Subject: Base Defense Team Change
Posted by _SSnipe_ on Sat, 17 May 2008 05:38:14 GMT
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Is there a script to change the team on a base defense when doing a command

what i mean is when i do this command it spawns a turrent and gt
when im on gdi the turrent attacks me and gt attacks me when im on nod....so question is....is
there a script that can change what team a gt or turrent attack when i do the command? i whould
edit the objects file but theres only one nod_turren_desc_impoverd or something like that if you
look in the ss i spawn those 2 things but im on gdi and the turrent's attack me

Subject: Re: Base Defense Team Change
Posted by nopol10 on Sat, 17 May 2008 05:54:11 GMT
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Commands->Set_Player_Type(

should work.

Subject: Re: Base Defense Team Change
Posted by _SSnipe_ on Sat, 17 May 2008 06:26:28 GMT
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nopol10 wrote on Fri, 16 May 2008 22:54Commands->Set_Player_Type(

should work.

gdi=
Commands->Set_Player_Type(1);

nod

Commands->Set_Player_Type(0);

look about right?

Subject: Re: Base Defense Team Change
Posted by _SSnipe_ on Sat, 17 May 2008 06:34:02 GMT

SSnipe wrote on Fri, 16 May 2008 23:26nopol10 wrote on Fri, 16 May 2008 22:54Commands->Set_Player_Type(

should work.

gdi=
Commands->Set_Player_Type(1);

nod

Commands->Set_Player_Type(0);

look about right?

wait nvm cuase see i have it so any team can do the command gdi and nod.....and need to be able to change what team they defences attack depending on hwo does the command.....aka

if im on gdi and type !test they pop up and turrents wont shot me only nod

and if im on nod and type !test tht guard towers and turrents shoot gdi players not me (nod)

