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Subject: Help On vet System

Posted by [\\_SSnipe\\_](#) on Sun, 27 Apr 2008 16:16:49 GMT

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the vet system me and a friend are working on the one release here on the forums... we have it so when u get promoted the metal says on ur body....but the problem is we need it so that when u buy an sbh or an stank the metal goes away and only shows on on ur body with any other char....

so simple way of saying it.....

metal always shows all the characters ingame

we need to find away to make it go away when u buy an sbh and get into a stank.....then come back if u change to another char besides sbh of course

```
if (strcmp(Commands->Get_Preset_Name(obj),"CnC_Nod_FlameThrower_2SF") == 0) {
    Commands->Destroy_Object(Commands->Find_Object(vlconID));
    Commands->Destroy_Object(Commands->Find_Object(vlconID2));
}
if (strcmp(Commands->Get_Preset_Name(obj),"CnC_Nod_FlameThrower_2SF") != 0) {
    int Points;
    Points = VetCheckPoints(Get_Player_ID(obj));
    if (Points >= 360) {
        GameObject *Icon = Commands->Create_Object_At_Bone(obj,"Invisible_Object", "C R UPPERARM");
        GameObject *Icon2 = Commands->Create_Object_At_Bone(obj,"Invisible_Object", "C L UPPERARM");
        Commands->Attach_Script(Icon,"MDB_SSGM_Destroy_When_Object_Destroyed",ToString(Commands->Get_ID(obj)).c_str());
        vlconID = Commands->Get_ID(Icon);
        vlconID2 = Commands->Get_ID(Icon2);
        Commands->Set_Model(Icon, "p_hemedal");
        Commands->Set_Model(Icon2, "p_armedal");
        Commands->Attach_To_Object_Bone(Icon, obj, "C R UPPERARM");
        Commands->Attach_To_Object_Bone(Icon2, obj, "C L UPPERARM");
        float Shield;
        Shield = Commands->Get_Shield_Strength(obj);
        Set_Max_Shield_Strength(obj, 160);
        Commands->Set_Shield_Strength(obj, 160);
    }
}
```

applied at Player::Created

he said heres a lil bit of it hes trying

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Subject: Re: Help On vet System

Posted by [mr£ÄŞÄ-z](#)

on Sun, 27 Apr 2008 16:36:24 GMT

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```
GameObject *Icon2 = Commands->Create_Object_At_Bone(obj,"Invisible_Object", "C L  
UPPERARM");
```

```
If get SBH Preset bla bla  
Destroy_Object(icon2);  
Destroy_Object(icon1);
```

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Subject: Re: Help On vet System

Posted by [\\_SSnipe\\_](#) on Sun, 27 Apr 2008 16:53:01 GMT

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still not working..

```
GameObject *Icon = Commands->Create_Object_At_Bone(obj,"Invisible_Object", "C R  
UPPERARM"); if  
(strcmp(Commands->Get_Preset_Name(obj),"CnC_Nod_FlameThrower_2SF") == 0)  
{ Commands->Destroy_Object(Icon);  
}  
else {  
Commands->Attach_Script(Icon,"MDB_SSGM_Destroy_When_Object_Destroyed",ToString(Co  
mmands->Get_ID(obj)).c_str());  
vIconID = Commands->Get_ID(Icon);  
Commands->Set_Model(Icon, "p_keycrd_grn");  
Commands->Attach_To_Object_Bone(Icon, obj, "C R UPPERARM");  
}
```

Quote:The problem is

It may be destroying the new object

but its not getting rid of the one that was already there

thats what he stated

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Subject: Re: Help On vet System

Posted by [Hex](#) on Sun, 27 Apr 2008 18:27:05 GMT

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Use something like `Console_Input(StrFormat("icon %d p_hemedal.w3d",ID).c_str());`

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Subject: Re: Help On vet System  
Posted by [\\_SSnipe\\_](#) on Mon, 28 Apr 2008 15:22:08 GMT  
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i bealive it worked i have to wait for test...new question is how can we ass a timer to the commands? so people cant keep using them every 2 seconds like when u get higher rank u get liek !weapon

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Subject: Re: Help On vet System  
Posted by [reborn](#) on Mon, 28 Apr 2008 16:03:15 GMT  
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Using chat commands for veterans players is a bit tacky imho, no offence intended to anyone who does use this, but I just don't like it very much.

And easy way around this ssnipe is to set a boolean when the command is used, then attach a script to some gameobject that has a timer expired event. On the timer expired event set the boolean back to false.

Make one of the conditionals of using the chat hook that the boolean must be false.

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