# Subject: [script]Code Release - Kamikaze Suit Crate Posted by Genesis2001 on Thu, 13 Dec 2007 00:35:58 GMT

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I'm feeling generous so here you guys are!

This is for people who like to mod their Server Scripts.dll and are running SSGM.

```
Main code:
```

```
else if ((RandomIntCrate <= (percent+=Settings->CrateKamikaze)) &&
(Settings->CrateKamikaze > 0)) {
  Change_Character(sender, "CnC_Nod_Flamethrower_0_Secret");
  Commands->Attach_Script(sender, "zbl_Kamikaze_Suit_Crate", "");
  Commands->Set_Health(sender,150);
  StrFormat2(message2,"%ls picked up the kamikaze suit
crate", Get Wide Player Name(sender));
  StrFormat2(message1,"ppage %d [Crate] You just picked up the kamikaze suit crate. You will
explode when you die killing anything around you whether it be friendly or
foe.",Get Player ID(sender));
  Console Input(StrFormat("msg Crate: Some crazy ass %ls guy just got an experimental Ion
Suit, watch yourself
%ls!",Get_Wide_Team_Name(Team),Get_Wide_Team_Name(PTTEAM(Team))).c_str()); //Com
mands->Create 2D WAV Sound("m00evag dsgn0027i1evag snd.wav");
  if (Settings->Gamelog) {
  Vector3 pos = Commands->Get Position(sender):
  StrFormat2(message3, "CRATE; KAMIKAZESUIT;;0;0;%f;%f;%f;%f;%f;%f;%d",pos.Y,pos.X,pos
.Z, Commands->Get Facing(sender),
Commands->Get Max Health(sender), Commands->Get Max Shield Strength(sender), Get Obj
ect_Type(sender));
 }
Add the above after this crate's code in gmcrate.cpp:
 else if ((RandomIntCrate <= (percent+=Settings->CrateThief)) && (Settings->CrateThief > 0)) {
  Commands->Give_Money(sender,(Commands->Get_Money(sender) * -1),false);
  StrFormat2(message2, "%ls picked up a Thief Crate.", Get Wide Player Name(sender));
  StrFormat2(message1,"ppage %d [NS] [Crate] You got the Thief Crate, you have lost all of your
credits.", Get Player ID(sender));
    Create 2D Sound Player(sender, "m00evag dsgn0028i1evag snd.wav");
  if (Settings->Gamelog) {
  Vector3 pos = Commands->Get_Position(sender);
  StrFormat2(message3, "CRATE; THIEF;; %d; %s; %f; %f; %f; %f; %f; %f; %d",
Commands->Get_ID(sender), Commands->Get_Preset_Name(sender), pos.Y,pos.X,pos.Z,
Commands->Get_Facing(sender),
Commands->Get Max Health(sender), Commands->Get Max Shield Strength(sender), Get Obj
ect Type(sender));
```

```
}
}
```

Now, inside the definition of "void Crate\_Defaults()" copy and paste the following: (change any values needed to make them all add up to 100...I won't have them add up to 100 because I have more crates ^,^)

```
void Crate Defaults() {
Settings->CrateWeapon = 13;
Settings->CrateMoney = 11:
Settings->CratePoints = 10;
Settings->CrateVehicle = 8;
Settings->CrateDeath = 7;
Settings->CrateTiberium = 4;
Settings->CrateAmmo = 5:
Settings->CrateArmor = 5;
Settings->CrateHealth = 5;
Settings->CrateCharacter = 4;
Settings->CrateButterFingers = 3;
Settings->CrateSpy = 3;
Settings->CrateStealth = 3;
Settings->CrateRefill = 4;
Settings->CrateBeacon = 4;
Settings->CrateThief = 2:
Settings->CrateKamikaze = 9;
}
```

You'll need to add some entries under the [Crate] header in ssgm.ini also...

