Subject: Few questions
Posted by Hubba on Fri, 30 Oct 2009 05:10:50 GMT

Please check last post for new question thx

Hey! I'm back again with new questions and I need your help

[SOLVED]1) How can i change how much score an object give? Lets say the object i kill gives 200 score and I want it to 100. I know i could attach "jfw_give_points_on_death" to like -100. But then if you damage the object so it only have 1 hp left you would still get 199 score.
Or another example if you shot a stank with a ramjet you will get like 30 scores each shot. How could i decrease that?

[SOLVED]2) How can i get check how much hp/armor and what weapons a player have? If i want the char to turn into another preset but keep the hp/armor + weapons? Example: If I have a !roshambo command.

[SOLVED]3) How can i get a models name? Is this possible? Is there a Get_Model_Name() method?

Thanks
Hubba

Subject: Re: Few questions
Posted by Tupolev TU-95 Bear on Fri, 30 Oct 2009 09:27:51 GMT

Hubba wrote on Fri, 30 October 2009 05:10Hey! I'm back again with new questions and I need your help

1) How can i change how much score an object give? Lets say the object i kill gives 200 score and I want it to 100. I know i could attach "jfw_give_points_on_death" to like -100. But then if you damage the object so it only have 1 hp left you would still get 199 score.
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3) How can i get a models name? Is this possible? Is there a Get_Model_Name() method?

Thanks
Hubba

um

1. i dont know
2. i dont know
3 i belive u can find the models in the always.dat and always2.dat with the w3d.

Subject: Re: Few questions
Posted by reborn on Fri, 30 Oct 2009 10:29:30 GMT
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Hubba wrote on Fri, 30 October 2009 00:10
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Or another example if you shot a stank with a ramjet you will get like 30 scores each shot. How could i decrease that?

There's a difference between setting the damage points, and setting the kill points. But both are possible...
Take a look at the script you just mentioned. You know that kinda does what you want, so look at that scripts code, and surely you will find the function you are looking for inside that script. A little bit of lateral thinking will get you quite far in this API.

Hubba wrote on Fri, 30 October 2009 00:10
2) How can i get check how much hp/armor and what weapons a player have? If i want the char to turn into another preset but keep the hp/armor + weapons? Example: If I have a !roshambo command.

Commands->Get_Health (GameObject *obj);
Commands->Set_Health (GameObject *obj);

There is also some functions for getting weapons too, however I forget what they are. Look in engine_weapons or something like that I think.
It's something like 'Get_Current_Weapon', if you search int he API for that, then you'll find all the other weapon engine calls.

You can then grant power up's to the new character you change them to... 'Grant_Powerup'

Hubba wrote on Fri, 30 October 2009 00:10
3) How can i get a models name? Is this possible? Is there a Get_Model_Name() method?

Thanks
Hubba

Commands->Get_Model(GameObject *obj); // I think...

This site is out of date, but is probably still a bit useful for someone starting out.
http://www.renegadewiki.com/index.php?title=API

Subject: Re: Few questions
Posted by Hubba on Fri, 30 Oct 2009 16:22:50 GMT
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reborn wrote on Fri, 30 October 2009 04:29Hubba wrote on Fri, 30 October 2009 00:10
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Ok found the solution for my objects pointfix I skipped the whole script because it had really nothing to do with what i wanted. So i opened up my level edit and checked the setting for my "object". And found this cool options "Damagepoints" and "Deathpoints" so i started to mess around with the values and bingo there it is.

And about question 3. Commands->Get_Model(GameObject *obj); is the right method but it ain't listed in my 'ScriptCommands' in "scripts.h". I tried to add it there but then my server wouldn't load at all. It kept opening and closing the server console screen.

And thanks for the link there is lots of interesting stuff there

---

Subject: Re: Few questions
Posted by reborn on Fri, 30 Oct 2009 19:48:27 GMT
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Hubba wrote on Fri, 30 October 2009 11:22
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And thanks for the link there is lots of interesting stuff there

Objects mods are fine, it's just they're so Global, even on a per map basis.
Sorry, get model is just 'Get_Model(GameObject *obj);', not Commands->.

---

reborn wrote on Fri, 30 October 2009 13:48Hubba wrote on Fri, 30 October 2009 11:22
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Sorry, get model is just 'Get_Model(GameObject *obj);', not Commands->.

Yup that did the trick Thanks

[SOLVED]Question 4

I have another thing that i have been wondering on. I have a timer script that should just print 1 message after 1 second and then another after 10 second. This is just an example:

```
void Example::Created(GameObject *obj) {
Commands->Start_Timer(obj,this,1.0f,1);
Commands->Start_Timer(obj,this,10.0f,2);
}


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

if(number == 1){
 Console_Input("msg Message number1");
 }
```

```
if(number == 2){

 Console_Input("msg Message number2");
 }
}
```

Now if i change character right after "message number1" then message number2 will never appear. This happends only when i change char not when buying a veh. Why?