will this work? cant test it right now but do you guys think it could work?

```
class test3ChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType) {
  GameObject *obj = Get_GameObj(ID);
   Vector3 Pos = Commands->Get_Position(obj);
    Pos.Z += 5.471f,Pos.Y += -6.268f,Pos.X += -2.795f;
    GameObject *ct = Commands->Create_Object("GDI_Guard_Tower",Pos);
    Commands->Set_Facing(ct,Pos.Z += -90.0f);
   if (Get_Object_Type(obj) == 0) {
   Commands->Set_Player_Type(ct,1);
     }
 else {
   Commands->Set_Player_Type(ct,0);
     }
 }
};

ChatCommandRegistrant<test3ChatCommand>
test3ChatCommandReg("!test3",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

Subject: Re: Base Defense Team Change
Posted by cAmpa on Sat, 17 May 2008 08:23:46 GMT
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yes.

Subject: Re: Base Defense Team Change
Posted by _SSnipe_ on Sat, 17 May 2008 08:24:49 GMT
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ok it does work but having it mulitplie times in one code only works for the FIRST one how can i fix it? you want me to post code?

Subject: Re: Base Defense Team Change
Posted by reborn on Sat, 17 May 2008 09:21:50 GMT
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```
class test3ChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType) {
  GameObject *obj = Get_GameObj(ID);
int team;
team = Commands->Get_Player_Type(obj);
   Vector3 Pos = Commands->Get_Position(obj);
    Pos.Z += 5.471f,Pos.Y += -6.268f,Pos.X += -2.795f;
    GameObject *ct = Commands->Create_Object("GDI_Guard_Tower",Pos);
    Commands->Set_Facing(ct,Pos.Z += -90.0f);

   Commands->Set_Player_Type(ct,team);

 }
};

ChatCommandRegistrant<test3ChatCommand>
test3ChatCommandReg("!test3",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

This code will make the Guard Tower teamed to whatever team the person is that is typing the command.

I do not understand your last question. :-/

Subject: Re: Base Defense Team Change
Posted by IronWarrior on Sat, 17 May 2008 13:13:24 GMT
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Jesus, what the fuck have you done to that map in that image.

Subject: Re: Base Defense Team Change
Posted by Dreganius on Sat, 17 May 2008 13:18:22 GMT
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I think the term is "statutory rape".

Subject: Re: Base Defense Team Change
Posted by renalpha on Sat, 17 May 2008 18:50:08 GMT
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-DM-Karandras wrote on Sat, 17 May 2008 15:18I think the term is "statutory rape".

Gunz international FTW

Subject: Re: Base Defense Team Change
Posted by _SSnipe_ on Sat, 17 May 2008 19:24:27 GMT
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IronWarrior wrote on Sat, 17 May 2008 06:13Jesus, what the fuck have you done to that map in that image.

i needed a floor....to be one level...i make like a maze and base of those big block things....use them for walls and roof and floor...like i said a maze type thing but i need a even floor

Subject: Re: Base Defense Team Change
Posted by reborn on Sat, 17 May 2008 22:06:40 GMT
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Honestly man, that many objects controlled by the server will cause serious warp and lag for the players. The more players the worse the lag will be.
Like seriously dude, it'll be bad.

Subject: Re: Base Defense Team Change
Posted by IronWarrior on Sat, 17 May 2008 22:32:54 GMT
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Reminds me of a CSS Zombie map, it's nothing but crates like that all over.

Subject: Re: Base Defense Team Change
Posted by _SSnipe_ on Sun, 18 May 2008 03:08:22 GMT
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IronWarrior wrote on Sat, 17 May 2008 15:32Reminds me of a CSS Zombie map, it's nothing but crates like that all over.
i wish they had other things besides crates =/

Subject: Re: Base Defense Team Change
Posted by IronWarrior on Sun, 18 May 2008 03:24:28 GMT
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SSnipe wrote on Sun, 18 May 2008 13:08IronWarrior wrote on Sat, 17 May 2008 15:32Reminds me of a CSS Zombie map, it's nothing but crates like that all over.
i wish they had other things besides crates =/

Yeah I know, when I was messing with LE, I wish there was something other then crates to make "land" or blocks out.

Subject: Re: Base Defense Team Change
Posted by _SSnipe_ on Sun, 18 May 2008 03:56:50 GMT
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i dont want to make a new post....but where can i find a teleport script so as soon as someone goes into a zone it gets teleported to 3 points and it randomly chooses which of the three or more spots

Subject: Re: Base Defense Team Change
Posted by reborn on Sun, 18 May 2008 09:47:22 GMT
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There isn't one afaik, you'll have to make it.

Subject: Re: Base Defense Team Change

Posted by _SSnipe_ on Sun, 18 May 2008 09:58:09 GMT

reborn wrote on Sun, 18 May 2008 02:47There isn't one afaik, you'll have to make it.
nvm then

Subject: Re: Base Defense Team Change
Posted by reborn on Sun, 18 May 2008 10:11:40 GMT

```
void RequestSpawn(GameObject *obj) {
int RandomSpawn = Commands->Get_Random_Int(1,33);
 Vector3 NewPos;

 Spawn:

if (strcmp(The_Game()->MapName, "C&C_Under.mix") == 0) {
 if (RandomSpawn == 1 && Spawn1OK == true) {

  Spawn1OK = false;

  NewPos.X = 0.0f;
  NewPos.Y = 0.0f;
  NewPos.Z = 0.0f;

 }
 else if (RandomSpawn == 2 && Spawn2OK == true) {
  Spawn2OK = false;
  NewPos.X = 0.0f;
  NewPos.Y = 0.0f;
  NewPos.Z = 0.0f;

 }
 else if (RandomSpawn == 3 && Spawn3OK == true) {
  Spawn3OK = false;
  NewPos.X = 0.0f;
  NewPos.Y = 0.0f;
  NewPos.Z = 0.0f;

 }
GameObject *Refresh;

 Refresh = Commands->Create_Object("Invisible_Object",Vector3(0.0f,0.0f,0.0f));

 char param[5];
 sprintf(param,"%d",RandomSpawn);
 Commands->Attach_Script(Refresh,"KAK_DM_Refresh_Spawn",param);
```

```
  Commands->Set_Position(obj,NewPos);

}
else if (strcmp(The_Game()->MapName, "C&C_someothermap.mix") == 0) {
 if (RandomSpawn == 1 && Spawn1OK == true) {