Under [Crate] add

Kamikaze=9

Now, find the definition of "void Crate\_Level\_Loaded()" inside gmcrate.cpp and replace the initialization of "Total" with the following line of code:

```
int Total = Settings->CrateDeath + Settings->CrateVehicle + Settings->CrateWeapon + Settings->CrateCharacter + Settings->CrateMoney + Settings->CratePoints + Settings->CrateTiberium + Settings->CrateAmmo + Settings->CrateHealth + Settings->CrateArmor + Settings->CrateRefill + Settings->CrateButterFingers + Settings->CrateSpy + Settings->CrateThief + Settings->CrateBeacon + Settings->CrateStealth + Settings->CrateKamikaze;
```

Open up gmcrate.h now and find "struct CrateSettings: public virtual SettingsLoader" and add this to the bottom of the definition:

int CrateKamikaze;

```
Now that we've set that up, you'll need to add the script "zbl_Kamikaze_Suit_Crate" to your SSGM.
```

```
void zbl_Kamikaze_Suit_Crate::Created(GameObject *obj)
Attach Script Once(obj, "JFW Blow Up On Death", "Explosion IonCannonBeacon");
float rand = Commands->Get Random(29,301);
Team = Get Object Type(obj);
Commands->Start_Timer(obj, this, rand,0);
void zbl_Kamikaze_Suit_Crate::Timer_Expired(GameObject *obj, int number)
if (number == 0)
 float rand = Commands->Get Random(0,100);
 if (rand >= 50.0f)
 // nothing happens
 }
 else {
 Commands->Apply_Damage(obj, 9999.0f, "BlamoKiller", 0);
 Console_Input(StrFormat("msg Crate: Oh no! I guess that experimental kamikaze suit didn't
work too well. I hope that %ls guy didn't get hurt. :(",
Get Wide Team Name(PTTEAM(Team))).c str());
 }
}
ScriptRegistrant<zbl_Kamikaze_Suit_Crate>
zbl_Kamikaze_Suit_Crate_Registrant("zbl_Kamikaze_Suit_Crate", "");
```

Hope you enjoy this.

Thanks, MathK1LL

Subject: Re: Code Release - Kamikaze Suit Crate Posted by danpaul88 on Thu, 13 Dec 2007 00:52:59 GMT View Forum Message <> Reply to Message

Interesting twist, does it also damage enemy / friendly buildings that you are near? (Handy if you

stick your timed C4 on an MCT and stand next to it, double explosion on the MCT that way...)

Subject: Re: Code Release - Kamikaze Suit Crate

Posted by Genesis2001 on Thu, 13 Dec 2007 01:10:18 GMT

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The crate simply attaches my script to you. And, my script attaches "JFW\_Blow\_Up\_On\_Death" to you with the parameter to make you blow up like an Ion cannon would.

You \*could\* mix it up and complicate it more and have you blow up with a nuclear explosion. Just play the Nuke Animation and explode with "Explosion\_NukeStrikeBeacon" (Just going off the top of my head with that preset...)

~MathK1LL

Subject: Re: Code Release - Kamikaze Suit Crate Posted by reborn on Thu, 13 Dec 2007 02:53:04 GMT

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I love the timer, that's funny

Nice release

Subject: Re: Code Release - Kamikaze Suit Crate Posted by Genesis2001 on Thu, 13 Dec 2007 02:58:07 GMT

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#### Thanks

I'm going to be attempting a release of something after Christmas break that'll make it simpler for regulators now (specifically BRenBot)

~MathK1LL

Subject: Re: Code Release - Kamikaze Suit Crate Posted by Hex on Thu, 13 Dec 2007 12:20:53 GMT

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We have a crates plugin we were working on but got to to the side and never worked on again

EMP (disables and ejects players from all vehicles in xxx meters for xx time) TeamMoney (like the normal money but the whole team gets it)
DisarmC4 (disarms all the players mines that picked the crate up)
BlownFuse (powers down base defences)

I'll upload the source later, maybe someone else can carry on were we ended

Subject: Re: Code Release - Kamikaze Suit Crate

Posted by mrãçÄ·z on Thu, 13 Dec 2007 15:54:14 GMT

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Hex wrote on Thu, 13 December 2007 06:20We have a crates plugin we were working on but got to to the side and never worked on again

EMP (disables and ejects players from all vehicles in xxx meters for xx time)

TeamMoney (like the normal money but the whole team gets it)

DisarmC4 (disarms all the players mines that picked the crate up)

BlownFuse (powers down base defences)

I'll upload the source later, maybe someone else can carry on were we ended

EMP cannon? i created a Command in Lua wich Freeze players if you type !Freeze <name>, i used KAK\_Freeze\_Object

Subject: Re: Code Release - Kamikaze Suit Crate Posted by Carrierll on Thu, 13 Dec 2007 16:11:43 GMT

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In the code for XpZelite somewhere there is a working fog crate, which deserves to be revived... I also think there was an EMP crate in it.

