

---

Subject: Script Request

Posted by [\\_SSnipe\\_](#) on Sun, 11 May 2008 19:24:54 GMT

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---

does anyone have a fog crate or fog command or anything to know so i can tyr to make a fog crate? like xpz server used to have

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Subject: Re: Script Request

Posted by [reborn](#) on Sun, 11 May 2008 19:27:39 GMT

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---

The fog function needs bhs.dll on the client, players without bhs.dll would not have the effect. Players do not need another reason to not use the scripts.dll made by BHS.

---

---

Subject: Re: Script Request

Posted by [\\_SSnipe\\_](#) on Sun, 11 May 2008 20:22:18 GMT

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---

reborn wrote on Sun, 11 May 2008 12:27The fog function needs bhs.dll on the client, players without bhs.dll would not have the effect. Players do not need another reason to not use the scripts.dll made by BHS.

i know....im aware its not for a server....well it is...but not to play on a test server for the video im making and i got this bad add idea but i need some fog and rain in a command i can use so please?

---

---

Subject: Re: Script Request

Posted by [reborn](#) on Sun, 11 May 2008 23:06:30 GMT

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---

Erm, this should work then...

```
class fogChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    Commands->Set_Fog_Enable(1);
    Commands->Set_Fog_Range (0.5,25.0f,3.5f);
}
};
ChatCommandRegistrant<fogChatCommand>
fogChatCommandReg("Ifog",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

---

---

Subject: Re: Script Request

Posted by [\\_SSnipe\\_](#) on Mon, 12 May 2008 04:30:54 GMT

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---

can u add just a lil bit oF rain...no lighting plz :Dc

---

---

Subject: Re: Script Request

Posted by [cAmpa](#) on Mon, 12 May 2008 07:32:47 GMT

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---

Eherm, where is that problem to search in scripts for the ready useable script functions?

In "scripts.h" is all what you need about weather.

---

---

Subject: Re: Script Request

Posted by [reborn](#) on Mon, 12 May 2008 09:36:17 GMT

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---

Try this

```
class fogChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    Commands->Set_Fog_Enable(1);
    Commands->Set_Fog_Range (0.5,25.0f,3.5f);
        Commands->Set_Rain(10.0f,3.5f,true);
}
};
ChatCommandRegistrant<fogChatCommand>
fogChatCommandReg("Ifog",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

---

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Subject: Re: Script Request

Posted by [\\_SSnipe\\_](#) on Mon, 12 May 2008 17:15:04 GMT

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---

ok ty ill test it soon as i figure out why my server wont load up =/

---

---

Subject: Re: Script Request

Posted by [\\_SSnipe\\_](#) on Tue, 13 May 2008 03:06:19 GMT

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---

itworks now how i turn it off lol?

will this work

```
class fogChatCommand : public ChatCommandClass {
```

---

```
void Triggered(int ID,const TokenClass &Text,int ChatType) {  
    Commands->Set_Fog_Enable(o);  
    Commands->Set_Fog_Range (0.5,25.0f,3.5f);  
        Commands->Set_Rain(10.0f,3.5f,false);  
}  
};  
ChatCommandRegistrant<fogChatCommand>  
fogChatCommandReg("!fogoff",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

---

---

Subject: Re: Script Request  
Posted by [ExEric3](#) on Tue, 13 May 2008 05:01:16 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

SSnipe wrote on Tue, 13 May 2008 05:06itworks now how i turn it off lol?  
will this work

```
class fogChatCommand : public ChatCommandClass {  
void Triggered(int ID,const TokenClass &Text,int ChatType) {  
    Commands->Set_Fog_Enable(o);  
    Commands->Set_Fog_Range (0.5,25.0f,3.5f);  
        Commands->Set_Rain(10.0f,3.5f,false);  
}  
};  
ChatCommandRegistrant<fogChatCommand>  
fogChatCommandReg("!fogoff",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

And what about timers?

It's harder but if you look better on reborn's codes Im sure you will know it.

