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(obj);
     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
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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
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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
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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
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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
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  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
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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
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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
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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
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bump been few days...

Subject: Re: !para
Posted by Ethenal on Tue, 17 Jul 2012 17:13:34 GMT
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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
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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.

Parachute 4.0 Plugin

File Attachments
1) Parachute.zip, downloaded 193 times

Subject: Re: !para
Posted by iRANian on Fri, 20 Jul 2012 17:40:59 GMT
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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
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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
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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
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nope it doesn't, blacky showed me a screenshot of it like an hour ago

---