Subject: Re: Code Release - Kamikaze Suit Crate Posted by reborn on Thu, 13 Dec 2007 16:20:08 GMT

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MadRockz wrote on Thu, 13 December 2007 10:54Hex wrote on Thu, 13 December 2007 06:20We have a crates plugin we were working on but got to to the side and never worked on again

EMP (disables and ejects players from all vehicles in xxx meters for xx time)

TeamMoney (like the normal money but the whole team gets it)

DisarmC4 (disarms all the players mines that picked the crate up)

BlownFuse (powers down base defences)

I'll upload the source later, maybe someone else can carry on were we ended

EMP cannon? i created a Command in Lua wich Freeze players if you type !Freeze <name>, i used KAK\_Freeze\_Object

The LUA plugin is great, people with no experiance get to start coding and learning. I think Roshambo done a fantastic job with it. It's used by many people and I really think he deserves a cookie for it.

The only trouble is, everyone who uses it seems to only add shitty chat hooks with it. I really think they look tacky and crap. I hate going in a server and seeing "!turret", "!obbygun", "!buy beacon". It wouldn't be so bad if they stopped working on character/vehichle purchases if the vehichle factory or soldier facotry for there team had been destroyed, and they only worked in proximity to your base. Hell.. some don't even check there team, so a GDI person can buy an sbh or a stank.

I learned the hard way that you shouldn't do something just because you can.

End of rant (I just hate those chat hooks).

Would be cool to see that Hex

I would be interested to see how much your base defence crate differs from my one. I know myself and MathKill recyle old DA code if we can, or look to it for help if stuck. I think I am safe in assuming you do to looking at the parachutes code you posted. But everyone has there own twists to it and slight deviations (i'm not suggesting BTW that anyone is any less for doing that, why wouldn't you look at it to see how other examples have been done). I really will enjoy looking at it

Subject: Re: Code Release - Kamikaze Suit Crate Posted by reborn on Thu, 13 Dec 2007 16:24:55 GMT

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CarrierII wrote on Thu, 13 December 2007 11:11In the code for XpZelite somewhere there is a working fog crate, which deserves to be revived... I also think there was an EMP crate in it.

sorry for double post, but we posted at the same time.

I don't think the fog crate made it into the public release.

But the fog crate is pretty easy to remake. I was going to do it until I realised that the fog only works for players with BHS.dll.

It would be possible to make it "foggy" for only one player if they have bhs.dll, but if they don't then make then recieve some other crate.

Subject: Re: Code Release - Kamikaze Suit Crate Posted by Hex on Thu, 13 Dec 2007 16:29:31 GMT

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Evil chat commands used right they are great but people over use them, only thing we have used chat commands for is !sellveh and certain commands for info

On crate topic, We all should just add all of what we have and make one big crate.

Subject: Re: Code Release - Kamikaze Suit Crate

Posted by Carrierll on Thu, 13 Dec 2007 16:41:57 GMT

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I'm sure it did, if not, I still have the MSN of one of the team members. The BHS.dll limitation is a nuiscance, but like you said, the server can give a different crate if they don't have it. Doesn't stop BHS.dll players getting pwned in fog by non BHS.dll players though.

Subject: Re: Code Release - Kamikaze Suit Crate Posted by Hex on Thu, 13 Dec 2007 16:43:40 GMT

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This is a plugin rather than changing scripts directly, source attached, I know for a fact that this has some bugs in it and one that has crashed the fds before (as I said, this was put to a side)

#### File Attachments

1) SSGM\_2.2\_Crates\_Plugin.rar, downloaded 161 times

Subject: Re: Code Release - Kamikaze Suit Crate

Posted by cnc95fan on Thu, 13 Dec 2007 16:50:44 GMT

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Cool, I'll give it a test tommorow.

[EDIT]: Yuck, source code. I cannot compile Scripts.dll.

