
Subject: Hello

Posted by [_SSnipe_](#) on Tue, 15 Apr 2008 05:20:03 GMT

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Its there a script that makes it ingame when you leave the game you character explodes and drops weapon instead of just disappearing like a ghost?

Subject: Re: Hello

Posted by [bisen11](#) on Tue, 15 Apr 2008 23:39:28 GMT

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I don't think there is one.

Subject: Re: Hello

Posted by [reborn](#) on Wed, 16 Apr 2008 14:54:37 GMT

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Not that I know of, but you could edit the ssgm_player script so that all the drop weapons code is also added to the ::Destroyed event, and add a little explosion at the same position as the player GameObject *.

Subject: Re: Hello

Posted by [_SSnipe_](#) on Wed, 16 Apr 2008 16:53:04 GMT

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reborn wrote on Wed, 16 April 2008 07:54Not that I know of, but you could edit the ssgm_player script so that all the drop weapons code is also added to the ::Destroyed event, and add a little explosion at the same position as the player GameObject *.

i looked at the scripts...i think i understand some of what u said but just a little stuck

Subject: Re: Hello

Posted by [reborn](#) on Wed, 16 Apr 2008 17:03:04 GMT

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SSnipe wrote on Wed, 16 April 2008 12:53reborn wrote on Wed, 16 April 2008 07:54Not that I know of, but you could edit the ssgm_player script so that all the drop weapons code is also added to the ::Destroyed event, and add a little explosion at the same position as the player GameObject *.

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ATM the drop weapon code is on the ::Killed event (I think, working from memory here), change it so that it is on the ::Destroyed event of SSGM_Player instead. This way when a player leaves it

will happen too. You will also have to create an explosion too, this won't be too much extra work as the drop weapon already gets the Vector position for where to create the weapon drop, so just use that position for the explosion too.

Subject: Re: Hello

Posted by [_SSnipe_](#) on Wed, 16 Apr 2008 17:27:17 GMT

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so pretty much change that thing and replace the weapon drops with an explosion? or add a explosion along with weapon drop?

the killed event has no wep drop stuff :S

heres what i think i made probly 99.9% junk but im trying

```
void MDB_SSGM_Player::Destroyed(GameObject *obj) {
    if (Settings->DestroyPlayerVeh && Get_Vehicle(obj)) {
        GameObject *Veh = Get_Vehicle(obj);
        if (Get_Vehicle_Driver(Veh) == obj) {
            Commands->Apply_Damage(Veh,99999,"Death",false);
        }
    }
}
```

```
if (!Data->Mod && Settings->DropWeapons && WasKilled) {
    WasKilled = false;
    Vector3 DeathPlace = Commands->Get_Position(obj);
    int RandomNum = Commands->Get_Random_Int(1,5);
    GameObject *BackpackScript = 0;
    if (strstr(Commands->Get_Preset_Name(obj),"CnC_GDI_MiniGunner_0")) {
        BackpackScript = Commands->Create_Object("POW_AutoRifle_Player",DeathPlace);
        Commands->Create_Explosion(Get_Parameter("ag_braxis_large.w3d"),Commands->Get_Position(obj),0);
    }
}
```

```
]
}
```

Subject: Re: Hello

Posted by [reborn](#) on Wed, 16 Apr 2008 17:45:24 GMT

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SSnipe wrote on Wed, 16 April 2008 13:27reborn wrote on Wed, 16 April 2008 10:03SSnipe wrote on Wed, 16 April 2008 12:53reborn wrote on Wed, 16 April 2008 07:54Not that I know of, but you could edit the ssgm_player script so that all the drop weapons code is also added to the ::Destroyed event, and add a little explosion at the same position as the player GameObject *. i looked at the scripts...i think i understand some of what u said but just a little stuck