  Spawn1OK = false;

  NewPos.X = 0.0f;
  NewPos.Y = 0.0f;
  NewPos.Z = 0.0f;

 }
 else if (RandomSpawn == 2 && Spawn2OK == true) {
  Spawn2OK = false;
  NewPos.X = 0.0f;
  NewPos.Y = 0.0f;
  NewPos.Z = 0.0f;

 }
 else if (RandomSpawn == 3 && Spawn3OK == true) {
  Spawn3OK = false;
  NewPos.X = 0.0f;
  NewPos.Y = 0.0f;
  NewPos.Z = 0.0f;

 }
GameObject *Refresh;

 Refresh = Commands->Create_Object("Invisible_Object",Vector3(0.0f,0.0f,0.0f));

 char param[5];
 sprintf(param,"%d",RandomSpawn);
 Commands->Attach_Script(Refresh,"KAK_DM_Refresh_Spawn",param);

 Commands->Set_Position(obj,NewPos);

}
}



void KAK_DM_Refresh_Spawn::Created(GameObject *obj) {
 Commands->Start_Timer(obj,this,5.0f,Get_Int_Parameter("SpawnNum"));
}

void KAK_DM_Refresh_Spawn::Timer_Expired(GameObject *obj, int number) {
```

```
 if (number == 1) Spawn1OK = true;
 else if (number == 2) Spawn2OK = true;
 else if (number == 3) Spawn3OK = true;
 Commands->Destroy_Object(obj);
}
```

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

```
ScriptRegistrant<KAK_DM_Refresh_Spawn>
KAK_DM_Refresh_Spawn_Registrant("KAK_DM_Refresh_Spawn","SpawnNum=0:int");
```

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

GameObject *obj = Get_GameObj(ID);
RequestSpawn(obj);
}

};
ChatCommandRegistrant<teleChatCommand>
teleChatCommandReg("!tele",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

You will need to change the places it can spawn to, instead of 0,0,0, you can get these values from level edit, but I prefer to walk around ingame and decide for myself, when making allot I find it's quicker anyway...
Use this chat hook to get the precise floating point values for where you're standing (also gives some other info too, but don't worry about that).

```
class infoChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType) {
  GameObject *obj = Get_GameObj(ID);

const char *preset = Commands->Get_Preset_Name(obj);
const char *model = Get_Model(obj);
const char *weapon = Get_Current_Weapon(obj);
const char *shield = Get_Shield_Type(obj);
const char *skin = Get_Skin(obj);
```

```
Vector3 CurPosition = Commands->Get_Position(obj);
Console_Input(StrFormat("msg Character preset name is: %s",preset).c_str());
Console_Input(StrFormat("msg Character model name is: %s",model).c_str());
Console_Input(StrFormat("msg The preset name of the weapon is: %s",weapon).c_str());
Console_Input(StrFormat("msg The shield type is: %s",shield).c_str());
Console_Input(StrFormat("msg The skin type is: %s",skin).c_str());
Console_Input(StrFormat("msg NewPos.X = %ff;",CurPosition.X).c_str());
Console_Input(StrFormat("msg NewPos.Y = %ff;",CurPosition.Y).c_str());
Console_Input(StrFormat("msg NewPos.Z = %ff;",CurPosition.Z).c_str());
 }
};
ChatCommandRegistrant<infoChatCommand>
infoChatCommandReg("!info",CHATTYPE_TEAM,0,GAMEMODE_ALL);
```

That should make you spawn in any three random places based on whatever map you're on. You can easily extend it for as many maps as needed.

Subject: Re: Base Defense Team Change
Posted by _SSnipe_ on Sun, 18 May 2008 10:16:09 GMT
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reborn wrote on Sun, 18 May 2008 03:11void RequestSpawn(GameObject *obj) {
int RandomSpawn = Commands->Get_Random_Int(1,33);
  Vector3 NewPos;

 Spawn:

if (strcmp(The_Game()->MapName, "C&C_Under.mix") == 0) {
 if (RandomSpawn == 1 && Spawn1OK == true) {

  Spawn1OK = false;

  NewPos.X = 0.0f;
  NewPos.Y = 0.0f;
  NewPos.Z = 0.0f;

 }
 else if (RandomSpawn == 2 && Spawn2OK == true) {
  Spawn2OK = false;
  NewPos.X = 0.0f;
  NewPos.Y = 0.0f;
  NewPos.Z = 0.0f;

 }
 else if (RandomSpawn == 3 && Spawn3OK == true) {
  Spawn3OK = false;