---

---

Subject: Re: Script Request  
Posted by [\\_SSnipe\\_](#) on Tue, 13 May 2008 08:11:25 GMT  
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---

ExEric3 wrote on Mon, 12 May 2008 22:01SSnipe wrote on Tue, 13 May 2008 05:06itworks now  
how i turn it off lol?  
will this work

```
class fogChatCommand : public ChatCommandClass {  
void Triggered(int ID,const TokenClass &Text,int ChatType) {  
    Commands->Set_Fog_Enable(o);  
    Commands->Set_Fog_Range (0.5,25.0f,3.5f);  
        Commands->Set_Rain(10.0f,3.5f,false);  
}  
};
```

```
ChatCommandRegistrant<fogChatCommand>
fogChatCommandReg("!fogoff",CHATTYYPE_ALL,0,GAMEMODE_ALL);
```

And what about timers?

It's harder but if you look better on reborn's codes Im sure you will know it.

naw its for testing something and some filming...on and off command well do

---

---

Subject: Re: Script Request  
Posted by [reborn](#) on Tue, 13 May 2008 08:39:46 GMT  
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---

Try this

```
class fogoffChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    Commands->Set_Fog_Enable(0);
    Commands->Set_Rain(0.0f,1.0f,true);
}
};
ChatCommandRegistrant<fogoffChatCommand>
fogoffChatCommandReg("!fogoff",CHATTYYPE_ALL,0,GAMEMODE_ALL);
```

---

---

Subject: Re: Script Request  
Posted by [\\_SSnipe\\_](#) on Tue, 13 May 2008 17:20:55 GMT  
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---

reborn wrote on Tue, 13 May 2008 01:39Try this

```
class fogoffChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    Commands->Set_Fog_Enable(0);
    Commands->Set_Rain(0.0f,1.0f,true);
}
};
ChatCommandRegistrant<fogoffChatCommand>
fogoffChatCommandReg("!fogoff",CHATTYYPE_ALL,0,GAMEMODE_ALL);
```

forgot to say also including turning rain off to =/ I THINK ill i ahve to do is trun the true to false on the rain string correct reborn?

---

---

Subject: Re: Script Request

Posted by [\\_SSnipe\\_](#) on Tue, 13 May 2008 21:09:29 GMT

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---

nvm i got it thanks....now what other weather is there?

how about snow?

lighting? wats the command for those? off and on?

---

---

Subject: Re: Script Request

Posted by [reborn](#) on Wed, 14 May 2008 09:48:27 GMT

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---

```
typedef void (*_Set_Clouds) (float Cover,float Gloominess,float Transition);
typedef void (*_Set_Lightning) (float Intensity,float StartDistance,float EndDistance,float
Heading,float Distribution,float Transition);
typedef void (*_Set_War_Blitz) (float Intensity,float StartDistance,float EndDistance,float
Heading,float Distribution,float Transition);
typedef void (*_Set_Wind) (float Heading,float Speed,float Variability,float Transition);
typedef void (*_Set_Rain) (float Density,float Transition,bool Unused);
typedef void (*_Set_Snow) (float Density,float Transition,bool Unused);
typedef void (*_Set_Ash) (float Density,float Transition,bool Unused);
typedef void (*_Set_Fog_Enable) (bool Enable);
typedef void (*_Set_Fog_Range) (float StartDistance,float EndDistance,float Transition);
```

---

---

Subject: Re: Script Request

Posted by [\\_SSnipe\\_](#) on Wed, 14 May 2008 18:44:20 GMT

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---

```
reborn wrote on Wed, 14 May 2008 02:48typedef void (*_Set_Clouds) (float Cover,float
Gloominess,float Transition);
typedef void (*_Set_Lightning) (float Intensity,float StartDistance,float EndDistance,float
Heading,float Distribution,float Transition);
typedef void (*_Set_War_Blitz) (float Intensity,float StartDistance,float EndDistance,float
Heading,float Distribution,float Transition);
typedef void (*_Set_Wind) (float Heading,float Speed,float Variability,float Transition);
typedef void (*_Set_Rain) (float Density,float Transition,bool Unused);
typedef void (*_Set_Snow) (float Density,float Transition,bool Unused);
typedef void (*_Set_Ash) (float Density,float Transition,bool Unused);
typedef void (*_Set_Fog_Enable) (bool Enable);
typedef void (*_Set_Fog_Range) (float StartDistance,float EndDistance,float Transition);
```

lol so im guessing thats all the weather changes.....now i got to figure out how to put them in a chat hook....sorry i know im c++ retarded but im guessing the way it is now wont work?  
i think i understand some so let me try it out

```

1>.\gmmain.cpp(1592) : error C2039: 'Set_lightning' : is not a member of 'ScriptCommands'
1>      c:\users\lil blueyes\desktop\ssgm source\ssgm source\ssgm source\scripts.h(695) : see
declaration of 'ScriptCommands'
1>.\gmmain.cpp(1600) : error C2039: 'Set_lightning' : is not a member of 'ScriptCommands'
1>      c:\users\lil blueyes\desktop\ssgm source\ssgm source\ssgm source\scripts.h(695) : see
declaration of 'ScriptCommands'
1>.\gmmain.cpp(1642) : fatal error C1071: unexpected end of file found in comment

