
Subject: [Script] Fun Script

Posted by [mrÄÅŞÄ-z](#) on Tue, 20 Jan 2009 21:55:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

By typing !Boom, you will get unlimited C4's and Remotes, and you can throw about 100 of them in 1 Minute lol. It works ServerSide.

Chat Command:

```
class ExrefillChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    GameObject *obj = Get_GameObj(ID);
    Commands->Attach_Script(obj, "Explosive_Refill", "");
}
};
ChatCommandRegistrant<ExrefillChatCommand>
ExrefillChatCommandReg("!boom",CHATTYPE_ALL,0,GAMEMODE_AOW);
```

.CPP

```
void Explosive_Refill::Created(GameObject *obj)
{
Commands->Start_Timer(obj,this,0.1,1);
}

void Explosive_Refill::Timer_Expired(GameObject *obj,int number)
{
if (number == 1){
    Commands->Give_Powerup(obj, "CnC_POW_MineTimed_Player_01",false);
    //Commands->Give_Powerup(obj, "CnC_POW_MineTimed_Player_02",false);
    Commands->Give_Powerup(obj, "CnC_POW_MineRemote_01",false);
    //Commands->Give_Powerup(obj, "CnC_POW_MineRemote_02",false);
    Commands->Attach_Script(obj, "Explosive_Refill", "");
}
}
ScriptRegistrant<Explosive_Refill> Explosive_Refill_Registrant("Explosive_Refill","");
```

.H

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

Subject: Re: [Script] Fun Script

Posted by [jnz](#) on Tue, 20 Jan 2009 22:09:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

Why do you keep reattaching it? Why not make a Timer_Expired loop instead?

Subject: Re: [Script] Fun Script
Posted by [mrÅ£Ä\\$Ä-z](#) on Tue, 20 Jan 2009 22:53:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

Didnt got the Idea, but it works lol

Subject: Re: [Script] Fun Script
Posted by [ErroR](#) on Fri, 23 Jan 2009 14:36:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

doesn't it really lag ur server? i mean i played st0rm coop and when u stand on the ammo crate u can throw c4s very very fast.. and when all of them start to blow SFPS drops to 1 and realy lags for some time

Subject: Re: [Script] Fun Script
Posted by [Genesis2001](#) on Fri, 23 Jan 2009 14:47:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

ErroR wrote on Fri, 23 January 2009 07:36doesn't it really lag ur server? i mean i played st0rm coop and when u stand on the ammo crate u can throw c4s very very fast.. and when all of them start to blow SFPS drops to 1 and realy lags for some time

Thanks for pointing this out. I'll see what we can do to fix it. lol

Subject: Re: [Script] Fun Script
Posted by [mrÅ£Ä\\$Ä-z](#) on Fri, 23 Jan 2009 15:33:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

Maybe you have a bad Computer? my Computer didnt lag, maybe you blow up to many Remotes at the same Time, Timed C4's wouldnt take much FPS

Subject: Re: [Script] Fun Script
Posted by [ErroR](#) on Fri, 23 Jan 2009 15:54:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

Computer didnt lag, maybe you blow up to many Remotes at the same Time, Timed C4's
wouldnt take much FPS
no, no prob with fps, prob with SFPS

Subject: Re: [Script] Fun Script
Posted by [Gen_Blacky](#) on Fri, 23 Jan 2009 22:32:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

then the server sucks if it cant handle big booms

Subject: Re: [Script] Fun Script
Posted by [samous](#) on Fri, 30 Jan 2009 03:54:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

Zack wrote on Fri, 23 January 2009 06:47ErroR wrote on Fri, 23 January 2009 07:36doesn't it really lag ur server? i mean i played st0rm coop and when u stand on the ammo crate u can throw c4s very very fast.. and when all of them start to blow SFPS drops to 1 and realy lags for some time

Thanks for pointing this out. I'll see what we can do to fix it. lol

not for long.