Subject: Re: Code Release - Kamikaze Suit Crate

Posted by mrãçÄ·z on Thu, 13 Dec 2007 17:07:51 GMT

im with you reborn, chat hooks sucks and the !buy and !tanks commands, im working on a command, !send soldier (ai soldier, already have that command)but if gdi barracks dead u cant use the !send command, but i cant get it work with the building dead, can u post a command like !buy sbh in c++ with the function, if the HoN is dead u cant use !sbh then? then i can "convert" it to lua

Subject: Re: Code Release - Kamikaze Suit Crate Posted by Hex on Thu, 13 Dec 2007 17:20:10 GMT

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Something like

```
//VEHICLE_FACTORY wf/air SOLDIER_FACTORY bar/hand

if(Is_Building_Dead(Find_Building(Get_Team(id),SOLDIER_FACTORY)))
{
    // dead building
    return;
}
```

Subject: Re: Code Release - Kamikaze Suit Crate

Posted by mrãçÄ·z on Thu, 13 Dec 2007 17:50:54 GMT

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ty Hex do u mean with SOLDER\_FACTORY mp\_gdi\_barracks or something? and (id) 0,1 and 2?

Subject: Re: Code Release - Kamikaze Suit Crate Posted by Hex on Thu, 13 Dec 2007 17:53:16 GMT

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No, VEHICLE\_FACTORY = wf/air SOLDIER\_FACTORY = bar/hand, id would be how ever you are getting the players ID (id, obj, sender...)

Subject: Re: Code Release - Kamikaze Suit Crate

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EDIT: nvm.

Subject: Re: Code Release - Kamikaze Suit Crate Posted by Hex on Thu, 13 Dec 2007 18:03:36 GMT

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Sorry, we seem to have hyjacked your thread:/

Subject: Re: Code Release - Kamikaze Suit Crate Posted by reborn on Thu, 13 Dec 2007 18:04:45 GMT

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Yeah, sorry math

Anyway, madrocks...

```
class sbhChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
 GameObject *obj = Get_GameObj(ID);
float Credits = Commands->Get_Money(obj);
int Team = Get Object Type(obj);
GameObject *hon = Find Soldier Factory(0);
Vector3 position;
position = Commands->Get_Position(obj);
if(hon){
if(Credits >= 2000 && (Team == 0)){
Commands->Give_Money(obj,-2000,false);
Change_Character(obj, "CnC_Nod_FlameThrower_2SF");
Commands->Set_Position(obj,position);
else{
Console_Input(StrFormat("ppage %d You have not been charged for this purchase because you
did not meet requirements.", Get Player ID(obj)).c str());
}
}
}
};
ChatCommandRegistrant<sbhChatCommand>
sbhChatCommandReg("!sbh",CHATTYPE_TEAM,0,GAMEMODE_AOW);
```

Subject: Re: Code Release - Kamikaze Suit Crate Posted by Genesis2001 on Thu, 13 Dec 2007 22:44:40 GMT

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Hex wrote on Thu, 13 December 2007 11:03Sorry, we seem to have hyjacked your thread :/

My edit was because I was at school and was posting that when you were... and we posted the same thing.

~MathK1LL

Subject: Re: Code Release - Kamikaze Suit Crate Posted by Gen\_Blacky on Fri, 14 Dec 2007 03:26:12 GMT

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Hex wrote on Thu, 13 December 2007 04:20We have a crates plugin we were working on but got to to the side and never worked on again

EMP (disables and ejects players from all vehicles in xxx meters for xx time) TeamMoney (like the normal money but the whole team gets it) DisarmC4 (disarms all the players mines that picked the crate up) BlownFuse (powers down base defences)

I'll upload the source later, maybe someone else can carry on were we ended

I have those 2, but not the team money.

