attached to all crates.
void MDB_SSGM_Crate::Created(GameObject *obj) {
if (!Settings->EnableCrates || Settings->GameMode == 3 || Settings->GameMode == 4) {
    Commands->Destroy_Object(obj);
}
else if (Settings->EnableNewCrates) {
if (Data->CrateExists || (The_Game()->GameDuration_Seconds - Data->CrateLastPickup) <
180) {
    Commands->Destroy_Object(obj);
}
else {
    PickedUp = false;
    Data->CrateExists = true;
    Commands->Set_Model(obj,"vehcol2m");
    Set_Is_Powerup_Persistent(obj,true);
    Set_Powerup_Always_Allow_Grant(obj,true);
    Set_Powerup_Grant_Sound(obj,0);
}
}
else {
    Destroy_Script();
}
}

void MDB_SSGM_Crate::Custom(GameObject *obj, int message, int param, GameObject
*sender) {
if (message == 100000025 && !PickedUp) {
if (Settings->VehCrate || !Get_Vehicle(sender)) {
    int Team = Get_Object_Type(sender);
    if (Team > 1 || Team < 0) {
        return;
    }

    PickedUp = true;
    Data->CrateLastPickup = The_Game()->GameDuration_Seconds;
    Data->CrateExists = false;

    std::string message1; //Console_Input
    std::string message2; //FDSMessage
    std::string message3; //WriteGamelog

```

```

CrateStart:
int RandomIntCrate = Commands->Get_Random_Int(1,101);
int percent = 0;
if ((RandomIntCrate <= (percent+=Settings->CrateWeapon)) && (Settings->CrateWeapon > 0)) {
  Reselect:
  int Rnd = Commands->Get_Random_Int(1,101);
  int Index = 0;
  if (Rnd <= 10) Index = 0;
  else if (Rnd<=20) Index = 1;
  else if (Rnd<=30) Index = 2;
  else if (Rnd<=40) Index = 3;
  else if (Rnd<=50) Index = 4;
  else if (Rnd<=60) Index = 5;
  else if (Rnd<=65) Index = 6;
  else if (Rnd<=70) Index = 7;
  else if (Rnd<=75) Index = 8;
  else if (Rnd<=80) Index = 9;
  else if (Rnd<=82) Index = 10;
  else if (Rnd<=84) Index = 11;
  else if (Rnd<=86) Index = 12;
  else if (Rnd<=88) Index = 13;
  else if (Rnd<=90) Index = 14;
  else if (Rnd<=92) Index = 15;
  else if (Rnd<=94) Index = 16;
  else if (Rnd<=96) Index = 17;
  else if (Rnd<=98) Index = 18;
  else Index = 19;
  if (Settings->Is_Disabled(RandomWeapon[Index][1])) goto Reselect;
  Commands->Give_Powerup(sender,RandomWeapon[Index][1],true);
  if (RandomWeapon[Index][2][0] != '\0') {
    Create_2D_WAV_Sound_Player(sender,RandomWeapon[Index][2]);
  }
  StrFormat2(message1,"ppage %d [WGC] You just got a %s from the Random Weapon
Crate.",Get_Player_ID(sender),RandomWeapon[Index][0]);
  StrFormat2(message2,"[WGC] %ls picked up a Random Weapon
Crate.",Get_Wide_Player_Name(sender));
  if (Settings->Gamelog) {
    Vector3 pos = Commands->Get_Position(sender);
    StrFormat2(message3,"CRATE;WEAPON;%s;%d;%s;%f;%f;%f;%f;%f;%f;%f;%d",RandomWeapo
n[Index][0],Commands->Get_ID(sender),Commands->Get_Preset_Name(sender),pos.Y,pos.X,po
s.Z,Commands->Get_Facing(sender),Commands->Get_Max_Health(sender),Commands->Get_M
ax_Shield_Strength(sender),Get_Object_Type(sender));
  }
}
else if ((RandomIntCrate <= (percent+=Settings->CrateMoney)) && (Settings->CrateMoney >
0)) {
  int Amount = Commands->Get_Random_Int(1,1000);
  int RndGood = Commands->Get_Random_Int(1,2);

```