```
    NewPos.X = 0.0f;
    NewPos.Y = 0.0f;
    NewPos.Z = 0.0f;


}
GameObject *Refresh;

    Refresh = Commands->Create_Object("Invisible_Object",Vector3(0.0f,0.0f,0.0f));

    char param[5];
    sprintf(param,"%d",RandomSpawn);
    Commands->Attach_Script(Refresh,"KAK_DM_Refresh_Spawn",param);

    Commands->Set_Position(obj,NewPos);

}
else if (strcmp(The_Game()->MapName, "C&C_someothermap.mix") == 0) {
 if (RandomSpawn == 1 && Spawn1OK == true) {

    Spawn1OK = false;

    NewPos.X = 0.0f;
    NewPos.Y = 0.0f;
    NewPos.Z = 0.0f;

}
 else if (RandomSpawn == 2 && Spawn2OK == true) {
    Spawn2OK = false;
    NewPos.X = 0.0f;
    NewPos.Y = 0.0f;
    NewPos.Z = 0.0f;

}
 else if (RandomSpawn == 3 && Spawn3OK == true) {
    Spawn3OK = false;
    NewPos.X = 0.0f;
    NewPos.Y = 0.0f;
    NewPos.Z = 0.0f;

}
GameObject *Refresh;

    Refresh = Commands->Create_Object("Invisible_Object",Vector3(0.0f,0.0f,0.0f));

    char param[5];
    sprintf(param,"%d",RandomSpawn);
    Commands->Attach_Script(Refresh,"KAK_DM_Refresh_Spawn",param);
```

```cpp
  Commands->Set_Position(obj,NewPos);

}
}



void KAK_DM_Refresh_Spawn::Created(GameObject *obj) {
 Commands->Start_Timer(obj,this,5.0f,Get_Int_Parameter("SpawnNum"));
}

void KAK_DM_Refresh_Spawn::Timer_Expired(GameObject *obj, int number) {
 if (number == 1) Spawn1OK = true;
 else if (number == 2) Spawn2OK = true;
 else if (number == 3) Spawn3OK = true;
 Commands->Destroy_Object(obj);
}


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



ScriptRegistrant<KAK_DM_Refresh_Spawn>
KAK_DM_Refresh_Spawn_Registrant("KAK_DM_Refresh_Spawn","SpawnNum=0:int");



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

GameObject *obj = Get_GameObj(ID);
RequestSpawn(obj);
}

};
ChatCommandRegistrant<teleChatCommand>
teleChatCommandReg("!tele",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

You will need to change the places it can spawn to, instead of 0,0,0, you can get these values
from level edit, but I prefer to walk around ingame and decide for myself, when making allot I find
it's quicker anyway...
Use this chat hook to get the precise floating point values for where you're standing (also gives

some other info too, but don't worry about that).

```
class infoChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType) {
  GameObject *obj = Get_GameObj(ID);

const char *preset = Commands->Get_Preset_Name(obj);
const char *model = Get_Model(obj);
const char *weapon = Get_Current_Weapon(obj);
const char *shield = Get_Shield_Type(obj);
const char *skin = Get_Skin(obj);
Vector3 CurPosition = Commands->Get_Position(obj);
Console_Input(StrFormat("msg Character preset name is: %s",preset).c_str());
Console_Input(StrFormat("msg Character model name is: %s",model).c_str());
Console_Input(StrFormat("msg The preset name of the weapon is: %s",weapon).c_str());
Console_Input(StrFormat("msg The shield type is: %s",shield).c_str());
Console_Input(StrFormat("msg The skin type is: %s",skin).c_str());
Console_Input(StrFormat("msg NewPos.X = %ff;",CurPosition.X).c_str());
Console_Input(StrFormat("msg NewPos.Y = %ff;",CurPosition.Y).c_str());
Console_Input(StrFormat("msg NewPos.Z = %ff;",CurPosition.Z).c_str());
 }
};
ChatCommandRegistrant<infoChatCommand>
infoChatCommandReg("!info",CHATTYPE_TEAM,0,GAMEMODE_ALL);
```

