Subject: !para Posted by Distrbd21 on Wed, 11 Jul 2012 11:47:40 GMT View Forum Message <> Reply to Message

I'm trying to get it to work with 4.0, but I don't know exactly what I have done wrong.

The server doesn't crash when I do !para or when I get out of a veh, nothing happens I still die ;p

```
void ObjectHookCall(void *data,GameObject *obj) {
if (obj->As SoldierGameObj()) {
 Attach_Script_Once(obj, "Parachute", "");
else if (obj->As_VehicleGameObj()) {
 if (obj->As_PhysicalGameObj() && (Get_Vehicle_Mode(obj) == VEHICLE_TYPE_FLYING)) {
 Attach_Script_Once(obj, "Parachute", "");
}
void Parachute::Created(GameObject *obj) {
isFalling = false;
floaterID = 0;
pchuteID = 0;
fallin = 0:
health = Commands->Get_Health(obj);
}
void Parachute::Damaged(GameObject *obj,GameObject *damager,float damage) {
if (!damager && isFalling && (damage < 1000)) {
 Commands->Set Health(obj,health);
 isFalling = false;
}
else {
 health = Commands->Get_Health(obj);
}
void Parachute::Killed(GameObject *obj, GameObject *shooter) {
if (obj->As VehicleGameObj()) {
 if (Commands->Get ID(obj) && obj && obj->As VehicleGameObj()) {
 VectorClass<GameObject *> *ptr = (VectorClass<GameObject *>*)(obj+0x9AC);
 VectorClass<GameObject *> occupants = (VectorClass<GameObject *>)*ptr;
 int x = occupants.Length():
 for (int i = 0; i < x; i++) {
  if (occupants[i]) {
  Commands->Send_Custom_Event(occupants[i],occupants[i],4612,0,0);
 }
```

```
}
else if (obj->As_SoldierGameObj()) {
 Commands->Enable_Collisions(obj);
 if (Commands->Find_Object(pchuteID)) {
 Commands->Destroy_Object(Commands->Find_Object(pchuteID));
 pchuteID = 0:
 if (Commands->Find Object(floaterID)) {
 Commands->Destroy Object(Commands->Find Object(floaterID));
 floaterID = 0;
 isFalling = false;
}
void Parachute::Timer Expired(GameObject *obj.int number) {
if (number == 1) {
 newpos = Commands->Get Position(obj);
 if (newpos.Z < pos.Z) {
 fallin += pos.Z - newpos.Z;
 if (fallin > 10 && !isFalling) {
  isFalling = true;
  GameObject *floater =
Commands->Create_Object("CnC_Beacon_IonCannon",Commands->Get_Position(obj));
  Commands->Set Model(floater, "null"):
  Commands->Set_Facing(floater,Commands->Get_Facing(obj));
  GameObject *pchute =
Commands->Create Object("Generic Cinematic", Commands->Get Position(obj));
  Commands->Set_Model(pchute,"X5D_Parachute");
  Commands->Disable All Collisions(pchute);
  Commands->Disable_Physical_Collisions(obi):
  Commands->Attach_To_Object_Bone(obj,floater,"");
  Commands->Attach_To_Object_Bone(pchute,obj,"");
  floaterID = Commands->Get_ID(floater);
  pchuteID = Commands->Get ID(pchute);
 pos = Commands->Get Position(obj);
 Commands->Start Timer(obj, this, 0.1f, 1);
 else {
 Commands->Enable_Collisions(obj);
 if (Commands->Find_Object(pchuteID)) {
  Commands->Destroy_Object(Commands->Find_Object(pchuteID));
  pchuteID = 0;
 if (Commands->Find Object(floaterID)) {
  Commands->Destroy Object(Commands->Find Object(floaterID));
```

```
floaterID = 0;
 Commands->Start_Timer(obj, this, 2.0f, 2);
else if (number == 2) {
 isFalling = false:
}
void Parachute::Custom(GameObject *obj, int message, int param, GameObject *sender) {
if (message == CUSTOM EVENT VEHICLE EXITED) {
 Commands->Send_Custom_Event(sender,sender,4612,0,0);
else if (message == CUSTOM_EVENT_VEHICLE_ENTERED) {
 Commands->Send_Custom_Event(sender,sender,4613,0,0);
else if (message == 4612) {
 health = Commands->Get Health(obj);
 fallin = 0;
 pos = Commands->Get Position(obj);
 Commands->Start Timer(obj, this, 0.1f, 1);
else if (message == 4613) {
 isFalling = false;
 if (Commands->Find_Object(pchuteID)) {
 Commands->Destroy_Object(Commands->Find_Object(pchuteID));
 pchuteID = 0;
 if (Commands->Find_Object(floaterID)) {
 Commands->Destroy Object(Commands->Find Object(floaterID));
 floaterID = 0;
 }
```

Subject: Re: !para

Posted by Ethenal on Wed, 11 Jul 2012 17:06:02 GMT

View Forum Message <> Reply to Message

Christ, that's way more confusing than the last parachute script I saw... do you know how to attach a debugger to server.exe? If you do that, you can probably step through your code and eventually figure out what's not working, but I can't gather a thing from that source.

Subject: Re: !para

Posted by Distrbd21 on Wed, 11 Jul 2012 17:53:40 GMT

View Forum Message <> Reply to Message

My test server is hooked to debug, but I'm having problems with it not copying over the sciprts.dll to the server folder.

The script is suppost to auto deploy your parachute if you exit the veh in mid air, or if your veh is killed mid air, I was also trying to make it work with !para, so I didn't have to have 2 scripts.