Question 5

Then i have this veh script from wittebolx source (wittebolx has posted it here on renegadefourms)

;************************* Transport Helicopter Hummvee Drop *************************

; *************************** Trajectory Transport

-1 Create_Object, 1, "XG_TransprtBone",   0, 0, 0, 0
-1 Play_Animation, 1, "XG_TransprtBone.XG_HD_TTraj", 1

; *************************** Transport

-1 Create_Real_Object, 2, "CnC_GDI_Transport", 1, "BN_Trajectory"
-1 Attach_Script, 2, "KAK_Prevent_Destruction_Until_Entered"
-1 Set_Primary, 2
-1 Attach_to_Bone, 2, 1, "BN_Trajectory"
-1 Play_Animation, 2, "v_GDI_trnspt.XG_HD_Transport",1
-700 destroy_object, 2

; *************************** Trajectory Nod_Light_Tank

-1 Create_Object, 3, "XG_HD_HTraj",   0, 0, 0, 0
-1 Play_Animation, 3, "XG_HD_HTraj.XG_HD_HTraj", 1

; *************************** Nod_Light_Tank

-1 Create_Real_Object, 4, "CnC_Nod_Buggy", 3, "BN_Trajectory"
-1 Attach_Script, 4, "M02_Player_Vehicle", "0"
-1 Attach_Script, 4, "KAK_Prevent_Destruction_Until_Entered"
-1 Attach_to_Bone, 4, 3, "BN_Trajectory"
-437 Attach_to_Bone, 4, -1, "BN_Trajectory"
-437 Move_Slot, 7, 4

; *************************** Harness

-1 Create_Object, 6, "XG_HD_Harness",   0, 0, 0, 0
-1 Play_Animation, 6, "XG_HD_Harness.XG_HD_Harness", 0
```

; \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* Primary Destroyed

1000000 Destroy_Object, 1
1000000 Destroy_Object, 2
1000000 Destroy_Object, 3
1000000 Destroy_Object, 4
1000000 Destroy_Object, 5
1000000 Destroy_Object, 6

I know what the script does but i don't really get the numbers and how its build up. For example 1000000 Destroy_Object, 6 I know that it destroy the object 6 but what does the number 1000000 do? So if someone could explain in short what the numbers and stuff do i would be happy

---

## Subject: Re: Few questions
Posted by reborn on Fri, 30 Oct 2009 21:58:43 GMT
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Hubba wrote on Fri, 30 October 2009 16:30
Yup that did the trick  Thanks
---------------------------------------------------------
Question 4

I have another thing that i have been wondering on. I have a timer script that should just print 1 message after 1 second and then another after 10 second. This is just an example:

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if(number == 1){
 Console_Input("msg Message number1");
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 }
}
```

Now if i change character right after "message number1" then message number2 will never appear. This happends only when i change char not when buying a veh. Why?

When you change character, you are an entirely new GameObject *, so the script that was attached to you previously is destroyed, because the object that the script was attached to no longer exists.

When you purchase a vehicle, the script is attached to the vehicle, if you killed the vehicle then you would no longer get the message. The same principle can be applied to changing your character, it's kinda like you killed your character by getting a new one.

You can never permanently attach a script to a players character, unless they are gauranteed to never be killed.

You can however, keep re-attaching the same script to a player whenever they are created.

Hubba wrote on Fri, 30 October 2009 16:30

Question 5

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-1 Play_Animation, 1, "XG_TransprtBone.XG_HD_TTraj", 1

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I know what the script does but i don't really get the numbers and how its build up. For example 1000000 Destroy_Object, 6 I know that it destroy the object 6 but what does the number 1000000 do? So if someone could explain in short what the numbers and stuff do i would be happy

I think it's a timer, I never really delved too far into cinematic files, I just gleaned what I needed to know to make them work.
You can call these text files with "test_cinematic".

Subject: Re: Few questions
Posted by Hubba on Sat, 31 Oct 2009 11:21:01 GMT
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Quote:

When you change character, you are an entirely new GameObject *, so the script that was attached to you previously is destroyed, because the object that the script was attached to no longer exists.
When you purchase a vehicle, the script is attached to the vehicle, if you killed the vehicle then you would no longer get the message. The same principle can be applied to changing your character, it's kinda like you killed your character by getting a new one.
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So what should i attach the script to? Should i create a invisible object and attach the script to it and then when everything is done it would destroy the invisible object?

