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Subject: Vehicle Poke Help

Posted by [cpjok](#) on Tue, 12 Apr 2011 02:16:38 GMT

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maybe a weird question

ok what script do i use to make a vehicle spawn in secific are facing a specific way

when you poke a generetic switch

i tried

JWF\_Preset\_Buy\_Poke

but you can only set location not facing of the vehicle so it dont create it in a wall or something

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Subject: Re: Vehicle Poke Help

Posted by [Distrbd21](#) on Tue, 12 Apr 2011 16:10:39 GMT

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This is how you set that script up, it is the right one btw.

Preset\_Name: the veh you want it to buy like mine is CnC\_GDI\_MRLS1

Cost: the amount of money you want it to take from the player that buys one.

location: put a daves arrow on your map face it the way you want it, and copy the x,y,z and put it in the script.

Player\_Type: 1 for gdi 0 for nod and i think it's 2 for un teamed not for sure...

If your still having problems let me know and i will help you more.

and far warning if you set the cost to 0 it can be spammed and there could be like 30-40 vehs there in secs so be careful...

And for everyone else that may come on here and say no use the veh buy script that one does not work the way he wants it to.

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Subject: Re: Vehicle Poke Help

Posted by [danpaul88](#) on Tue, 12 Apr 2011 16:44:56 GMT

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How does copying the position of a daves arrow help him rotate it? Facing and position are two separate things...

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Subject: Re: Vehicle Poke Help  
Posted by [Altzan](#) on Tue, 12 Apr 2011 18:21:24 GMT  
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You can't have it spawn directly at an object's location using its ID? I don't remember, its been awhile.

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Subject: Re: Vehicle Poke Help  
Posted by [Gen\\_Blacky](#) on Tue, 12 Apr 2011 21:11:53 GMT  
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Altzan wrote on Tue, 12 April 2011 11:21 You can't have it spawn directly at an object's location using its ID? I don't remember, its been awhile.

yes you can with a different script.

Something like this should work hasn't been tested. We use a dummy object on the map to get spawn location and the facing.

```
void JFW_Preset_Buy_Poke2::Poked(GameObject *obj,GameObject *poker)
{
    const char *preset = Get_Parameter("Preset_Name");
    int x = Get_Int_Parameter("Player_Type");
    int cost = Get_Int_Parameter("Cost");
    int z = Get_Int_Parameter("LocationObject_ID");
    if (!z) { return; }
    if (CheckPlayerType(poker,x)) {return;}
    if (cost <= Commands->Get_Money(poker))
    {
        cost = -cost;
        Commands->Give_Money(poker,(float)cost,0);
        GameObject *LocationObject = Commands->Find_Object(z);
        Vector3 spawn_position = Commands->Get_Position(LocationObject);
        GameObject *createdobject = Commands->Create_Object(preset,spawn_position);
        float facing = Commands->Get_Facing(LocationObject);
        Commands->Set_Facing(createdobject,facing);
    }
}
```

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Subject: Re: Vehicle Poke Help  
Posted by [Distrbd21](#) on Tue, 12 Apr 2011 21:27:15 GMT  
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I will get some pics of how i got mine set up.

With the daves arrow you face it the way you want it and the x,y,z i will make a video of my map that i have it working in.

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Subject: Re: Vehicle Poke Help  
Posted by [danpaul88](#) on Tue, 12 Apr 2011 21:40:35 GMT  
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Distrbd21 wrote on Tue, 12 April 2011 22:27I will get some pics of how i got mine set up.

With the daves arrow you face it the way you want it and the x,y,z i will make a video of my map that i have it working in.

The X,Y,Z does NOT set the FACING, it only sets the LOCATION. You can rotate something through a full 360 degrees and it's X,Y,Z will remain exactly the same because they have NO RELATION AT ALL to the FACING.

He is not asking how to position the vehicles, he is asking how to ROTATE them. Which that script CANNOT do.

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Subject: Re: Vehicle Poke Help  
Posted by [Distrbd21](#) on Tue, 12 Apr 2011 21:44:32 GMT  
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1. you need to calm your ass down and i will show you that you can with a daves arrow.
2. don't get pissed at me because every time someone needs help with a script y'all just give them some fucked up way of doing it so they give up.
3. I'm uploading a video proving that it does work.