Most of it is to get the parachute to be placed in the right facing on your back.

EDIT: My guess is I don't have the As_ stuff right, as I don't know it all that well.

Subject: Re: !para

Posted by iRANian on Wed, 11 Jul 2012 17:55:28 GMT

View Forum Message <> Reply to Message

Hex' script doesn't require you to type !para, the reason it's not doing anything is because you forgot the scriptregistrant line.

Subject: Re: !para

Posted by Distrbd21 on Wed, 11 Jul 2012 17:56:43 GMT

View Forum Message <> Reply to Message

iRANian wrote on Wed, 11 July 2012 12:55Hex' script doesn't require you to type !para, the reason it's not doing anything is because you forgot the scriptregistrant line.

no thats there at the bottum...

ScriptRegistrant<Parachute> Parachute_Registrant("Parachute","");

Subject: Re: !para

Posted by iRANian on Wed, 11 Jul 2012 18:10:27 GMT

View Forum Message <> Reply to Message

if (obj->As PhysicalGameObj() && (Get Vehicle Mode(obj) == VEHICLE TYPE FLYING)) {

the As_PhysicalGameObj() call is redundant.

Subject: Re: !para

Posted by Xpert on Wed, 11 Jul 2012 20:58:44 GMT

View Forum Message <> Reply to Message

Commands->Is_A_Star(obj) instead of (obj->As_SoldierGameObj())

Funny, I was gonna release a parachute plugin using this script.

Quote:

```
VectorClass<GameObject *> *ptr = (VectorClass<GameObject *>*)(obj+0x9AC);
VectorClass<GameObject *> occupants = (VectorClass<GameObject *>)*ptr;
```

This will crash in 4.0

Subject: Re: !para

Posted by jonwil on Thu, 12 Jul 2012 02:24:48 GMT

View Forum Message <> Reply to Message

You need to replace that blob of code (with the 0x9AC thing) with calls to ->Get_Occupant_Count() and ->Get_Occupant()

Subject: Re: !para

Posted by Distrbd21 on Thu, 12 Jul 2012 09:47:11 GMT

View Forum Message <> Reply to Message

Xpert wrote on Wed, 11 July 2012 15:58Commands->Is_A_Star(obj) instead of (obj->As_SoldierGameObj())

so like this?

```
void ObjectHookCall(void *data,GameObject *obj) {
  if (Commands->Is_A_Star(obj)) {
    Attach_Script_Once(obj,"Parachute","");
  }
  else if (obj->As_VehicleGameObj()) {
    Attach_Script_Once(obj,"Parachute","");
  }
}
```

And this one is built into gmgame, and ssgm.

- @ Iran so just take it out right?
- @ Jonwil, Can you explain a little more?

This is what I did to replace it not sure if it's right or not.

```
void Parachute::Killed(GameObject *obj, GameObject *shooter) {
  if (obj->As_VehicleGameObj()->Get_Occupant()) {
    if (obj->As_VehicleGameObj()->Get_Occupant_Count()) {
    }
  else if (Commands->Is_A_Star(obj)) {
      Commands->Enable_Collisions(obj);
    if (Commands->Find_Object(pchuteID)) {
      Commands->Destroy_Object(Commands->Find_Object(pchuteID));
      pchuteID = 0;
    }
    if (Commands->Find_Object(floaterID)) {
      Commands->Destroy_Object(Commands->Find_Object(floaterID));
      floaterID = 0;
    }
    isFalling = false;
}
```

Subject: Re: !para

Posted by Distrbd21 on Tue, 17 Jul 2012 13:03:15 GMT

View Forum Message <> Reply to Message

bump been few days...

Subject: Re: !para

Posted by Ethenal on Tue, 17 Jul 2012 17:13:34 GMT

View Forum Message <> Reply to Message

Did you not compile it with their changes and try again?

Subject: Re: !para

Posted by Gen Blacky on Tue, 17 Jul 2012 18:51:24 GMT

View Forum Message <> Reply to Message

You should fix the facing of the parachute and when a player get's killed when falling. I have no use for this I just wanted to test it out. I remember when hex posted this a long time ago. Script should be remade.

File Attachments

1) Parachute.zip, downloaded 160 times

Subject: Re: !para

Posted by iRANian on Fri, 20 Jul 2012 17:40:59 GMT

View Forum Message <> Reply to Message

What's wrong with the parachute facing? I'll release it as a plugin and add an option to have infantry parachutes.

Subject: Re: !para

Posted by Gen_Blacky on Fri, 20 Jul 2012 17:53:52 GMT

View Forum Message <> Reply to Message

Last time i looked at it, it looked like the para was facing the player's side.

Subject: Re: !para

Posted by Xpert on Fri, 20 Jul 2012 19:09:35 GMT

View Forum Message <> Reply to Message

jonwil wrote on Wed, 11 July 2012 22:24You need to replace that blob of code (with the 0x9AC thing) with calls to ->Get_Occupant_Count() and ->Get_Occupant()

VectorClass<GameObject *>& occupants = *(VectorClass<GameObject *>*)((char*)obj+0x9AC);

Gen_Blacky wrote on Fri, 20 July 2012 13:53Last time i looked at it, it looked like the para was facing the player's side.

It does I think.

Subject: Re: !para

Posted by iRANian on Fri, 20 Jul 2012 20:15:11 GMT

View Forum Message <> Reply to Message

nope it doesn't, blacky showed me a screenshot of it like an hour ago