Subject: Re: Code Release - Kamikaze Suit Crate Posted by Genesis2001 on Sat, 15 Dec 2007 21:25:33 GMT

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```
class zbl_Kamikaze_Suit_Crate : public ScriptImpClass {
  int Team;
  void Created(GameObject *obj);
  void Timer_Expired(GameObject *obj, int number);
};
```

Thanks to Hex for pointing out that I didn't post my class declaration.

~MathK1LL

Subject: Re: Code Release - Kamikaze Suit Crate Posted by wittebolx on Sun, 30 Dec 2007 11:28:18 GMT View Forum Message <> Reply to Message

MathK1LL wrote on Thu, 13 December 2007 01:35I'm feeling generous so here you guys are!

This is for people who like to mod their Server Scripts.dll and are running SSGM. Hope you enjoy this.

Thanks, MathK1LL

Hex wrote on Thu, 13 December 2007 13:20We have a crates plugin we were working on but got to the side and never worked on again

EMP (disables and ejects players from all vehicles in xxx meters for xx time) TeamMoney (like the normal money but the whole team gets it)
DisarmC4 (disarms all the players mines that picked the crate up)
BlownFuse (powers down base defences)

I'll upload the source later, maybe someone else can carry on were we ended

thx Guys! now i got 5 extra crates in the game they all work ok!

Subject: Re: Code Release - Kamikaze Suit Crate Posted by wittebolx on Tue, 22 Jan 2008 08:20:13 GMT View Forum Message <> Reply to Message

reborn wrote on Thu, 13 December 2007 19:04Yeah, sorry math

Anyway, madrocks...

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

```
GameObject *obj = Get_GameObj(ID);
float Credits = Commands->Get Money(obj);
int Team = Get_Object_Type(obj);
GameObject *hon = Find_Soldier_Factory(0);
Vector3 position;
position = Commands->Get_Position(obj);
if(hon){
if(Credits >= 2000 && (Team == 0) ){
Commands->Give Money(obj,-2000,false);
Change Character(obj, "CnC Nod FlameThrower 2SF");
Commands->Set_Position(obj,position);
else{
Console_Input(StrFormat("ppage %d You have not been charged for this purchase because you
did not meet requirements.",Get_Player_ID(obj)).c_str());
}
}
};
ChatCommandRegistrant<sbhChatCommand>
sbhChatCommandReg("!sbh",CHATTYPE_TEAM,0,GAMEMODE_AOW);
I havn't looked at your code yet hex, looking foward to it
you can still use this command when hand of nod is dead.
would this work?
GameObject *hon = Find Soldier Factory(0);
Vector3 position;
position = Commands->Get Position(obj);
if Is_Building_Dead(GameObject *hon);
Subject: Re: Code Release - Kamikaze Suit Crate
Posted by Genesis2001 on Tue, 22 Jan 2008 21:45:07 GMT
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```

lolbump

~Zack

Subject: Re: Code Release - Kamikaze Suit Crate

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Using Change Character you can yes

Subject: Re: Code Release - Kamikaze Suit Crate Posted by Darknes2 on Wed, 23 Jan 2008 00:36:08 GMT View Forum Message <> Reply to Message

i just wanted to tell you guys \*and this is pointless in saying that i too dislike chat hook although i probly dont dislike it AS much as everyone else but i use key hooks to let players buy vehicles and all. \*i will post my code that stealths ur bound vehicle for 500 when its done!

Subject: Re: Code Release - Kamikaze Suit Crate Posted by reborn on Wed, 23 Jan 2008 00:59:08 GMT

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wittebolx wrote on Tue, 22 January 2008 03:20reborn wrote on Thu, 13 December 2007 19:04Yeah, sorry math

Anyway, madrocks...

```
class sbhChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
 GameObject *obj = Get GameObj(ID);
float Credits = Commands->Get Money(obj);
int Team = Get_Object_Type(obj);
GameObject *hon = Find Soldier Factory(0);
Vector3 position;
position = Commands->Get_Position(obj);
if(hon){
if(Credits >= 2000 && (Team == 0) ){
Commands->Give Money(obj.-2000.false):
Change_Character(obj, "CnC_Nod_FlameThrower_2SF");
Commands->Set Position(obj,position);
}
else{
Console Input(StrFormat("ppage %d You have not been charged for this purchase because you
did not meet requirements.", Get_Player_ID(obj)).c_str());
}
}
}
};
```

```
ChatCommandRegistrant<sbhChatCommand> sbhChatCommandReg("!sbh",CHATTYPE_TEAM,0,GAMEMODE_AOW);
```

I havn't looked at your code yet hex, looking foward to it

you can still use this command when hand of nod is dead. would this work?

```
GameObject *hon = Find_Soldier_Factory(0);
Vector3 position;
position = Commands->Get_Position(obj);
if Is_Building_Dead(GameObject *hon);
```

I didn't actually test it, I thought that would work. Interesting... I guess what you posted would work, but I havn't tried.