```

i get that message when i try to do lightning  
how can i fix it?

```

class cloudsChatCommand : public ChatCommandClass {
    void Triggered(int ID,const TokenClass &Text,int ChatType) {
        Commands->Set_Clouds(10.5f,20.0f,9.5f);
    }
};

```

```

ChatCommandRegistrant<cloudsChatCommand>
cloudsChatCommandReg("!clouds",CHATTYPE_ALL,0,GAMEMODE_ALL);

```

```

class cloudsoffChatCommand : public ChatCommandClass {
    void Triggered(int ID,const TokenClass &Text,int ChatType) {
        Commands->Set_Clouds(0.0f,0.0f,0.0f);
    }
};

```

```

ChatCommandRegistrant<cloudsoffChatCommand>
cloudsoffChatCommandReg("!cloudsoff",CHATTYPE_ALL,0,GAMEMODE_ALL);

```

for the clouds.....the !clouds wont work but the !cloudsoff works....how can i get the !clouds to work

```

class windChatCommand : public ChatCommandClass {
    void Triggered(int ID,const TokenClass &Text,int ChatType) {
        Commands->Set_Wind(20.7f,15.0f,5.0f,3.5f);
    }
};

```

```

ChatCommandRegistrant<windChatCommand>

```

```
windChatCommandReg("!wind",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

is there something im missing?

ps sorry its kinda alot i really am trying my best i got !snow to work and understood a little bit of it but im still...well...ya please and thank you[/size]

---

Subject: Re: Script Request

Posted by [EA-DamageEverything](#) on Wed, 14 May 2008 22:16:41 GMT

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---

A helpful resource getting some values for the weather is LevelEdit. Make a new mod package, place a .lvl file into the levels dir and load up your mod.

The rest is shown in the picture. In LE click on EDIT -> Background settings and fiddle around with the values.

BTW back to the fog crate, I can help you with that. Thanks to Reborn, it's quite easy to create one based on his code.

---

### File Attachments

1) [weather.jpg](#), downloaded 222 times



## Background Settings

Music Sky Weather

☒ Fog

Color:



Start:

1 m

End:

80 m

Lightning

☒ None☐ Lightning☐ War Blitz

Intensity



0.00

Start Distance:



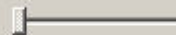
0.00

End Distance:



1.00

Heading:



0.00

Distribution:



0.50

Precipitation

☒ None☐ Snow☐ Rain☐ Volcanic ash

Density:

0.000 particles/s  
/unit area

Wind

Heading:



0.00

Speed:

0.000

m/s

Variability:



0.00

OK

Abbrechen

Übernehmen



Subject: Re: Script Request

Posted by [\\_SSnipe\\_](#) on Wed, 14 May 2008 22:20:19 GMT

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---

EA-DamageEverything wrote on Wed, 14 May 2008 15:16A helpful resource getting some values for the weather is LevelEdit. Make a new mod package, place a .lvl file into the levels dir and load up your mod.

The rest is shown in the picture. In LE click on EDIT -> Background settings and fiddle around with the values.

BTW back to the fog crate, I can help you with that. Thanks to Reborn, it's quite easy to create one based on his code.

helped a lot have not tested it yet but i have no yet found way to do the clouds

quick question when i put in a number like  
180.0f

do i put it like this

180f

180.0f

or

180.00f

or

180.000f

---

Subject: Re: Script Request

Posted by [jonwil](#) on Thu, 15 May 2008 03:37:23 GMT

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---

It doesn't matter how many zeros you use, the compiler will treat them all the same anyway.

---

Subject: Re: Script Request

Posted by [\\_SSnipe\\_](#) on Thu, 15 May 2008 04:57:59 GMT

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---

well it seems likees evrtyhing fine but i cant get my  
clouds  
war blitz  
lightning  
wind

as for the lightning and war blitz or how ever you say iti did the command the way

EA-DamageEverything posted above with that info i made the chat hook

heres what i got