```

if (RndGood == 1) {
    Commands->Give_Money(sender,(float)Amount,false);
    Create_2D_WAV_Sound_Player(sender,"m00pc$$_aqob0002i1evag_snd.wav");
}
else {
    Commands->Give_Money(sender,(float)(Amount*-1),false);
    if (Commands->Get_Money(sender) < 0)
Commands->Give_Money(sender,(Commands->Get_Money(sender) * -1),false);
}
if (RndGood == 1) {
    StrFormat2(message1,"ppage %d [WGC] You just got the Money Crate, you have gained %d
credits.",Get_Player_ID(sender),(int)Amount);
    StrFormat2(message2,"[WGC] %ls picked up a Money
Crate.",Get_Wide_Player_Name(sender));
    if (Settings->Gamelog) {
        Vector3 pos = Commands->Get_Position(obj);
        StrFormat2(message3,"CRATE;MONEY;%d;%d;%s;%f;%f;%f;%f;%f;%f;%d",
int(Amount), 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));
    }
}
else {
    StrFormat2(message1,"ppage %d [WGC] You just got the Demoney Crate, you have lost %d
credits, i know it sucks...",Get_Player_ID(sender),(int)Amount);
    StrFormat2(message2,"[WGC] %ls picked up a WGC Demoney
Crate.",Get_Wide_Player_Name(sender));
    if (Settings->Gamelog) {
        Vector3 pos = Commands->Get_Position(obj);
        StrFormat2(message3,"CRATE;MONEY;%d;%d;%s;%f;%f;%f;%f;%f;%f;%d", int(Amount) * -1,
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));
    }
}
}
else if ((RandomIntCrate <= (percent+=Settings->CratePoints)) && (Settings->CratePoints > 0))
{
    int Amount = Commands->Get_Random_Int(1,500);
    int RndGood = Commands->Get_Random_Int(1,2);
    if (RndGood == 1) {
        Commands->Give_Points(sender,(float)Amount,false);
    }
    else {
        Commands->Give_Points(sender,(float)(Amount*-1),false);
    }
}

```

```

if (RndGood == 1) {
    StrFormat2(message2,"[WGC] %ls picked up a Points
Crate.",Get_Wide_Player_Name(sender));
    StrFormat2(message1,"ppage %d [WGC] You just got the Points Crate, you have gained %d
points. you are One step closer to MVP",Get_Player_ID(sender),(int)Amount);
    Console_Input(StrFormat("msg [WGC]: Enjoy those %d points from the Crate God,
%ls.",(int)Amount,Get_Wide_Team_Name(Team)).c_str());
    if (Settings->Gamelog) {
        Vector3 pos = Commands->Get_Position(sender);
        StrFormat2(message3,"CRATE;POINTS;%d;%d;%s;%f;%f;%f;%f;%f;%f;%d",int(Amount),
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));
    }
}
else {
    StrFormat2(message2,"[WGC] %ls picked up a Depoints
Crate.",Get_Wide_Player_Name(sender));
    StrFormat2(message1,"ppage %d [WGC] You just got the Depoints Crate, you lost %d points, i
know it sucks...",Get_Player_ID(sender),(int)Amount);
    Console_Input(StrFormat("msg [WGC]: Hope you won't miss those %d points,
%ls.",(int)Amount,Get_Wide_Team_Name(Team)).c_str());
    if (Settings->Gamelog) {
        Vector3 pos = Commands->Get_Position(sender);
        StrFormat2(message3,"CRATE;POINTS;%d;%d;%s;%f;%f;%f;%f;%f;%f;%d",int(Amount) * -1,
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));
    }
}
}
else if ((RandomIntCrate <= (percent+=Settings->CrateVehicle)) && (Settings->CrateVehicle >
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);
    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, "[WGC] %ls picked up a Random Vehicle
Crate.", Get_Wide_Player_Name(sender));
StrFormat2(message1, "page %d [WGC] You got a %s from the Random Vehicle
Crate.", Get_Player_ID(sender), RandomVehicle[Index][0]);
Commands->Attach_Script(Temp, "Test_Cinematic", StrFormat("%sRVC_%s.txt", Commands->
Get_Player_Type(sender) == 0?"Nod":"GDI", RandomVehicle[Index][1]).c_str());
Console_Input(StrFormat("msg [WGC]: 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(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));
}
}
else if ((RandomIntCrate <= (percent+=Settings->CrateDeath)) && (Settings->CrateDeath > 0)) {
StrFormat2(message2, "[WGC] %ls picked up a Death
Crate.", Get_Wide_Player_Name(sender));
Commands->Apply_Damage(Get_Vehicle(sender), 99999, "Shrapnel", 0);
Commands->Apply_Damage(sender, 99999, "Shrapnel", 0);
Commands->Create_Explosion("Explosion_Mine_Proximity_01", Commands->Get_Position(obj
), 0);
StrFormat2(message1, "page %d [WGC] You just got a WittebolX Crate, you have been killed.
Sorry :", Get_Player_ID(sender));
Console_Input(StrFormat("msg [WGC]: Some poor %ls guy got pwned by the WittebolX
Crate!", Get_Wide_Team_Name(Team)).c_str());
if (Settings->Gamelog) {
Vector3 pos;
pos = Commands->Get_Position(sender);
StrFormat2(message3, "CRATE;DEATH;%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),

