Subject: It's there a Grant Power Up script?
Posted by Distrbd21 on Fri, 25 May 2012 12:31:41 GMT
View Forum Message <> Reply to Message

Here's what I got so far.

```
class Distrbd21ChatCommand : public ChatCommandClass {
        void Triggered(int ID,const TokenClass &Text,int ChatType) {

        if(strcmp(Get_Player_Name_By_ID(ID), "Distrbd21")) return;
                GameObject *obj = Get_GameObj(ID);
                int cost = 0;
                if (Commands->Get_Money(obj) > cost)
                {
                        Change_Character(obj, "CnC_GDI_MiniGunner_3Boss_ALT3");
                        Set_Max_Shield_Strength(obj, (Commands->Get_Max_Shield_Strength(obj) +
500));
        Set_Max_Health(obj, (Commands->Get_Max_Health(obj) + 500));
                        Attach_Script_Once(Get_GameObj(ID), "M00_No_Falling_Damage_DME", "");
        Attach_Script_Once(Get_GameObj(ID), "RA_Infantry_Spy", "");
        Attach_Script_Once(Get_GameObj(ID), "JFW_Blow_Up_On_Death",
"Explosion_IonCannonBeacon");
        Attach_Script_Once(Get_GameObj(ID), "JFW_Poke_Play_3D_Sound",
"Paging_caution_2.wav");
                        Commands->Set_Shield_Type(obj,"SkinMutant");


                }
        }
};
ChatCommandRegistrant<Distrbd21ChatCommand>
Distrbd21ChatCommandReg("!dis",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

Note I have tried to put
Commands->Give_Powerup(obj, "Weap Name here." 1);

But it doesn't give me the Weapons I tell it to.

Subject: Re: It's there a Grant Power Up script?
Posted by iRANian on Fri, 25 May 2012 12:43:35 GMT
View Forum Message <> Reply to Message

You need to supply a Powerup preset name instead of a weapon name.

Subject: Re: It's there a Grant Power Up script?
Posted by Distrbd21 on Fri, 25 May 2012 12:47:40 GMT
View Forum Message <> Reply to Message

iRANian wrote on Fri, 25 May 2012 07:43You need to supply a Powerup preset name instead of a weapon name.
Yes that is what I meant I did that, but sense I technically re spawn when changed to havoc it give's my weapons to my old char not the new one ;p

---

Subject: Re: It's there a Grant Power Up script?
Posted by iRANian on Fri, 25 May 2012 12:52:50 GMT
View Forum Message <> Reply to Message

Does changing the skin to mutant work?

Subject: Re: It's there a Grant Power Up script?
Posted by Distrbd21 on Fri, 25 May 2012 12:58:29 GMT
View Forum Message <> Reply to Message

Haven't tried that, how would I change it like that?

I'm a n00b that is one of the codes I started working on, had help with it to lol.

Subject: Re: It's there a Grant Power Up script?
Posted by iRANian on Fri, 25 May 2012 13:07:00 GMT
View Forum Message <> Reply to Message

That code you showed already has a line to do that:

    Commands->Set_Shield_Type(obj,"SkinMutant");

dunno if it works.

Subject: Re: It's there a Grant Power Up script?
Posted by Distrbd21 on Fri, 25 May 2012 13:17:15 GMT
View Forum Message <> Reply to Message

Oh that's to give me the tib shield so when I walk in tib field I Regen ;p

Can I put havoc's preset there?

I'm also having problems with.

Attach_Script_Once(Get_GameObj(ID), "JFW_Poke_Play_3D_Sound", "Paging_caution_2.wav");

When someone pokes me no sound, and I tried the 2D script to.

Subject: Re: It's there a Grant Power Up script?
Posted by iRANian on Fri, 25 May 2012 13:30:41 GMT
View Forum Message <> Reply to Message

I'm not sure.

Subject: Re: It's there a Grant Power Up script?