```
class LightningChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    Set_Lightning(0.80f,0.00f,1.00f,239.0f,0.80f,3.5f);
}
};
```

```
ChatCommandRegistrant<LightningChatCommand>
LightningChatCommandReg("!Lightning",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

```
class warChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    Set_War_Blitz(0.80f,0.00f,1.00f,239.0f,0.80f,3.5f);
}
};
```

```
ChatCommandRegistrant<warChatCommand>
warChatCommandReg("!war",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

another problem is how can i get the sky to change color? i've seen it on kamuix serv...they done it blue and green and red....i tried to ask them but no one answers i think they used

commands->Set\_Screen\_Fade\_Color

if not can someone tell me what they used?  
with that i tried to make this but no luck either

```
class greenfogChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    commands->Set_Screen_Fade_Color(Get_Float_Parameter("green"),0.0f);
}
};
```

```
ChatCommandRegistrant<greenfogChatCommand>
greenfogChatCommandReg("!greenfog",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

but im mostly sure im complelty wrong

pleas ehlp and thank you

---

Subject: Re: Script Request

Posted by [reborn](#) on Thu, 15 May 2008 10:02:44 GMT

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Set\_Lightning and Set\_War\_Blitz are part of the script Commands class, you need to put "Commands->" before them when using them. You compilers error message earlier was miss-leading, but I checked and it is part of that class.

I also checked these functions out at some point last year and noticed the effects seemed to do very little, if not nothing at all. Perhaps the distance and spread stuff is very sensitive, try diffrent float values ranging from very large to very small.

---

Subject: Re: Script Request

Posted by [\\_SSnipe\\_](#) on Thu, 15 May 2008 16:56:13 GMT

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reborn wrote on Thu, 15 May 2008 03:02Set\_Lightning and Set\_War\_Blitz are part of the script Commands class, you need to put "Commands->" before them when using them. You compilers error message earlier was miss-leading, but I checked and it is part of that class.

I also checked these functions out at some point last year and noticed the effects seemed to do very little, if not nothing at all. Perhaps the distance and spread stuff is very sensitive, try diffrent float values ranging from very large to very small.

i have added commands-> and yet i get a new error

```
1>.\gmmain.cpp(1599) : error C2065: 'commands' : undeclared identifier
1>.\gmmain.cpp(1599) : error C2227: left of '->Set_War_Blitz' must point to
class/struct/union/generic type
1>    type is "unknown-type"
1>.\gmmain.cpp(1608) : error C2065: 'commands' : undeclared identifier
1>.\gmmain.cpp(1608) : error C2227: left of '->Set_Lightning' must point to
class/struct/union/generic type
1>    type is "unknown-type"
```

---

Subject: Re: Script Request

Posted by [\\_SSnipe\\_](#) on Fri, 16 May 2008 08:52:24 GMT

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What You think reborn?

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Subject: Re: Script Request

Posted by [jnz](#) on Fri, 16 May 2008 08:55:57 GMT

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---

"Commands", not "commands".

---

---

Subject: Re: Script Request

Posted by [\\_SSnipe\\_](#) on Fri, 16 May 2008 09:00:30 GMT

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---

RoShamBo wrote on Fri, 16 May 2008 01:55 "Commands", not "commands".  
omfg so simple...let me try it out

---

---

Subject: Re: Script Request

Posted by [\\_SSnipe\\_](#) on Fri, 16 May 2008 19:06:54 GMT

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---

can u tell me why this wont work?

```
class greenChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
Commands->Set_Screen_Fade_Color(0.0f,255.0f,0.0f,3.5f);
}
};
```

```
ChatCommandRegistrant<greenChatCommand>
greenChatCommandReg("!green",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

heres how i try to learn from

