Subject: just wondering : weaponbagclass
Posted by robbyke on Mon, 12 Mar 2012 12:47:09 GMT
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it has some functions to give weapons with weapons names instead of powerups

WeaponClass * Add_Weapon(const WeaponDefinitionClass * def, int rounds = 0, bool give_weapon = true);
 WeaponClass * Add_Weapon(int id, int rounds = 0, bool give_weapon = true);
 WeaponClass * Add_Weapon(const char *weapon_name, int rounds = 0, bool give_weapon = true);

now im just a coding newby but is it possible to use it because what i have tried gives a linking error


```
void KB_Give_Weapon(GameObject *obj,const char *Weapon)
{
 WeaponBagClass *Gun= ((ArmedGameObj *)obj)->Get_Weapon_Bag();
 Gun->Add_Weapon(Weapon,0,true);
}
```


Error 2 error LNK2001: unresolved external symbol "public: class WeaponClass * __thiscall WeaponBagClass::Add_Weapon(char const *,int,bool)" (?Add_Weapon@WeaponBagClass@@QAEPAVWeaponClass@@PBDH_N@Z) C:\Users\robby \Desktop\source test\Kambot\KB_Functions.obj Kambot

---

Subject: Re: just wondering : weaponbagclass
Posted by Jerad2142 on Mon, 12 Mar 2012 13:15:18 GMT
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Is this a function in 4.0, or ssgm? I only ask because I'm not seeing it in Stock 3.4.4 scripts source.

Subject: Re: just wondering : weaponbagclass
Posted by robbyke on Mon, 12 Mar 2012 13:23:50 GMT
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its in 4.0 scripts

Subject: Re: just wondering : weaponbagclass
Posted by Jerad2142 on Mon, 12 Mar 2012 13:27:56 GMT
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Well if you haven't been helped in 10 hours I'll have a look at it after I get off work.

Subject: Re: just wondering : weaponbagclass
Posted by jonwil on Mon, 12 Mar 2012 13:46:23 GMT
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You cant call WeaponBagClass::Add_Weapon because its in tt.dll and not exposed to scripts.dll
Plus, it wouldn't work the way you think it works anyway, there is extra logic in the powerup code
that does special stuff when granting a weapon.

Subject: Re: just wondering : weaponbagclass
Posted by robbyke on Mon, 12 Mar 2012 14:01:11 GMT
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is there no way to add weapons manually somehow, maybe to change some defense weapons?

because samsites wont change their aiming angle anymore

also how far can object.gm mods go
if change an object his weapon and only server use it does it work? or wont the weapon fire then

---

Subject: Re: just wondering : weaponbagclass
Posted by Jerad2142 on Mon, 12 Mar 2012 17:57:50 GMT
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What do you mean add manually? If you're just asking if you can grant a weapon to a player you
do it by power up.

Subject: Re: just wondering : weaponbagclass
Posted by robbyke on Mon, 12 Mar 2012 18:27:47 GMT
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Jerad Gray wrote on Mon, 12 March 2012 18:57What do you mean add manually? If you're just

asking if you can grant a weapon to a player you do it by power up.

i used in scripts 3.4.4 a samsite for defense,if the defense script was attached it shot scattering missiles at average range.

on TT however the sam site models only aim in a specific angle

so i wanted to give for example the agt missile or obi laser, the samsite weapon so it can fire in all directions again

it fires but not has no real aim

File Attachments
1) Screenshot.4.jpg, downloaded 910 times

Subject: Re: just wondering : weaponbagclass
Posted by Ethenal on Tue, 13 Mar 2012 01:15:17 GMT
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robbyke wrote on Mon, 12 March 2012 13:27
i used in scripts 3.4.4 a samsite for defense,if the defense script was attached it shot scattering missiles at average range.

on TT however the sam site models only aim in a specific angle
Maybe this is me being logical but if you found such a thing (that is obviously a bug), maybe you should report it to the TT team instead of trying to make some odd workaround for it? Just a thought.