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Commands->Get_Max_Health(sender),Commands->Get_Max_Shield_Strength(sender),Get_Object_Type(sender));
    }
    }
    else if ((RandomIntCrate <= (percent+=Settings->CrateTiberium)) && (Settings->CrateTiberium > 0)) {
        StrFormat2(message2, "[WGC] %ls picked up a Tiberium Death
Crate.", Get_Wide_Player_Name(sender));
        Commands->Apply_Damage(Get_Vehicle(sender), 99999, "Shrapnel", 0);
        Commands->Apply_Damage(sender, 99999, "TiberiumRaw", false);
        Commands->Create_Object("CnC_Visceroid", Commands->Get_Position(sender));
        StrFormat2(message1, "ppage %d [Crate] You have been killed by the tiberium death crate and
your remains mutated into a visceroid.", Get_Player_ID(sender));
        Commands->Create_2D_WAV_Sound("m00evag_dsgn0027i1evag_snd.wav");
        if (Settings->Gamelog) {
            Vector3 pos = Commands->Get_Position(sender);
            StrFormat2(message3, "CRATE;TIBERIUMDEATH;;%d;%s;%f;%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));
        }
    }
    else if ((RandomIntCrate <= (percent+=Settings->CrateAmmo)) && (Settings->CrateAmmo > 0))
    {
        Commands->Give_Powerup(sender, "CnC_POW_Ammo_ClipMax", false);
        Commands->Give_Powerup(sender, "CnC_POW_Ammo_ClipMax", false);
        Commands->Give_Powerup(sender, "CnC_POW_Ammo_ClipMax", false);
        Commands->Give_Powerup(sender, "CnC_POW_Ammo_ClipMax", false);
        StrFormat2(message2, "[WGC] %ls picked up a WittebolX Ammo
Refill.", Get_Wide_Player_Name(sender));
        StrFormat2(message1, "ppage %d [WGC] You just got the Ammo Refill Crate, your ammo has
been refilled.", Get_Player_ID(sender));
        Create_2D_WAV_Sound_Player(sender, "m00puar_aqob0002i1evag_snd.wav");
        if (Settings->Gamelog) {
            Vector3 pos = Commands->Get_Position(sender);
            StrFormat2(message3, "CRATE;FULLAMMO;;%d;%s;%f;%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));
        }
    }
    else if ((RandomIntCrate <= (percent+=Settings->CrateArmor)) && (Settings->CrateArmor > 0))
    {
        int RndGood = Commands->Get_Random_Int(1,3);
        if (Commands->Get_Shield_Strength(sender) < 2) RndGood = 1;
        if (RndGood == 1) {

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    Commands->Give_Powerup(sender,"POW_Medal_Armor",true);
    StrFormat2(message2,"[WGC] %ls picked up a Armor
Upgrade.",Get_Wide_Player_Name(sender));
    StrFormat2(message1,"page %d [WGC] You just got the Armor Upgrade, your max armor
has been increased!",Get_Player_ID(sender));
    if (Settings->Gamelog) {
        Vector3 pos = Commands->Get_Position(sender);
        StrFormat2(message3,"CRATE;ARMORINCREASE;;%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));
    }
}
else {
    Commands->Set_Shield_Strength(sender,1);
    StrFormat2(message2,"[WGC] %ls picked up a Dearmor
Crate.",Get_Wide_Player_Name(sender));
    StrFormat2(message1,"page %d [WGC] You just got the Dearmor Crate, your armor has
been set to 1.",Get_Player_ID(sender));
    if (Settings->Gamelog) {
        Vector3 pos = Commands->Get_Position(sender);
        StrFormat2(message3,"CRATE;ARMORLOST;;%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));
    }
}
}
else if ((RandomIntCrate <= (percent+=Settings->CrateHealth)) && (Settings->CrateHealth > 0))
{
    int RndGood = Commands->Get_Random_Int(1,3);
    if (Commands->Get_Health(sender) == 1) RndGood = 1;
    if (RndGood == 1) {
        Commands->Give_Powerup(sender,"POW_Medal_Health",true);
        StrFormat2(message2,"[WGC] %ls picked up a Health
Upgrade.",Get_Wide_Player_Name(sender));
        StrFormat2(message1,"page %d [WGC] You just got the Health Upgrade Crate, your max
health has been increased!",Get_Player_ID(sender));
        if (Settings->Gamelog) {
            Vector3 pos = Commands->Get_Position(sender);
            StrFormat2(message3,"CRATE;HEALTHUPGRADE;;%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));
        }
    }
}
}
}

```

