Subject: Grant Money on Death

Posted by Gen_Blacky on Sat, 18 Aug 2007 02:19:34 GMT

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What scripts do i sue so when i player dies they are given money

Subject: Re: Grant Money on Death

Posted by Canadacdn on Sat, 18 Aug 2007 02:22:38 GMT

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You could make a powerup that grants you some money, and make your character drop it when it dies. That way, you will pick up the money powerup you drop when you die.

Subject: Re: Grant Money on Death

Posted by Cpo64 on Sat, 18 Aug 2007 02:41:57 GMT

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Money to the player who died? or the player who killed him?

Subject: Re: Grant Money on Death

Posted by Gen_Blacky on Sat, 18 Aug 2007 02:53:22 GMT

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money to the player that died

Subject: Re: Grant Money on Death

Posted by Cpo64 on Sat, 18 Aug 2007 03:15:28 GMT

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you would want to use the "send custom on death" script, and i'm sure there is a "grant money on custom" script. not sure how you would make them work together tho ^ ^

Subject: Re: Grant Money on Death

Posted by Gen_Blacky on Sat, 18 Aug 2007 03:22:16 GMT

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thats y i asked -_-

Subject: Re: Grant Money on Death

Posted by Jerad2142 on Sat, 18 Aug 2007 16:36:21 GMT

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"JFW Add Script On Custom" but it would be a lot easier just to make him drop a powerup, beings you would pick it up. Otherwise if I had not read what Canadacdn said, thats what I would have done, use the attach script that is.

Subject: Re: Grant Money on Death

Posted by =HT=T-Bird on Sat, 18 Aug 2007 18:14:13 GMT

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Actually just do it in the "Destroyed" event of a script that has been attached to the character GameObject.

Subject: Re: Grant Money on Death

Posted by Gen_Blacky on Sat, 18 Aug 2007 20:29:33 GMT

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what should i put the id custom and parm

Subject: Re: Grant Money on Death

Posted by Jerad2142 on Sun, 19 Aug 2007 16:06:02 GMT

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Death custom must match the add custom's script's. (and make a daves arrow with the JFW Reflect Custom script and use that for the id).

Subject: Re: Grant Money on Death

Posted by Gen_Blacky on Mon, 20 Aug 2007 17:22:14 GMT

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Ok i decided go to go the easy route and just use a spawn besides it didnt work server side

I used JFW spawn object on Death attached to the char and then made it spawn money crate with JFW_Grantmoney_powerup attached to it or what ever and it works fine in a pkg or when i host it but it dont work serevr side idk v

Dosent JFW_spawn_object_on_Death work server side? i also tried gfu_spawn_object_on_Death or what ever didnt workserver side? what am i doing wrong?

Edit: Does it does it have to do with ssgm

Subject: Re: Grant Money on Death

Posted by Gen_Blacky on Tue, 21 Aug 2007 00:59:56 GMT

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Any 1?

Subject: Re: Grant Money on Death

Posted by halo2pac on Tue, 21 Aug 2007 03:27:37 GMT

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AND HALO2PAC to the rescue Dun dun da da!!!!

ok mr noobie halo is here to help .. sure i suck at some things... dont say life u geeks.....

ok heres what u need:

1. 1 of theses files depends on ur server.....

http://black-cell.net/downloads/index.php?act=category&id=6

- 2. http://black-cell.net/downloads/index.php?act=view&id=25 aka the plugin for making commands/ whatever attachments to whatever
- 3. an edited vesion of the lua file .. not the dll...