That should make you spawn in any three random places based on whatever map you're on. You can easily extend it for as many maps as needed.

wow ty whats the command line so i can be able to use the command ON a player...or on myself like

!tele ren00b

Subject: Re: Base Defense Team Change
Posted by reborn on Sun, 18 May 2008 10:26:06 GMT
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You would have to make one, use the partial name function for the best results ("Get_Part_Name"). Shouldn't be too hard.

Subject: Re: Base Defense Team Change
Posted by _SSnipe_ on Sun, 18 May 2008 10:29:40 GMT
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reborn wrote on Sun, 18 May 2008 03:26You would have to make one, use the partial name function for the best results ("Get_Part_Name"). Shouldn't be too hard.
ok cool and now....dumb question the codes...what files do i put them under?

like
gmscripts or gmmain and what header files

Subject: Re: Base Defense Team Change
Posted by reborn on Sun, 18 May 2008 10:33:07 GMT
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Put all of it in gmmain.cpp, apart from the declaration, which obviously would then go in gmmain.h.

Subject: Re: Base Defense Team Change
Posted by _SSnipe_ on Sun, 18 May 2008 10:41:25 GMT
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reborn wrote on Sun, 18 May 2008 03:33Put all of it in gmmain.cpp, apart from the declaration, which obviously would then go in gmmain.h.
ah which ones that one lol

Subject: Re: Base Defense Team Change
Posted by reborn on Sun, 18 May 2008 11:14:10 GMT
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class KAK_DM_Refresh_Spawn : public ScriptImpClass {
 void Created(GameObject *obj);
 void Timer_Expired(GameObject *obj, int number);
};

Subject: Re: Base Defense Team Change
Posted by _SSnipe_ on Sun, 18 May 2008 11:38:46 GMT
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that goes in //.h and rest in //.cpp ok got it im test it tommrow morning...

can u make and attach a building controller to a models bone with a chat hook command?