```

}
else {
    Commands->Set_Health(sender,1);
    StrFormat2(message2,"[WGC] %ls picked up a Dehealth
Crate.",Get_Wide_Player_Name(sender));
    StrFormat2(message1,"ppage %d [WGC] You just got the Dehealth Crate, your health has
been set to 1.",Get_Player_ID(sender));
    Create_2D_WAV_Sound_Player(sender,"m00evag_dsgn0026i1evag_snd.wav");
    if (Settings->Gamelog) {
        Vector3 pos = Commands->Get_Position(sender);
        StrFormat2(message3,"CRATE;HEALTHREDUCE;;%d;%s;%f;%f;%f;%f;%f;%f;%f;%d", Comman
ds->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));
    }
}
}
}
else if ((RandomIntCrate <= (percent+=Settings->CrateCharacter)) &&
(Settings->CrateCharacter > 0)) {
    if (Get_Vehicle(sender) || Settings->GameMode == 3 || Settings->GameMode == 4) {
        goto CrateStart;
    }
    Reselect3:
    int Rnd = Commands->Get_Random_Int(1,101);
    int Index = 0;
    if (Rnd <= 20) Index = 0;
    else if (Rnd <= 40) Index = 1;
    else if (Rnd <= 50) Index = 2;
    else if (Rnd <= 60) Index = 3;
    else if (Rnd <= 70) Index = 4;
    else if (Rnd <= 80) Index = 5;
    else if (Rnd <= 85) Index = 6;
    else if (Rnd <= 90) Index = 7;
    else if (Rnd <= 95) Index = 8;
    else Index = 9;
    if (Team == 1 && Settings->Is_Disabled(RandomGDIChar[Index][1])) {
        goto Reselect3;
    }
    else if (Team == 0 && Settings->Is_Disabled(RandomNodChar[Index][1])) {
        goto Reselect3;
    }
    StrFormat2(message2,"[WGC] %ls picked up a Random WittebolX Character
Crate.",Get_Wide_Player_Name(sender));
    if (Commands->Get_Player_Type(sender) == 1) {
        Change_Character(sender,RandomGDIChar[Index][1]);
        StrFormat2(message1,"ppage %d [WGC] You have been transformed into a %s by the
Random WittebolX Character Crate.",Get_Player_ID(sender),RandomGDIChar[Index][0]);

```



```

if (Settings->Gamelog) {
    Vector3 pos = Commands->Get_Position(sender);
    StrFormat2(message3,"CRATE;CHARACTER;%s;%d;%s;%f;%f;%f;%f;%f;%f;%f;%d",
RandomGDIChar[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));
}
}
else {
    Change_Character(sender,RandomNodChar[Index][1]);
    StrFormat2(message1,"page %d [WGC] You have been transformed into a %s by the
Random WittebolX Character Crate.",Get_Player_ID(sender),RandomNodChar[Index][0]);
    if (Settings->Gamelog) {
        Vector3 pos = Commands->Get_Position(sender);
        StrFormat2(message3,"CRATE;CHARACTER;%s;%d;%s;%f;%f;%f;%f;%f;%f;%f;%d",
RandomNodChar[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));
    }
}
}
else if ((RandomIntCrate <= (percent+=Settings->CrateButterFingers)) &&
(Settings->CrateButterFingers > 0)) {
    Commands->Clear_Weapons(sender);
    int Rnd = Commands->Get_Random_Int(1,3);
    if (Rnd == 1) {
        Commands->Give_Powerup(sender,"POW_Pistol_Player",false);
        Commands->Select_Weapon(sender,"Weapon_Pistol_Player");
    }
    else {
        Commands->Give_Powerup(sender,"CnC_POW_MineTimed_Player_01",false);
        Commands->Select_Weapon(sender,"CnC_Weapon_MineTimed_Player");
    }
    StrFormat2(message2,"[WGC] %ls picked up the Butter Fingers
Crate.",Get_Wide_Player_Name(sender));
    StrFormat2(message1,"page %d [WGC] You picked up the Butter Fingers Crate, you have
dropped most of your weapons.",Get_Player_ID(sender));
    if (Settings->Gamelog) {
        Vector3 pos = Commands->Get_Position(sender);
        StrFormat2(message3,"CRATE;BUTTERFINGER;,%d;%s;%f;%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));
    }
}
}

```