Darknes2 wrote on Tue, 22 January 2008 19:36i just wanted to tell you guys \*and this is pointless in saying that i too dislike chat hook although i probly dont dislike it AS much as everyone else but i use key hooks to let players buy vehicles and all. \*i will post my code that stealths ur bound vehicle for 500 when its done!

The code you posted but removed was a little off, here it is re-written to actually work:

```
class svChatCommand: public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
 GameObject *obj = Get GameObj(ID);
 GameObject *veh = Find_My_Veh(obj);
 if (Commands->Get_Money(obj) <= 500){
 Console_Input(StrFormat("page %s you need at least 500$ to buy
this",Get_Player_Name(obj)).c_str());
 }
 else{
Commands->Give Money(obj, -500, 1);
Commands->Enable Stealth(veh, 1);
}
}
};
ChatCommandRegistrant<svChatCommand>
svChatCommandReg("!sv",CHATTYPE_PUBLIC,0,GAMEMODE_ALL);
```

However, it's still not very good because what if the dude doesn't have a vehichle? You should do something like

Subject: Re: Code Release - Kamikaze Suit Crate Posted by HORQWER on Wed, 23 Jan 2008 02:33:26 GMT

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i dont get it

how do i make those codes work on renegade?

Subject: Re: Code Release - Kamikaze Suit Crate Posted by reborn on Wed, 23 Jan 2008 02:39:09 GMT

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ferkhat wrote on Tue, 22 January 2008 21:33i dont get it how do i make those codes work on renegade?

As a client on his server you would type !sv, as a server owner, you would paste it into gmmain.cpp from ssgm and compile it to produce a scripts.dll file. This file would then be placed on your server.

You would need visual studio.net 2005 to do this.

Subject: Re: Code Release - Kamikaze Suit Crate Posted by HORQWER on Wed, 23 Jan 2008 19:50:35 GMT

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i will definatly try this

Subject: Re: Code Release - Kamikaze Suit Crate Posted by Darknes2 on Mon, 10 Mar 2008 23:19:44 GMT

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im sorry guys i completely got caught up in other things and forgot bout this so here it is all finished enjoy!

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

```
GameObject *obj = Get_GameObj(ID);
GameObject *veh = Find_My_Veh(obj);
Send_Message_Player(obj,255,255,255,"Transmitting...");
```

```
Console Input(StrFormat("sndp %d 00-n026e.wav",ID).c str());
 GameObject *MyVeh = Find_My_Veh(obj);
if (!MyVeh)
 Console_Input(StrFormat("page %s you have no bound vehicle! press the insert key to lock ur
vehicle to youe THEN use this!", Get Player Name(obj)).c str()):
  int cost = 500;
 if (Commands->Get_Money(obj) < cost)
 Console Input(StrFormat("page %s you need at least $d $ to buy this", Get Player Name(obj),
cost).c_str());
 }
 else
 Commands->Send Custom Event(obi, Find My Veh(obj), 1113,0,0);
 int ID = Get Player ID(obj);
     GameObject *obj = Get GameObj(ID);
 Commands->Enable Stealth(veh, 1);
 //GameObject *MyVeh = Find My Veh(obj);
 Commands->Give Money(obj, -500, 1);
 Commands->Send Custom Event(obi,MyVeh,1111,0.0):
 Commands->Send_Custom_Event(obj,Find_My_Veh(obj),1112,0,0);
 }
}
};
ChatCommandRegistrant<svChatCommand>
svChatCommandReg("!sv",CHATTYPE ALL,0,GAMEMODE ALL);
Subject: Re: Code Release - Kamikaze Suit Crate
Posted by cpick on Tue, 11 Mar 2008 10:48:41 GMT
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ok i did what it said but i dont know where this code gose and it has 2 ERRORS
Quote:void zbl_Kamikaze_Suit_Crate::Created(GameObject *obj)
```

```
Attach_Script_Once(obj, "JFW_Blow_Up_On_Death", "Explosion_IonCannonBeacon");
float rand = Commands->Get Random(29,301);
Team = Get Object Type(obj);
Commands->Start_Timer(obj, this, rand,0);
void zbl_Kamikaze_Suit_Crate::Timer_Expired(GameObject *obj, int number)
Page 16 of 22 ---- Generated from
                                Command and Conquer: Renegade Official Forums
```