I will finish the video l8r here is a part of it.  
<http://www.youtube.com/watch?v=ssxYVgarGXw>

### File Attachments

1) [1.JPG](#), downloaded 505 times

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**Edit object**

General Position Scripts

Position

X 784.420 Y 899.180 Z 24.837

Rotation

X 0.000 Y 0.000 Z -31.681

☐ Restrict rotation to Z90

OK Cancel

Picked model: O\_DAVESARROW  
 Selection set: Daves Arrow.100526 ( VisObjectId = 7469, ),  
 Picked model: O\_DAVESARROW

2) [2.JPG](#), downloaded 494 times



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**Edit object**

General | Position | Scripts

Below is the list of scripts assigned to the current object. Use the controls below to add, remove, or modify these scripts.

Script Definition

Use the controls below to select a script type and edit its parameters.

Type: JFW\_Preset\_Buy\_Poke

Parameter(s)

Name: location

Value: X: 784.42 Y: 898.43 Z: 24.960

Ok Cancel

Add... Modify... Delete

OK Cancel

Picked model: DSP\_MINICONSEL  
Selection set: PBGMRLS.100524 ( VisObjectId = 7469, ),  
Picked model: DSP\_MINICONSEL

3) [3.JPG](#), downloaded 501 times





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Ready

C&amp;C\_St0rm\_T4



Subject: Re: Vehicle Poke Help  
Posted by [saberhawk](#) on Tue, 12 Apr 2011 23:10:43 GMT  
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Distrbd21 wrote on Tue, 12 April 2011 17:44:1. you need to calm your ass down and i will show you that you can with a daves arrow.

2. don't get pissed at me because every time someone needs help with a script y'all just give them some fucked up way of doing it so they give up.
3. I'm uploading a video proving that it does work.

I will finish the video l8r here is a part of it.  
<http://www.youtube.com/watch?v=ssxYVgarGXw>

You need to understand that the orientation (or "facing") of an object has nothing to do with it's position. JFW\_Preset\_Buy\_Poke has no code for changing an object's orientation and as such should not be used for spawning large objects such as vehicles.

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Subject: Re: Vehicle Poke Help  
Posted by [cAmpa](#) on Wed, 13 Apr 2011 00:10:49 GMT  
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No idea what you all are talking about but <http://campa.ren-com.de/scripts.rar> should do it.  
(Haven't tested it so please report if it does run.)

Script CaMpA\_Preset\_Buy\_Poke  
Parameters are:  
Preset\_Name  
Cost  
location  
facing  
Player\_Type

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Subject: Re: Vehicle Poke Help  
Posted by [danpaul88](#) on Wed, 13 Apr 2011 05:20:10 GMT  
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Distrbd21 wrote on Tue, 12 April 2011 22:44:1. you need to calm your ass down and i will show you that you can with a daves arrow.

2. don't get pissed at me because every time someone needs help with a script y'all just give them some fucked up way of doing it so they give up.
3. I'm uploading a video proving that it does work.

I will finish the video l8r here is a part of it.  
<http://www.youtube.com/watch?v=ssxYVgarGXw>

Yep, that shows him how to set LOCATION. So, when are you going to show him how to set the

ROTATION, which is what he wants?

As we keep telling you, LOCATION IS NOT THE SAME AS ROTATION. Stop giving him useless advice which doesn't work.

Anyway, cAmpa has posted a script which will do what you want, but since it appears to be using a custom scripts.dll you won't be able to actually have other players use it unfortunately.

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Subject: Re: Vehicle Poke Help  
Posted by [reborn](#) on Wed, 13 Apr 2011 07:53:49 GMT  
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danpaul88 wrote on Wed, 13 April 2011 01:20  
won't be able to actually have other players use it unfortunately.

If it's on the server then he will.

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Subject: Re: Vehicle Poke Help  
Posted by [danpaul88](#) on Thu, 14 Apr 2011 07:11:39 GMT  
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Good point, I was thinking in terms of LAN games

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