```

else if ((RandomIntCrate <= (percent+=Settings->CrateRefill)) && (Settings->CrateRefill > 0)) {
    Grant_Refill(sender);
    StrFormat2(message2, "[WGC] %ls picked up the Refill All
Crate.", Get_Wide_Player_Name(sender));
    StrFormat2(message1, "ppage %d [WGC] You just got the Refill Crate, your health, armor, and
ammo have all been refilled.", Get_Player_ID(sender));
    Create_2D_WAV_Sound_Player(sender, "m00puar_aqob0002i1evag_snd.wav");
    if (Settings->Gamelog) {
        Vector3 pos = Commands->Get_Position(sender);
        StrFormat2(message3, "CRATE;REFILL;;%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));
    }
}
else if ((RandomIntCrate <= (percent+=Settings->CrateBeacon)) && (Settings->CrateBeacon
> 0)) {
    if (Settings->DisableBeacons || Settings->GameMode == 2 || Settings->GameMode == 3 ||
Settings->GameMode == 4) {
        goto CrateStart;
    }
    int RndGood = Commands->Get_Random_Int(1,3);
    if (RndGood == 1) {
        StrFormat2(message2, "[WGC] %ls picked up a Beacon
Crate.", Get_Wide_Player_Name(sender));
        if (Commands->Get_Player_Type(sender) == 1) {
            TeamPurchaseSettingsDefClass *PT = TeamPurchaseSettingsDefClass::Get_Definition(0);
            Commands->Give_Powerup(sender, Get_Definition_Name(PT->beaconpresetid), true);
            StrFormat2(message1, "ppage %d [WGC] You just got the Beacon Crate, you have been given
an Ion Cannon Beacon.", Get_Player_ID(sender));
            Create_2D_Sound_Player(sender, "m00evag_dsgn0070i1evag_snd.wav");
        }
        else if (Commands->Get_Player_Type(sender) == 0) {
            TeamPurchaseSettingsDefClass *PT = TeamPurchaseSettingsDefClass::Get_Definition(1);
            Commands->Give_Powerup(sender, Get_Definition_Name(PT->beaconpresetid), true);
            StrFormat2(message1, "ppage %d [WGC] You just got the Beacon Crate, you have been given
a Nuclear Strike Beacon.", Get_Player_ID(sender));
            Create_2D_Sound_Player(sender, "m00evan_dsgn0074i1evan_snd.wav");
        }
        if (Settings->Gamelog) {
            Vector3 pos = Commands->Get_Position(sender);
            StrFormat2(message3, "CRATE;BEACON;;%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));
        }
    }
}
else {

```

```

Commands->Create_Object("Beacon_Nuke_Strike_Anim_Post",Commands->Get_Position(obj
));
Commands->Create_Explosion("Explosion_NukeBeacon",Commands->Get_Position(obj),0);
Damage_All_Objects_Area(2500.0f,"None",Commands->Get_Position(obj),15.0f,obj,0);
StrFormat2(message2,"[WGC] %ls picked up a WittebolX Bomb
Crate.",Get_Wide_Player_Name(sender));
StrFormat2(message1,"ppage %d [WGC] You just got a WittebolX Bomb Crate, you have been
killed. Sorry :",Get_Player_ID(sender));
Console_Input(StrFormat("msg [WGC]: Looks like a %ls player just got blown to bits by a
WittebolX Bomb.",Get_Wide_Team_Name(Team)).c_str());
if (Settings->Gamelog) {
Vector3 pos = Commands->Get_Position(sender);
StrFormat2(message3,"CRATE;BEACONDEATH;;%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));
}
}
}
else if ((RandomIntCrate <= (percent+=Settings->CrateSpy)) && (Settings->CrateSpy > 0)) {
if (Settings->GameMode != 1) goto CrateStart;
Change_Character(sender,"CnC_Nod_FlameThrower_2SF");
Commands->Set_Is_Visible(sender,false);
StrFormat2(message2,"[WGC] A %ls player picked up a Spy
Crate.",Get_Wide_Team_Name(Team));
StrFormat2(message1,"ppage %d [WGC] You got the Spy Crate, base defenses will ignore you
until you die, buy a new character or destroy a building.",Get_Player_ID(sender));
Console_Input(StrFormat("msg Crate: Oh no! A %ls player just got a Spy Crate, better watch
your base
%ls!",Get_Wide_Team_Name(Team),Get_Wide_Team_Name(PTTEAM(Team))).c_str());
if (Settings->Gamelog) {
Vector3 pos = Commands->Get_Position(sender);
StrFormat2(message3,"CRATE;SPY;;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));
}
}
else if ((RandomIntCrate <= (percent+=Settings->CrateStealth)) && (Settings->CrateStealth >
0)) {
Commands->Enable_Stealth(sender,true);
StrFormat2(message2,"[WGC] %ls picked up a Stealth
Crate.",Get_Wide_Player_Name(sender));
StrFormat2(message1,"ppage %d [WGC] You got the stealth crate! You have been given a
stealth suit.",Get_Player_ID(sender));
if (Settings->Gamelog) {
Vector3 pos = Commands->Get_Position(sender);

```