and also reborn im getting this form tis

```
class teleChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType) {
GameObject *obj = Get_GameObj_By_Player_Name(Text[0].c_str());
RequestSpawn(obj);
}

};

ChatCommandRegistrant<teleChatCommand>
teleChatCommandReg("!tele",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

Quote:
1>.\gmmain.cpp(2179) : error C3861: 'RequestSpawn': identifier not found
1>Build log was saved at "file://c:\Users\Lil Blueyes\Desktop\SSGM Source\SSGM
Source\tmp\scripts\debug\BuildLog.htm"
1>SSGM - 1 error(s), 0 warning(s)

and

1>gmmain.cpp
1>.\gmmain.cpp(2182) : error C2065: 'Spawn1OK' : undeclared identifier
1>.\gmmain.cpp(2184) : error C2065: 'Spawn1OK' : undeclared identifier
1>.\gmmain.cpp(2191) : error C2065: 'Spawn2OK' : undeclared identifier
1>.\gmmain.cpp(2192) : error C2065: 'Spawn2OK' : undeclared identifier
1>.\gmmain.cpp(2198) : error C2065: 'Spawn3OK' : undeclared identifier
1>.\gmmain.cpp(2199) : error C2065: 'Spawn3OK' : undeclared identifier
1>.\gmmain.cpp(2217) : error C2065: 'Spawn1OK' : undeclared identifier
1>.\gmmain.cpp(2219) : error C2065: 'Spawn1OK' : undeclared identifier
1>.\gmmain.cpp(2226) : error C2065: 'Spawn2OK' : undeclared identifier
1>.\gmmain.cpp(2227) : error C2065: 'Spawn2OK' : undeclared identifier
1>.\gmmain.cpp(2233) : error C2065: 'Spawn3OK' : undeclared identifier
1>.\gmmain.cpp(2234) : error C2065: 'Spawn3OK' : undeclared identifier
1>.\gmmain.cpp(2258) : error C2065: 'Spawn1OK' : undeclared identifier

1>.\gmmain.cpp(2259) : error C2065: 'Spawn2OK' : undeclared identifier
1>.\gmmain.cpp(2260) : error C2065: 'Spawn3OK' : undeclared identifier

---

Subject: Re: Base Defense Team Change
Posted by reborn on Sun, 18 May 2008 21:34:29 GMT
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Add this:

bool Spawn1OK = true;
bool Spawn2OK = true;
bool Spawn3OK = true;

Under here:

#include <time.h>
#include <fstream>
using namespace std;
#include <stdarg.h>
#include "scripts.h"
#include "date.h"
#include "engine.h"
#include "gmmain.h"
#ifdef WIN32
#include <ddeml.h>
#else
#include <dlfcn.h>
#endif

bool OkLoad = false;
#ifndef WIN32
extern void *bhs;
UnloaderClass Unloader;
#endif
DataStruct *Data = 0;
SettingsStruct *Settings = 0;

in gmmain.cpp, then compile it.

Subject: Re: Base Defense Team Change
Posted by _SSnipe_ on Sun, 18 May 2008 21:43:58 GMT
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reborn wrote on Sun, 18 May 2008 14:34Add this:

bool Spawn1OK = true;
bool Spawn2OK = true;
bool Spawn3OK = true;

Under here:

#include <time.h>
#include <fstream>
using namespace std;
#include <stdarg.h>
#include "scripts.h"
#include "date.h"
#include "engine.h"
#include "gmmain.h"
#ifdef WIN32
#include <ddeml.h>
#else
#include <dlfcn.h>
#endif

bool OkLoad = false;
#ifndef WIN32
extern void *bhs;
UnloaderClass Unloader;
#endif
DataStruct *Data = 0;
SettingsStruct *Settings = 0;

in gmmain.cpp, then compile it.

ty ill try it out...now do i have to place all except the dec inside gmmain? cant i play the script into gmscripts then the dec in its header file and the chathooks in gammain? thats how i did everything else

---

Subject: Re: Base Defense Team Change
Posted by reborn on Sun, 18 May 2008 22:04:26 GMT
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If you want to, yeah sure.

Subject: Re: Base Defense Team Change

Posted by _SSnipe_ on Sun, 18 May 2008 22:20:14 GMT
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reborn wrote on Sun, 18 May 2008 15:04If you want to, yeah sure.
and the code u JUST posted above does that goes with the script correct?

Subject: Re: Base Defense Team Change
Posted by reborn on Sun, 18 May 2008 22:28:29 GMT
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No dude. Place it just above this line:

void RequestSpawn(GameObject *obj) {

So it is outside the RequestSpawn script.

Subject: Re: Base Defense Team Change
Posted by _SSnipe_ on Mon, 19 May 2008 00:07:53 GMT
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nvm testing...

Subject: Re: Base Defense Team Change
Posted by _SSnipe_ on Mon, 19 May 2008 03:51:01 GMT
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it works expect takes me to 0,0,0 after putting int he 3 random spots but idk why thats so......ether
way ut works great....

another thing that !info command what other info can u add?
i tried to add 5 new ones until i release they were not constant char lol

Subject: Re: Base Defense Team Change
Posted by reborn on Mon, 19 May 2008 05:14:00 GMT
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SSnipe wrote on Sun, 18 May 2008 23:51it works expect takes me to 0,0,0 after putting int he 3
random spots but idk why thats so......ether way ut works great....

another thing that !info command what other info can u add?
i tried to add 5 new ones until i release they were not constant char lol

You can add all types of info, there's too much to list.

It should not be moving you to 0,0,0, not if you have changed all three random spawn positions.

Subject: Re: Base Defense Team Change
Posted by _SSnipe_ on Mon, 19 May 2008 05:18:23 GMT
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reborn wrote on Sun, 18 May 2008 22:14SSnipe wrote on Sun, 18 May 2008 23:51it works expect takes me to 0,0,0 after putting int he 3 random spots but idk why thats so......ether way ut works great....

another thing that !info command what other info can u add?
i tried to add 5 new ones until i release they were not constant char lol

You can add all types of info, there's too much to list.

It should not be moving you to 0,0,0, not if you have changed all three random spawn positions.

i guess ill have to find out how to add other infos that arnt
 constant char

and reborn i just copied and pasted and changed the x,y,z int he 3 spots

---

Subject: Re: Base Defense Team Change
Posted by reborn on Mon, 19 May 2008 06:55:42 GMT
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So it all works now then?

Subject: Re: Base Defense Team Change
Posted by _SSnipe_ on Mon, 19 May 2008 06:58:20 GMT
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reborn wrote on Sun, 18 May 2008 23:55So it all works now then?
secpect i do tele go to a random spot i put in then every once in while i go to 0,0,0 but other then that everythings perfect im TRY to make it so i can tele port to a players pos now

---

Subject: Re: Base Defense Team Change
Posted by _SSnipe_ on Mon, 19 May 2008 08:58:28 GMT

ok i done it more and found out its not working right....i type it maybe like once out of 15 times i get teleported...but rest of tiem i go to 0,0,0

does this have anything to do with it?

Refresh = Commands->Create_Object("Invisible_Object",Vector3(0.0f,0.0f,0.0f));

Subject: Re: Base Defense Team Change
Posted by reborn on Mon, 19 May 2008 09:22:48 GMT

No, that's just creating an object for the KAK_ script to be attached to.
It's possible that the refresh script is screwing things up.
Try commenting out these lines:

```
/*
Refresh = Commands->Create_Object("Invisible_Object",Vector3(0.0f,0.0f,0.0f));

  char param[5];
 sprintf(param,"%d",RandomSpawn);
 Commands->Attach_Script(Refresh,"KAK_DM_Refresh_Spawn",param);
*/
```

See what happens.

Subject: Re: Base Defense Team Change
Posted by _SSnipe_ on Mon, 19 May 2008 22:25:02 GMT

i did that and still having the problem im going to the 0,0,0

also how can i change the info command to send A PM to the person who did the command on a player?

like

SSnipe !info ren00b

then pms me his info

---

i got the part to use the command ON a player
GameObject *obj = Get_GameObj_By_Player_Name(Text[1].c_str());

and changed it to
Console_Input(StrFormat("ppage
but not working

Subject: Re: Base Defense Team Change
Posted by _SSnipe_ on Tue, 20 May 2008 06:40:28 GMT
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bump

Subject: Re: Base Defense Team Change
Posted by ErroR on Sun, 25 May 2008 08:53:31 GMT
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ya i need help on that to i want to make a reverce map everything works fine but the ob/agt allways pwns me gdi spawn at nod and nod at gdi) can it be done without those long codes and stuff i mean only in level edit and notepad?

Subject: Re: Base Defense Team Change
Posted by _SSnipe_ on Sat, 07 Jun 2008 06:27:59 GMT
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reborn wrote on Sun, 18 May 2008 03:11void RequestSpawn(GameObject *obj) {
int RandomSpawn = Commands->Get_Random_Int(1,33);
  Vector3 NewPos;

 Spawn:

if (strcmp(The_Game()->MapName, "C&C_Under.mix") == 0) {
 if (RandomSpawn == 1 && Spawn1OK == true) {

  Spawn1OK = false;

  NewPos.X = 0.0f;
  NewPos.Y = 0.0f;
  NewPos.Z = 0.0f;

 }
 else if (RandomSpawn == 2 && Spawn2OK == true) {
  Spawn2OK = false;

```
  NewPos.X = 0.0f;
  NewPos.Y = 0.0f;
  NewPos.Z = 0.0f;

 }
 else if (RandomSpawn == 3 && Spawn3OK == true) {
  Spawn3OK = false;
  NewPos.X = 0.0f;
  NewPos.Y = 0.0f;
  NewPos.Z = 0.0f;

 }
GameObject *Refresh;