```
typedef void (*_Set_Screen_Fade_Color_Player) (GameObject *obj,float red,float green,float
blue,float transition);
```

im guessing it may make shit green like iv seen servers turn the sky green and red and blue

---

---

Subject: Re: Script Request

Posted by [danpaul88](#) on Fri, 16 May 2008 20:57:59 GMT

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---

Well GameObject\* obj should be a valid game object, and your just giving it a float with the value 0.0, which will either be translated as NULL by the function and fail safely, or will cause Renegade to crash due to trying to access an invalid pointer.

Assuming Int ID refers to the player ID you should be able to use something like GetPlayerByID ( ID ) to get the GameObject\* to pass to the function. The function name might be slightly different to that, this is just off the top of my head.

EDIT: Wait, nvm, you not even using that first parameter for some reason, so I don't think you have the right function definition there...

---

---

Subject: Re: Script Request

Posted by [\\_SSnipe\\_](#) on Fri, 16 May 2008 21:07:07 GMT

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---

danpaul88 wrote on Fri, 16 May 2008 13:57

EDIT: Wait, nvm, you not even using that first parameter for some reason, so I don't think you have the right function definition there...  
then how i fix it?

---

---

Subject: Re: Script Request

Posted by [\\_SSnipe\\_](#) on Sun, 18 May 2008 07:46:36 GMT

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---

i have a new question i need an answer to please...

when i do a chat hook i can have an agt gun attached to my characters bone but i want to be able to make an object lets say a tank via chat hook and hook a object to it...the problem is a model or tnak does not have a bone to attach it to so how can i attach a gun or objects to somethign i created via chathook

---

---

Subject: Re: Script Request

Posted by [reborn](#) on Sun, 18 May 2008 09:48:27 GMT

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---

Tanks do have bones.

---

---

Subject: Re: Script Request  
Posted by [\\_SSnipe\\_](#) on Sun, 18 May 2008 09:57:24 GMT  
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---

reborn wrote on Sun, 18 May 2008 02:48 Tanks do have bones.  
where can i find the names of the bones in which tanks?

---

---

Subject: Re: Script Request  
Posted by [reborn](#) on Sun, 18 May 2008 10:00:32 GMT  
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---

SSnipe wrote on Sun, 18 May 2008 05:57 reborn wrote on Sun, 18 May 2008 02:48 Tanks do have bones.  
where can i find the names of the bones in which tanks?  
Open the .w3d file up in w3d viewer.

---

---

Subject: Re: Script Request  
Posted by [\\_SSnipe\\_](#) on Sun, 18 May 2008 10:06:06 GMT  
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---

reborn wrote on Sun, 18 May 2008 03:00 SSnipe wrote on Sun, 18 May 2008 05:57 reborn wrote on Sun, 18 May 2008 02:48 Tanks do have bones.  
where can i find the names of the bones in which tanks?  
Open the .w3d file up in w3d viewer.  
does it also apply for models? like the agt model found inside buildings.ini?

---

---

Subject: Re: Script Request  
Posted by [reborn](#) on Sun, 18 May 2008 10:12:56 GMT  
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---

Not sure, try it dude... You lazy ass

---

---

Subject: Re: Script Request  
Posted by [\\_SSnipe\\_](#) on Sun, 18 May 2008 10:14:34 GMT  
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---

reborn wrote on Sun, 18 May 2008 03:12 Not sure, try it dude... You lazy ass  
hehe not lazy just tired of spending hours on something you guys do in 2 minutes

---

---

Subject: Re: Script Request

---

Posted by [reborn](#) on Sun, 18 May 2008 10:29:02 GMT

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---

SSnipe wrote on Sun, 18 May 2008 06:14reborn wrote on Sun, 18 May 2008 03:12Not sure, try it  
dude... You lazy ass  
hehe not lazy just tired of spending hours on something you guys do in 2 minutes

Two minutes, hehe.

Dude, I am like reading the next page of the same book you're reading. Whilst others have had there library cards for years now and have checked out every book twice.

I ask others for help too ya'know. But if we all help eachother with what we know (without the ego's) then this place can become nicer.

---

---

Subject: Re: Script Request

Posted by [\\_SSnipe\\_](#) on Sun, 18 May 2008 10:40:21 GMT

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---

reborn wrote on Sun, 18 May 2008 03:29SSnipe wrote on Sun, 18 May 2008 06:14reborn wrote  
on Sun, 18 May 2008 03:12Not sure, try it dude... You lazy ass  
hehe not lazy just tired of spending hours on something you guys do in 2 minutes

Two minutes, hehe.

Dude, I am like reading the next page of the same book you're reading. Whilst others have had there library cards for years now and have checked out every book twice.

I ask others for help too ya'know. But if we all help eachother with what we know (without the ego's) then this place can become nicer.

well said.....but with all honeslty im trying i really am....not trying to leach of people

---