```

    StrFormat2(message3,"CRATE;STEALTH;;%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));
    }
}
else if ((RandomIntCrate <= (percent+=Settings->CrateThief)) && (Settings->CrateThief > 0)) {
    Commands->Give_Money(sender,(Commands->Get_Money(sender) * -1),false);
    StrFormat2(message2,"[WGC] %ls picked up a Thief
Crate.",Get_Wide_Player_Name(sender));
    StrFormat2(message1,"ppage %d [WGC] You got the Thief Crate, you have lost all of your
credits. Hahaha.",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_Object_Type(sender));
    }
}
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,"[WGC] %ls picked up the kamikaze suit
crate",Get_Wide_Player_Name(sender));
    StrFormat2(message1,"ppage %d [WGC] 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 [WGC]: Some crazy ass %ls guy just got an Kamikaze 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;%f;%d",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));
    }
}
else if ((RandomIntCrate <= (percent+=Settings->CrateEMP)) && (Settings->CrateEMP > 0)) {
    StrFormat2(message2,"[WGC] %ls picked up the EMP
Crate.",Get_Wide_Player_Name(sender));

```

```

    StrFormat2(message1,"msg [WGC] %ls got the EMP Crate, all vehicles around %ls are
disabled for 30 seconds.",Get_Wide_Player_Name(sender),Get_Wide_Player_Name(sender));
    Vector3 pos = Commands->Get_Position(sender);
    Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",pos);
    GenericSLNode *x = BaseGameObjList->HeadNode;
    while (x) {
        GameObject *o = (GameObject *)x->NodeData;
        if (o && Is_Vehicle(o)) {
            if (Commands->Get_Distance(Commands->Get_Position(o),pos) < 100) {
                Attach_Script_Once(o,"EMP_Effect","");
            }
        }
        x = x->NodeNext;
    }
    if (Settings->Gamelog) {
        StrFormat2(message3,"CRATE;EMP;;%d;%s;%f;%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));
    }
}
else if ((RandomIntCrate <= (percent+=Settings->CrateTeamMoney)) &&
(Settings->CrateTeamMoney > 0)) {
    int Amount = Commands->Get_Random_Int(1,500);
    int Team = Get_Team(Get_Player_ID(sender));
    StrFormat2(message2,"[WGC] %ls picked up the Team Money Crate
(%d).",Get_Wide_Player_Name(sender),Amount);
    StrFormat2(message1,"msg [WGC] %ls got the Team Money crate, everyone on %s gets %d
credits!",Get_Wide_Player_Name(sender),Get_Team_Name(Team),Amount);
    for (GenericSLNode* PlayerIter = PlayerList->HeadNode; (PlayerIter != NULL); PlayerIter =
PlayerIter->NodeNext) {
        cPlayer *p = (cPlayer *)PlayerIter->NodeData;
        if (!p->IsActive) {
            continue;
        }
        if (Commands->Get_Player_Type((GameObject *)p->Owner.Reference->obj) == Team) {
            p->Increment_Money((float)Amount);
        }
    }
}
if (Settings->Gamelog) {
    Vector3 pos = Commands->Get_Position(sender);
    StrFormat2(message3,"CRATE;TeamMoney;;%d;%s;%f;%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));
}
}

```



```

Commands->Get_Max_Health(sender),Commands->Get_Max_Shield_Strength(sender),Get_Object_Type(sender));
}
}
else if ((RandomIntCrate <= (percent+=Settings->CratePromote)) && (Settings->CratePromote > 0)) {
    StrFormat2(message2,"[WGC] %ls picked up the Promotion Crate.",Get_Wide_Player_Name(sender));
    StrFormat2(message1,"page %d [WGC] You got the Promotion Crate!",Get_Player_ID(sender));
    Commands->Send_Custom_Event(sender,sender,20354,0,0);
    if (Settings->Gamelog) {
        Vector3 pos = Commands->Get_Position(sender);
        StrFormat2(message3,"CRATE;Promotion;;%d;%s;%f;%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));
    }
}
else if ((RandomIntCrate <= (percent+=Settings->CrateEMPStorm)) && (Settings->CrateEMPStorm > 0)) {
    StrFormat2(message2,"[WGC] %ls picked up the EMP Storm Crate.",Get_Wide_Player_Name(sender));
    StrFormat2(message1,"msg [WGC] %ls got the EMP Storm Crate, All Purchased Vehicles are now Disabled for 2 minutes!",Get_Wide_Player_Name(sender));
    Commands->Attach_Script(sender,"reb_Electromagnetic_pulse","");
    if (Settings->Gamelog) {
        Vector3 pos = Commands->Get_Position(sender);
        StrFormat2(message3,"CRATE;EMPStorm;;%d;%s;%f;%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));
    }
}
else {
    goto CrateStart;
}
Console_Input(message1.c_str());
FDSMessage(message2,"_CRATE");
if (Settings->Gamelog) {
    WriteGamelog(message3);
}
Commands->Destroy_Object(obj);
}
}
}
}
}

```