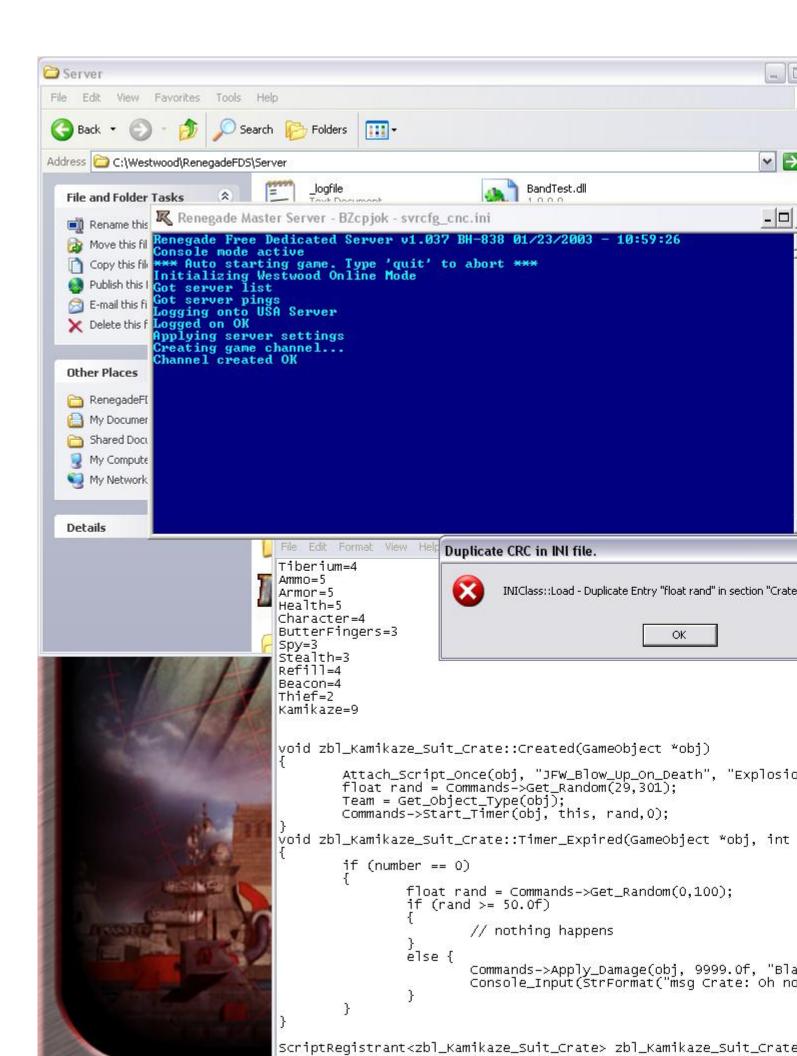
```
if (number == 0)
{
  float rand = Commands->Get_Random(0,100);
  if (rand >= 50.0f)
  {
    // nothing happens
}
  else {
    Commands->Apply_Damage(obj, 9999.0f, "BlamoKiller", 0);
    Console_Input(StrFormat("msg Crate: Oh no! I guess that experimental kamikaze suit didn't work too well. I hope that %ls guy didn't get hurt. :(",
    Get_Wide_Team_Name(PTTEAM(Team))).c_str());
  }
}
ScriptRegistrant<zbl_Kamikaze_Suit_Crate>
zbl_Kamikaze_Suit_Crate_Registrant("zbl_Kamikaze_Suit_Crate", "");
```