Subject: Re: just wondering : weaponbagclass
Posted by robbyke on Tue, 13 Mar 2012 06:49:09 GMT
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lets see it was about a year ago when i asked if it was a bug

old post

i guess this topic will end now just like last time

Subject: Re: just wondering : weaponbagclass
Posted by Jerad2142 on Tue, 13 Mar 2012 12:59:01 GMT
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Are you still using the sam site quick turn object?

If you are, check and make sure it CAN aim down (Has a min tilt of at MOST 0 if not less).

Subject: Re: just wondering : weaponbagclass
Posted by robbyke on Tue, 13 Mar 2012 16:40:41 GMT
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min tilt -45 and max 45

it used to work on 3.4.4 i dont think they modified all the objects i used multiple sam sites.

only the object NOD SamSite aimed and fired in some direction but it aimed to high and only at vtols

what does 'sight arc' do?

Subject: Re: just wondering : weaponbagclass
Posted by Jerad2142 on Tue, 13 Mar 2012 20:47:49 GMT
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If a vehicle had a sight of of 360 it'd be able to see all around it. If it had a sight arc of 90 it'd be able to see 45degrees to each side of its turret.

What script do the sams have on them?

Subject: Re: just wondering : weaponbagclass
Posted by robbyke on Tue, 13 Mar 2012 21:48:14 GMT
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none basic or not that i know off

i just attach JFW_Base_Defence

it used to be "M10_Turret_Tank"

after some more testing i noticed that it aims but above me
so it will allways miss

im goin to test if its the M10_Turret_Tank script

Subject: Re: just wondering : weaponbagclass
Posted by Gen_Blacky on Wed, 14 Mar 2012 00:27:36 GMT
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don't use base_defense on a sam site ... unless you want it to attack ground.

Quote:M07_SAM_Site_Logic - Author: Westwood Studios

Details
The Turret act like a base defense, but only attac AirUnits.

Parameters
-= none =-

Comments
Prefer this script instead of the other SAM-Site scripts, because these are maybe only for SP, some create an object after destruction, etc.

Known Issues
To improve the aiming of the SAM/Air turret, you have to edit the turret itself, there are no

parameters for this script.

Subject: Re: just wondering : weaponbagclass
Posted by robbyke on Wed, 14 Mar 2012 00:50:00 GMT
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i want the sam site to attack all possible enemies so also ground units

---

Subject: Re: just wondering : weaponbagclass
Posted by Jerad2142 on Wed, 14 Mar 2012 12:42:07 GMT
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robbyke wrote on Tue, 13 March 2012 18:50i want the sam site to attack all possible enemies so also ground units
Test M07_SAM_Site_Logic and see if it hits air units or if the aim problem presists, if it does then we have a even more odd issue then just the choice of scripts being used at hand.

Subject: Re: just wondering : weaponbagclass
Posted by robbyke on Wed, 14 Mar 2012 13:08:34 GMT
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results:

JFW_Base_Defence : no longer has any response wont fire wont react

M10_Turret_Tank : fires wrong mainly above the target
also reacts to ground targets

M07_SAM_Site_Logic : same as M10_Turret_Tank only doesnt respond to ground targets

used object SAM_Site_Quick_Turn

Subject: Re: just wondering : weaponbagclass
Posted by Jerad2142 on Wed, 14 Mar 2012 16:23:56 GMT
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Attach the scripts to a tank and see if it can fire at the right angles.

Subject: Re: just wondering : weaponbagclass
Posted by robbyke on Wed, 14 Mar 2012 16:54:56 GMT

i attached

the m10

and the m07

the m07 script aimed verry well if i hung still it would hit

the m10 script had bad aim but it aimed at me

i think the m10 script was never meant to hit directly

Subject: Re: just wondering : weaponbagclass
Posted by triattack on Wed, 14 Mar 2012 20:39:00 GMT

looked at the readme here are some base defence scripts (with info)
cript Name: "RA_Base_Defense_Simple"

Description:

A simplified version of a prototype script for a threat assessing Base Defense. It is capable of basic target prioritizing and can adjust its aim when firing at infantry. The script can be set to prioritize infantry, vehicles, or both equally. It will also rate targets based on remaining health, range, and if the target is a player or AI. Players are considered a higher priority than AI. The lower a target's health, the more likely it will be prioritized. The closer a unit is, the higher its priority is.