```

void KAK_Prevent_Destruction_Until_Entered::Created(GameObject *obj) {
    Commands->Set_Player_Type(obj,-2);
    Commands->Start_Timer(obj,this,30,1);
}

void KAK_Prevent_Destruction_Until_Entered::Damaged(GameObject *obj, GameObject
*damager, float damage) {
    Commands->Set_Health(obj,Commands->Get_Max_Health(obj));
    Commands->Set_Shield_Strength(obj,Commands->Get_Max_Shield_Strength(obj));
}

void KAK_Prevent_Destruction_Until_Entered::Custom(GameObject *obj, int message, int param,
GameObject *sender) {
    if (message == CUSTOM_EVENT_VEHICLE_ENTER) {
        Destroy_Script();
    }
}

void KAK_Prevent_Destruction_Until_Entered::Timer_Expired(GameObject *obj, int number) {
    if (number == 1) {
        Destroy_Script();
    }
}

ScriptRegistrant<MDB_SSGM_Crate> MDB_SSGM_Crate_Registrant("MDB_SSGM_Crate","");
ScriptRegistrant<KAK_Prevent_Destruction_Until_Entered> KAK_Prevent_Destruction_Until_Ent
ered_Registrant("KAK_Prevent_Destruction_Until_Entered","");

```

have fun

Subject: Re: Code/Source Request Crates
 Posted by [mrÄÄz](#) on Mon, 07 Apr 2008 22:09:05 GMT
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Ok this is a C++ Thread,
 Nice Code, anyways Clients need Scripts 2.* to use this Function.
 It Displays the Purchase terminal, NOT the Sidebar. Enjoy:

```

// !PCT
class PCTframeChatCommand : public ChatCommandClass {
    void Triggered(int ID,const TokenClass &Text,int ChatType) {
        GameObject *obj = Get_GameObj(ID);
        if(Get_Object_Type(obj) == 0)

```



```

    {
    Display_NOD_Player_Terminal_Player(obj);
    }
    else
    if(Get_Object_Type(obj) == 1)
    {
    Display_GDI_Player_Terminal_Player(obj);
    }
    }
};
ChatCommandRegistrant<PCTframeChatCommand>
PCTframeChatCommandReg("!pct",CHATTYPE_ALL, 0, GAMEMODE_ALL);

```

Subject: Re: Code/Source Request Crates
 Posted by [EA-DamageEverything](#) on Fri, 11 Apr 2008 20:59:43 GMT
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Many thanks to you Witte for the code. Unfortunately, using it by following the instruction causes the script-based crates to mess up. The EMP scripts, the power down and the kamikaze won't work.

EDIT= I am sorry, of course the classes can also go into the gmmain.h. I figured out that it doesn't matter if they are placed in the gmcrate.h or the gmmain.h!

Nevertheless, to get this SSGM source working as a compiled scripts.dll, here is the missing part=