 Refresh = Commands->Create_Object("Invisible_Object",Vector3(0.0f,0.0f,0.0f));

 char param[5];
 sprintf(param,"%d",RandomSpawn);
 Commands->Attach_Script(Refresh,"KAK_DM_Refresh_Spawn",param);

 Commands->Set_Position(obj,NewPos);

}
else if (strcmp(The_Game()->MapName, "C&C_someothermap.mix") == 0) {
 if (RandomSpawn == 1 && Spawn1OK == true) {

  Spawn1OK = false;

  NewPos.X = 0.0f;
  NewPos.Y = 0.0f;
  NewPos.Z = 0.0f;

 }
 else if (RandomSpawn == 2 && Spawn2OK == true) {
  Spawn2OK = false;
  NewPos.X = 0.0f;
  NewPos.Y = 0.0f;
  NewPos.Z = 0.0f;

 }
 else if (RandomSpawn == 3 && Spawn3OK == true) {
  Spawn3OK = false;
  NewPos.X = 0.0f;
  NewPos.Y = 0.0f;
  NewPos.Z = 0.0f;

 }
GameObject *Refresh;
```

```cpp
	Refresh = Commands->Create_Object("Invisible_Object",Vector3(0.0f,0.0f,0.0f));

 char param[5];
 sprintf(param,"%d",RandomSpawn);
 Commands->Attach_Script(Refresh,"KAK_DM_Refresh_Spawn",param);

 Commands->Set_Position(obj,NewPos);

}
}



void KAK_DM_Refresh_Spawn::Created(GameObject *obj) {
 Commands->Start_Timer(obj,this,5.0f,Get_Int_Parameter("SpawnNum"));
}

void KAK_DM_Refresh_Spawn::Timer_Expired(GameObject *obj, int number) {
 if (number == 1) Spawn1OK = true;
 else if (number == 2) Spawn2OK = true;
 else if (number == 3) Spawn3OK = true;
 Commands->Destroy_Object(obj);
}



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



ScriptRegistrant<KAK_DM_Refresh_Spawn>
KAK_DM_Refresh_Spawn_Registrant("KAK_DM_Refresh_Spawn","SpawnNum=0:int");



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

GameObject *obj = Get_GameObj(ID);
RequestSpawn(obj);
}

};
ChatCommandRegistrant<teleChatCommand>
```

```
teleChatCommandReg("!tele",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

You will need to change the places it can spawn to, instead of 0,0,0, you can get these values from level edit, but I prefer to walk around ingame and decide for myself, when making allot I find it's quicker anyway...
Use this chat hook to get the precise floating point values for where you're standing (also gives some other info too, but don't worry about that).

```
class infoChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType) {
  GameObject *obj = Get_GameObj(ID);

const char *preset = Commands->Get_Preset_Name(obj);
const char *model = Get_Model(obj);
const char *weapon = Get_Current_Weapon(obj);
const char *shield = Get_Shield_Type(obj);
const char *skin = Get_Skin(obj);
Vector3 CurPosition = Commands->Get_Position(obj);
Console_Input(StrFormat("msg Character preset name is: %s",preset).c_str());
Console_Input(StrFormat("msg Character model name is: %s",model).c_str());
Console_Input(StrFormat("msg The preset name of the weapon is: %s",weapon).c_str());
Console_Input(StrFormat("msg The shield type is: %s",shield).c_str());
Console_Input(StrFormat("msg The skin type is: %s",skin).c_str());
Console_Input(StrFormat("msg NewPos.X = %ff;",CurPosition.X).c_str());
Console_Input(StrFormat("msg NewPos.Y = %ff;",CurPosition.Y).c_str());
Console_Input(StrFormat("msg NewPos.Z = %ff;",CurPosition.Z).c_str());
 }
};
ChatCommandRegistrant<infoChatCommand>
infoChatCommandReg("!info",CHATTYPE_TEAM,0,GAMEMODE_ALL);
```

That should make you spawn in any three random places based on whatever map you're on. You can easily extend it for as many maps as needed.

reborn think you can find out why i always go to 0,0,0?