Script Parameters:

-MinRange: The minimum range to attack a target. Targets closer than this will be ignored. Default is 0.0.

-MaxRange: The maximum range to attack a target. Targets further than this will be ignored. Default is 100.0.

-AntiAir: Sets if the script targets aircraft. 1 = Yes, 0 = No. Default is 0.

-AntiGround: Sets if the script targets ground units. 1 = Yes, 0 = No. Default is 1.

-AdjustAim: Sets if the script will adjust its aim for infantry. 1 = Yes, 0 = No. Default is 0.

-TargetMode: Sets the script's target priority. 0 = Vehicles before Infantry, 1 = Infantry before Vehicles. Anything else will cause script to ignore infantry/vehicle distinctions and rely solely on range/health/player for prioritizing. Default is 0.

Notes:

Adjusting aim for infantry is useful for base defenses that fire "slow" projectiles, like a cannon. Infantry can typically sidestep these kinds of attacks. The adjusted aim targets the ground the soldier is standing on instead of the soldier. This causes the projectile to explode right next to a soldier instead of traveling another 20 or so meters before impacting the ground. For base defenses that fire "fast" projectiles or non-explosive projectiles, like a machine gun, do not adjust aim for soldiers, as the adjustment would likely cause the projectile to miss completely.

*** **************

Script Name: "RA_Base_Defense_Powered"

Description:

A simplified version of a prototype script for a threat assessing Base Defense. It is capable of basic target prioritizing and can adjust its aim when firing at infantry. The script can be set to prioritize infantry, vehicles, or both equally. It will also rate targets based on remaining health, range, and if the target is a player or AI. Players are considered a higher priority than AI. The lower a target's health, the more likely it will be prioritized. The closer a unit is, the higher its priority is.
This one stops attacking if the power goes low.

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Subject: Re: just wondering : weaponbagclass
Posted by Jerad2142 on Wed, 14 Mar 2012 21:07:19 GMT
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robbyke wrote on Wed, 14 March 2012 10:54i attached

the m10

and the m07

the m07 script aimed verry well if i hung still it would hit

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i think the m10 script was never meant to hit directly
Sounds like an issue with the samsites 3d model, perhaps the muzzle bone is angled wrong in the 3d mode; or maybe the muzzle effect fix 4.0 made for the mammoth tank barrels broke it some how.

Subject: Re: just wondering : weaponbagclass
Posted by robbyke on Wed, 14 Mar 2012 21:32:56 GMT
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tried it same effect

Jerad Gray wrote on Wed, 14 March 2012 22:07robbyke wrote on Wed, 14 March 2012 10:54i attached

the m10

and the m07

the m07 script aimed verry well if i hung still it would hit

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Sounds like an issue with the samsites 3d model, perhaps the muzzle bone is angled wrong in the 3d mode; or maybe the muzzle effect fix 4.0 made for the mammoth tank barrels broke it some how.

perhaps but then its a bug and they should fix it no?

i found this in _asset_error.txt

Toggle Spoiler
Failed to load 'MZ_B_SAMSITE'

Failed to load 'MZ_B_SAMSITE'
Failed to load 'p_ExSphere1'
Failed to load 'MZ_B_SAMSITE'
Failed to load 'p_ExSphere1'
Failed to load 'MZ_B_SAMSITE'
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Failed to load 'MZ_B_SAMSITE'
Failed to load 'MZ_B_SAMSITE'

maybe this has something to do with it?

i worked around it with a objects.gm mod

Subject: Re: just wondering : weaponbagclass
Posted by Jerad2142 on Fri, 16 Mar 2012 14:01:28 GMT
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Looks more like its just missing a muzzle flash/fire effect, probably used to have some really neat looking primitive effects and smoke that ea took out when they replaced some of the Westwood employees or whatever. It shouldn't be the issue; however, I still recommend you bring it up in the TT Thread.