```

-And at the end of the gmcrate.cpp, you have to add the four Registrants- it should look like this=
ScriptRegistrant<MDB_SSGM_Crate> MDB_SSGM_Crate_Registrant("MDB_SSGM_Crate","");
ScriptRegistrant<KAK_Prevent_Destruction_Until_Entered> KAK_Prevent_Destruction_Until_Ent
ered_Registrant("KAK_Prevent_Destruction_Until_Entered","");
ScriptRegistrant<Power_Down> Power_Down_Registrant("Power_Down","");
ScriptRegistrant<EMP_Effect> EMP_Effect_Registrant("EMP_Effect","");
ScriptRegistrant<zbl_kamikaze_Suit_Crate>
zbl_kamikaze_Suit_Crate_Registrant("zbl_kamikaze_Suit_Crate","");
ScriptRegistrant<reb_Electromagnetic_pulse>
reb_Electromagnetic_pulse_Registrant("reb_Electromagnetic_pulse","");

```

BTW, I honestly didn't figure out what the PromotionCrate does. It gives me the ppage and nothing happens then. There's no custom event being activated etc. The EMPStorm seems to work -but on the GDI side only as far as I have seen.

Anyway, it's nice to have 5 new crates. On some I've added decent ingame sounds. The BlownFuse for example does need a sound so players will notice that something is going on.

What's more, the Set_Health and Set_Shield_strength commands aren't working. The Cook from the Kamikaze crate stays on his defaults, even though there is a
 Commands->Set_Health(sender,150); command included. I am planning to bypass this with a

modified objects.gm because the Health+Shield commands aren't working on the GODcrate either.

Madrockz, I really enjoyed the !pct command! This is going into my SSGM release which will be released soon (this is the reason I am collecting tons of code ^^). The only change I made was limiting the command to teamchat. Maybe, it will be limited to CTF in the final, because the AOW mode already has more new features than any other gameplay mode atm.

Subject: Re: Code/Source Request Crates
Posted by [reborn](#) on Sat, 12 Apr 2008 09:06:14 GMT
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I havn't looked, but you can't actually set the ealth of a player to higher then what his max health is. If the God crate os trying to set the health to 1000 or something, but the presets current max health is 150 then it won't work.
You can however set the max health, so you would have to set the max health to 1000 first then set health to 1000.

Subject: Re: Code/Source Request Crates
Posted by [ExEric3](#) on Sat, 12 Apr 2008 10:54:30 GMT
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reborn wrote on Sat, 12 April 2008 11:06I havn't looked, but you can't actually set the ealth of a player to higher then what his max health is. If the God crate os trying to set the health to 1000 or something, but the presets current max health is 150 then it won't work.
You can however set the max health, so you would have to set the max health to 1000 first then set health to 1000.

Exactly what I typed in my Source code about God Crate

Then how is possible in SSAOW 1.3 it works? Was modified objects file?

Subject: Re: Code/Source Request Crates
Posted by [Hex](#) on Sat, 12 Apr 2008 12:24:37 GMT
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EA-DamageEverything wrote on Fri, 11 April 2008 16:59I honestly didn't figure out what the PromotionCrate does. It gives me the ppage and nothing happens then

Because it requires a veteran plugin to work, which is not public, wittebolx just copyed everything from my crates plugin that was posted a while ago

Subject: Re: Code/Source Request Crates
Posted by [wittebolx](#) on Sat, 12 Apr 2008 13:04:23 GMT
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Hex wrote on Sat, 12 April 2008 14:24EA-DamageEverything wrote on Fri, 11 April 2008 16:59I honestly didn't figure out what the PromotionCrate does. It gives me the ppage and nothing happens then

Because it requires a veteran plugin to work, which is not public, wittebolx just copyed everything from my crates plugin that was posted a while ago

indeed i copyed some of the crates and added some new ones.
thats why you (hex) and reborn are on the credits list.

soemone asked me to share the crates im currently using, so thats why i posted this.

ps. the veteran system is open source (reborn's version)

Subject: Re: Code/Source Request Crates
Posted by [jnz](#) on Sat, 12 Apr 2008 13:43:05 GMT
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Hex's version is not

Subject: Re: Code/Source Request Crates
Posted by [Gen_Blacky](#) on Sat, 12 Apr 2008 18:32:55 GMT
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there like 6 veteran systems out there 1 is public

Subject: Re: Code/Source Request Crates
Posted by [MacKinsey](#) on Sat, 12 Apr 2008 19:37:32 GMT
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Hex wrote on Sat, 12 April 2008 07:24EA-DamageEverything wrote on Fri, 11 April 2008 16:59I honestly didn't figure out what the PromotionCrate does. It gives me the ppage and nothing happens then

Because it requires a veteran plugin to work, which is not public, wittebolx just copyed everything from my crates plugin that was posted a while ago

Its a very good plugin, thank you about that!

But i want to have a good working Veteran System.

EDIT: I dont need the source of it. It would be good, if its working with the crate plugin, and i get support for it, if anything is wrong.

Subject: Re: Code/Source Request Crates
Posted by [Hex](#) on Sat, 12 Apr 2008 20:42:58 GMT
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wittebolx wrote on Sat, 12 April 2008 09:04ps. the veteran system is open source (reborn's version)

Very true, but tha version does not have the Send_Custom_Event receiver that is required to use it

Subject: Re: Code/Source Request Crates
Posted by [EA-DamageEverything](#) on Sun, 13 Apr 2008 17:36:00 GMT
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Ok Hex you released a SSGM crates plugin with the promotion crate which only works with your vet system? If I find Reborns' vet code, how do I attach the Send_Custom_Event receiver? Will it work then like it should?

Subject: Re: Code/Source Request Crates
Posted by [reborn](#) on Sun, 13 Apr 2008 18:51:47 GMT
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If you're using a veteran system based on the code I posted a while ago, then it is pretty easy to make a crate function to make a player get "promoted", just do this in the crates function:

```
VetUpdate(Get_Player_ID(sender), 40, Commands->Get_Points(sender));
```

That will add 40 veteran points to there current vet worth, promoting them immediately.