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        GameObject *Veh = Get_Vehicle(obj);
        if (Get_Vehicle_Driver(Veh) == obj) {
            Commands->Apply_Damage(Veh,99999,"Death",false);
        }
    }
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if (!Data->Mod && Settings->DropWeapons && WasKilled) {
    WasKilled = false;
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    int RandomNum = Commands->Get_Random_Int(1,5);
    GameObject *BackpackScript = 0;
    if (strstr(Commands->Get_Preset_Name(obj),"CnC_GDI_MiniGunner_0")) {
        BackpackScript = Commands->Create_Object("POW_AutoRifle_Player",DeathPlace);
        Commands->Create_Explosion(Get_Parameter("ag_braxis_large.w3d"),Commands->Get_Positi
ion(obj),0);
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Oh, it's on the ::Destroyed event already. I guess it should drop then, I wonder why it doesn't.

Let me look...

Ah. You need to change a line from this:

```
if (!Data->Mod && Settings->DropWeapons && WasKilled) {
```

To this:

```
if (!Data->Mod && Settings->DropWeapons) {
```

Which basically means it will drop his weapons if he was killed or left the server, instead of only dropping if he is killed.

For the explosion you need to add this line here:

(note you need to use some explosion name in that parameter there.

```
Commands->Create_Explosion("some explosion name here",DeathPlace,0);
```

You will need to add it here:

```
else {
    BackpackScript = Commands->Create_Object("POW_Armor_025",DeathPlace);
}
Commands->Attach_Script(BackpackScript,"MDB_SSGM_Drop_Weapon","");
}
// Add the line here SSnipe and then remove this comment
if (Find_My_Veh(obj)) {
    Commands->Send_Custom_Event(obj,Find_My_Veh(obj),1111,0,0);
}
}
```

That will mean an explosion happens when any player is killed or leaves at the place they died or was when they left.

If you want it to only explod if they drop a weapon you would need to add that line under all the instances in that event where you see "BackpackScript = Commands->Create_Object etc etc etc".

Subject: Re: Hello

Posted by [_SSnipe_](#) on Wed, 16 Apr 2008 19:28:10 GMT

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reborn wrote on Wed, 16 April 2008 10:45SSnipe wrote on Wed, 16 April 2008 13:27reborn wrote on Wed, 16 April 2008 10:03SSnipe wrote on Wed, 16 April 2008 12:53reborn wrote on Wed, 16

April 2008 07:54 Not that I know of, but you could edit the ssgm_player script so that all the drop weapons code is also added to the ::Destroyed event, and add a little explosion at the same position as the player GameObject *.

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cool ill try it.....does the same thing work if i decide to add an animation along with the explosion? and a sound?

Subject: Re: Hello

Posted by [reborn](#) on Wed, 16 Apr 2008 19:48:02 GMT

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If you want to add a custom sound / animation when a player dies then yeah, add it to the same place.

But you could try and do something a little more exciting and add custom death sounds for the dead player based on his preset.

Subject: Re: Hello

Posted by [_SSnipe_](#) on Wed, 16 Apr 2008 21:40:02 GMT

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reborn wrote on Wed, 16 April 2008 12:48 If you want to add a custom sound / animation when a player dies then yeah, add it to the same place.

But you could try and do something a little more exciting and add custom death sounds for the dead player based on his preset.

cool....how about animation?

umm let me guess

crate object on death (solider that cant die?)

then after that add animation?

Subject: Re: Hello

Posted by [Jerad2142](#) on Wed, 16 Apr 2008 21:44:45 GMT

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blah, come on guys.

JFW_Blow_Up_On_Death

and

GTH_Drop_PowerUp

Subject: Re: Hello

Posted by [_SSnipe_](#) on Wed, 16 Apr 2008 21:52:17 GMT

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i just remembered the scripts already ingame might have problem with the objects file the presets of the characters have a script hooked up via lvl edit to crate an explosion so is there way to make it so it ONLY has explosions i choose to only when you leave?

maybe i should leave this

```
if (!Data->Mod && Settings->DropWeapons && WasKilled) {
```