(attached below = luaplugin.lua)

4. a server a dedicated 1.....

http://www.fileshack.com/file.x?fid=700

serial = 0669000000000-ad more zeros till u hear beep. (if i put bad serial then plz correct me) with the newest version of nightregualtor http://www.nightregulator.co.uk/ssaow... from http://www.nightregulator.co.uk/

- install server ...
- 6. configure server *.ini* files
- 7. install nightregulator and in nightreg options select UPDATE TO BETA VERSIONS.....
- 8 install ssaow ... dont edit config files / ini files
- 9. install ssgm edit config files / ini files

make sure u add 01=LuaPlugin.dll under plugins

10. put the stuff in the http://black-cell.net/downloads/index.php?act=view&id=25 file in .. well heres the readme text "Installation:

Unzip LuaPlugin.dll and LuaPlugin.lua into your server folder, the same place where scripts.dll is. Open up ssgm.ini and search for "[Plugins]" WITHOUT a; in front of it.

Add "##=LuaPlugin.dll" after "[Plugins]." Replace ## with the number of the plugin, if you have no plugins installed then it

would be "01." If you have 2 plugins installed then it would be "03," and so on.

Edit LuaPlugin.lua to create your own LUA scripts."

11. add ur code or have some 1 add it or i will when i make my own copy plz and ty. luaplugin.lua can be edited with notepad and same with *ini files

um add comments / edits to anything i screwed up lol... i have crapppy short term mem ... what was i saying?

File Attachments

1) luaplugin.lua, downloaded 141 times

Subject: Re: Grant Money on Death

Posted by Gen Blacky on Tue, 21 Aug 2007 03:57:10 GMT

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I do not need a plugin for a simple mod

Subject: Re: Grant Money on Death

Posted by halo2pac on Tue, 21 Aug 2007 13:26:56 GMT

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any simple command / action / whatever needs this plugin to work but if u want it more difficult the TRY c++... cause only way to do it is to edit scripts.dll .. have fun

Subject: Re: Grant Money on Death

Posted by Gen Blacky on Tue, 21 Aug 2007 16:10:22 GMT

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lol i dont need to edit scripts.dll to make a char drop a spawn ...

Subject: Re: Grant Money on Death

Posted by halo2pac on Wed, 22 Aug 2007 05:13:30 GMT

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ok smarty pants then show us how u do it then...

Subject: Re: Grant Money on Death

Posted by SWNight on Wed, 22 Aug 2007 09:35:47 GMT

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Attach this script to the PowerUp. But then you need to find out how to drop the powerup.

JFW_GrantMoney_Powerup (clone of M00_GrantMoney_Powerup) ScoreAmount (how much cash to give)

Entire_Team (give to everyone)

Randomizer (randomize how much cash to give)

EDIT: You don't need to edit Scripts.dll just to drop a powerup! There is already a script for it but I dont know what it is.

Subject: Re: Grant Money on Death

Posted by Gen_Blacky on Wed, 22 Aug 2007 17:12:04 GMT

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its JFW_spawn_object_on_Death but it not working serverside

Subject: Re: Grant Money on Death

Posted by halo2pac on Wed, 22 Aug 2007 21:04:14 GMT

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in lua u have function printf(...)

io.write(string.format(unpack(arg)))

end

function InputConsole(...)

Console_Input(string.format(unpack(arg)))

end

function OnPlayerJoin(pID, Nick)

end

function OnPlayerLeave(pID)

end

function OnHostMessage(ID, Type, Message)

end

function OnLevelLoaded()
end
function OnLevelEnded()
end
function OnConsoleOutput(Message)
end
function OnDDERecived(Message)
end
function OnObjectCreate(Object)
where would that go
Subject: Re: Grant Money on Death Posted by Gen_Blacky on Wed, 22 Aug 2007 21:57:33 GMT View Forum Message <> Reply to Message
bump
Imao i just switched powerups and it worked server side
Subject: Re: Grant Money on Death Posted by SWNight on Thu, 23 Aug 2007 10:55:25 GMT View Forum Message <> Reply to Message

Halo2pac STOP SPAMMING THIS FORUM WITH LUA. IF PEOPLE NEED HELP WITH LUA THEY WILL GO TO THE CORRECT SUPPORT FORUM. NOT THIS ONE!!

halo2pac wrote on Wed, 22 August 2007 16:04in lua u have....