Posted by Jerad2142 on Fri, 25 May 2012 13:42:59 GMT
View Forum Message <> Reply to Message

GameObject *player = Get_GameObj(ID);
Use
Commands->Create_Sound(Commands->Get_Position(player),"Paging_caution_2.wav",player);

I think thats the correct order for the params, not sure as I'm not at home.

There is also a Create_Sound_Player or Create_Player_Sound (something like that) which would only play the sound for one specific player.

Subject: Re: It's there a Grant Power Up script?
Posted by Distrbd21 on Sat, 26 May 2012 01:25:49 GMT
View Forum Message <> Reply to Message

I need it so when you poke me you hear the sound. ;p

And I'm getting a error on that script saying something about vector 3.

Subject: Re: It's there a Grant Power Up script?
Posted by Xpert on Sat, 26 May 2012 01:27:11 GMT
View Forum Message <> Reply to Message

vector3 means xyz coordinates

Subject: Re: It's there a Grant Power Up script?
Posted by Distrbd21 on Sat, 26 May 2012 02:01:23 GMT
View Forum Message <> Reply to Message

Xpert wrote on Fri, 25 May 2012 20:27vector3 means xyz coordinates

I know that and I don't need that right now.

I don't want it to play a sound when we get it I want it to play a sound when someone comes up to me and press's e on me.

Subject: Re: It's there a Grant Power Up script?
Posted by Ethenal on Sat, 26 May 2012 05:54:17 GMT
View Forum Message <> Reply to Message

DistrbdSt0rm21 wrote on Fri, 25 May 2012 21:01Xpert wrote on Fri, 25 May 2012 20:27vector3 means xyz coordinates

I know that and I don't need that right now.

I don't want it to play a sound when we get it I want it to play a sound when someone comes up to me and press's e on me.
That will do that. The problem is, that script says "3D" sound. Which means it requires a Vector3, because that sound plays at a specific position in the world and gets quieter the farther you are from it.

So yes, you do need that right now.

Subject: Re: It's there a Grant Power Up script?
Posted by Distrbd21 on Sat, 26 May 2012 06:40:38 GMT
View Forum Message <> Reply to Message

OK so what do I need for the 2D sound?

Subject: Re: It's there a Grant Power Up script?
Posted by Whitedragon on Sat, 26 May 2012 07:12:32 GMT
View Forum Message <> Reply to Message

JFW_Poke_Play_2D_Sound_Player is kind of what you want, though it takes a sound preset and not a sound file. If you want to play a sound file you'll need to make a new script to do it.

Subject: Re: It's there a Grant Power Up script?
Posted by Distrbd21 on Sat, 26 May 2012 07:44:00 GMT
View Forum Message <> Reply to Message

That wont work, it give's an error saying attach script can't have 4 arguments....

Subject: Re: It's there a Grant Power Up script?
Posted by iRANian on Sat, 26 May 2012 09:54:05 GMT
View Forum Message <> Reply to Message

You need to attach the arguments to a script to the last argument of Attach_Script_Once() and related functions, if a script has more than one arguments you need to do something like:

Attach_Script_Once(obj, "script_name", "1024,derp,4.5");

where 1024 is an int, derp is a string and 4.5 is a float. In most cases you want to supply a "params" char buffer that contains the arguments formatted with a sprintf before hand, like so:

```
  char params[256];
  sprintf(params,"%d,%s,%s,%s,%s,%s",param,Get_Parameter("Underwater_Effect_Controller"),
Get_Parameter("Surface_Water_Effect"),Get_Parameter("Underwater_Effect"),Get_Parameter("S
urface_Swim_Sound"),Get_Parameter("Underwater_Swim_Sound"));
  Attach_Script_Once(sender,"JMG_Swimming_Water_Effects_Script",params);
```

Subject: Re: It's there a Grant Power Up script?
Posted by Distrbd21 on Sat, 26 May 2012 16:59:05 GMT
View Forum Message <> Reply to Message

That makes a lot of sense thank you for explaining it to a n00b ;p