ERROR 1 says duplicate

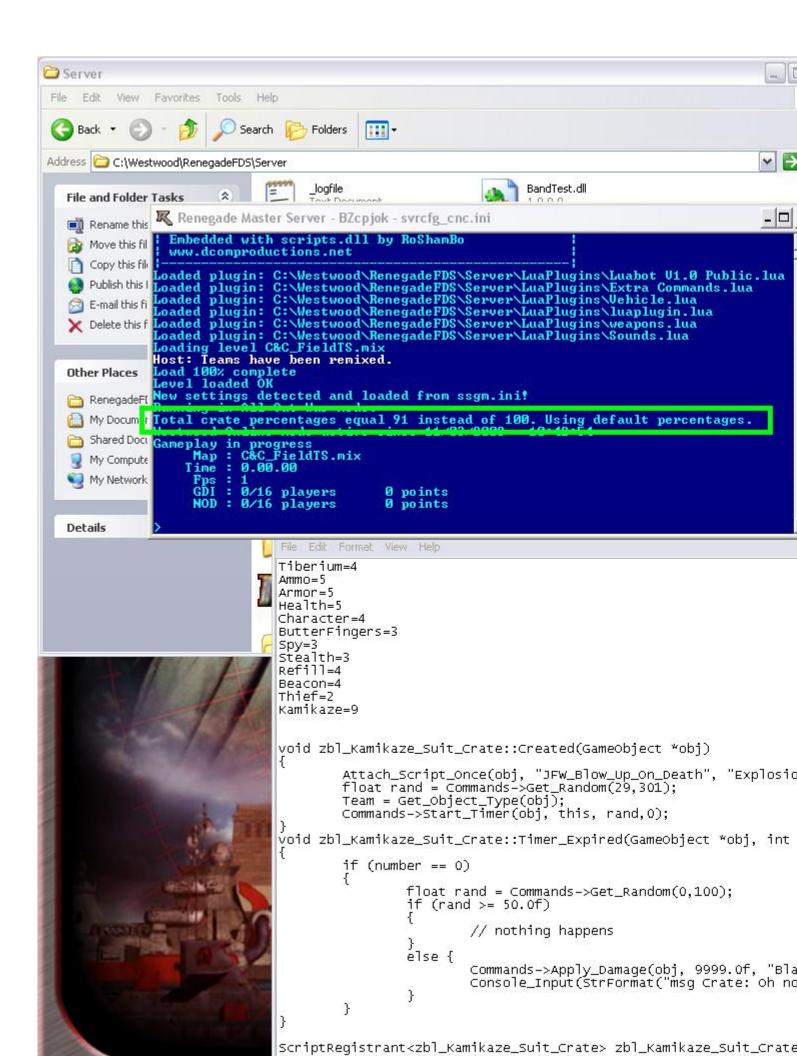
ERROR 2 says settings on crate are 91 evan tho there 100

### File Attachments

1) 1.JPG, downloaded 534 times



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Subject: Re: Code Release - Kamikaze Suit Crate Posted by Craziac on Thu, 13 Mar 2008 01:29:00 GMT

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Maybe you shouldn't put the C++ script in ssgm.ini...

Subject: Re: Code Release - Kamikaze Suit Crate Posted by Ethenal on Thu, 13 Mar 2008 04:29:54 GMT

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LOL

Subject: Re: Code Release - Kamikaze Suit Crate Posted by cpjok on Thu, 13 Mar 2008 16:20:30 GMT

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k so were do i put it then

Subject: Re: Code Release - Kamikaze Suit Crate Posted by Craziac on Fri, 14 Mar 2008 02:02:12 GMT

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I thought I just read a post of yours that told people where to get VC++... Do you have that and still not know how to edit scripts.dll?

Subject: Re: Code Release - Kamikaze Suit Crate Posted by cpjok on Fri, 14 Mar 2008 12:21:49 GMT

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Ye And Itsounds About Right

Subject: Re: Code Release - Kamikaze Suit Crate Posted by Craziac on Fri, 14 Mar 2008 23:35:46 GMT

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So you've never added any code to scripts.dll? Because if you did, that's what you need to do here...

Subject: Re: Code Release - Kamikaze Suit Crate

## Posted by cpjok on Sat, 15 Mar 2008 10:31:55 GMT

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yes i added itall the scripts followed what it said on first post put the other code it said now your done with that add this code into ssgm and it didnt say were or anything

Subject: Re: Code Release - Kamikaze Suit Crate Posted by reborn on Sat, 15 Mar 2008 11:06:27 GMT View Forum Message <> Reply to Message

He meant the source code to SSGM, which would then be compiled to make scripts.dll. He did not mean ssgm.ini.