[SOLVED]Another question

How can i check if a player has a weapon?
bool Has_Weapon(GameObject *obj,const char *weapon)

I tried something like this:

```
if(Has_Weapon(obj,"POW_Railgun_Player")){
//Do something...
}
```

But it doesn't seem to work

Subject: Re: Few questions
Posted by cAmpa on Sat, 31 Oct 2009 11:41:05 GMT
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Hubba wrote on Sat, 31 October 2009 12:21Quote:

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You checked for a powerup, not for a weapon.

Subject: Re: Few questions
Posted by Hubba on Sat, 31 Oct 2009 12:56:46 GMT

cAmpa wrote on Sat, 31 October 2009 05:41Hubba wrote on Sat, 31 October 2009 12:21Quote:

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Oops didn't notice that, Thanks cAmpa
If someones wondering it should be "Weapon_Railgun_Player" instead of "POW_Railgun_Player"

Another question:
Is there a way to check if a character has a "fly suit"

My fly command looks like this:
```
class flyChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType) {
 GameObject *obj = Get_GameObj(ID);

     Toggle_Fly_Mode(obj);

   }
};
ChatCommandRegistrant<flyChatCommand>
flyChatCommandReg("!fly",CHATTYPE_ALL,0,GAMEMODE_AOW);
```

Subject: Re: Few questions
Posted by cAmpa on Sat, 31 Oct 2009 13:43:07 GMT
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Hubba wrote on Sat, 31 October 2009 13:56cAmpa wrote on Sat, 31 October 2009 05:41Hubba
wrote on Sat, 31 October 2009 12:21Quote:

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};
ChatCommandRegistrant<flyChatCommand>
flyChatCommandReg("!fly",CHATTYPE_ALL,0,GAMEMODE_AOW);

bool Get_Fly_Mode(GameObject *obj); //is this infantry flying via Set_Fly_Mode

Just search in the engine files headers, like "engine_obj2.h".

Subject: Re: Few questions
Posted by Hubba on Sat, 31 Oct 2009 19:10:45 GMT

cAmpa wrote on Sat, 31 October 2009 07:43Hubba wrote on Sat, 31 October 2009 13:56cAmpa wrote on Sat, 31 October 2009 05:41Hubba wrote on Sat, 31 October 2009 12:21Quote:

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```

bool Get_Fly_Mode(GameObject *obj); //is this infantry flying via Set_Fly_Mode

Just search in the engine files headers, like "engine_obj2.h".

Thanks again
Next time I will check there before i ask something about the methods.

Subject: Re: Few questions
Posted by Hubba on Fri, 06 Nov 2009 04:45:35 GMT
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Hey. I have been wondering about this for a while. I made in level edit that refinery give +6 credits per second instead of 2.

But i want to make so if power plant gets destroyed it would only give +2. How can i change this? Can i attach a script to a building?

I thought something like this. If i can attach this script to the refinery if power plant gets destroyed?
Attach_Script_Once(obj,"GTH_Credit_Trickle", "-4,2.00");

I just don't know how to attach scripts to buildings and where the "pp gets destroyed" thing is located.

If you have a better way in doing this please tell

Thanks
Hubba

Subject: Re: Few questions
Posted by reborn on Fri, 06 Nov 2009 05:54:28 GMT
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On the level loaded event, attach a script to the ref to grant the +4 money. Then attach another script at the same time to the PP (if it exists) that removes that script when it's destroyed, and adds just +1 instead.

```
void Level_Loaded() {
GameObject *GDIRef = Find_Refinery(1);
GameObject *NodRef = Find_Refinery(0);

GameObject *GDIPP = Find_Power_Plant(1);
GameObject *NodPP = Find_Power_Plant(0);

if(GDIREF){
Attach_Script_Once(GDIRef,"GTH_Credit_Trickle", "4,2.00");
}
if(NodRef){
Attach_Script_Once(NodRef,"GTH_Credit_Trickle", "4,2.00");
}

if(GDIPP){ //Not sure what what happen if you tried to attach it if it didn't exist
Attach_Script_Once(GDIPP,"hubba_pp_death", "");
}
if(NodPP){
Attach_Script_Once(NodPP,"hubba_pp_death", "");
}
//etc etc

}
```

hubba_pp_death should simply have a ::Killed event, and on that event it should find out it's own teams ref, remove the gth_credit script (if the ref still has any health), then re-attach a gth_credit but add +1 instead.

Pretty crude really, but it's 05:55 here and I'm sleepy.

Subject: Re: Few questions
Posted by Hubba on Fri, 06 Nov 2009 16:11:41 GMT
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reborn wrote on Thu, 05 November 2009 23:54On the level loaded event, attach a script to the ref to grant the +4 money. Then attach another script at the same time to the PP (if it exists) that removes that script when it's destroyed, and adds just +1 instead.

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}
//etc etc
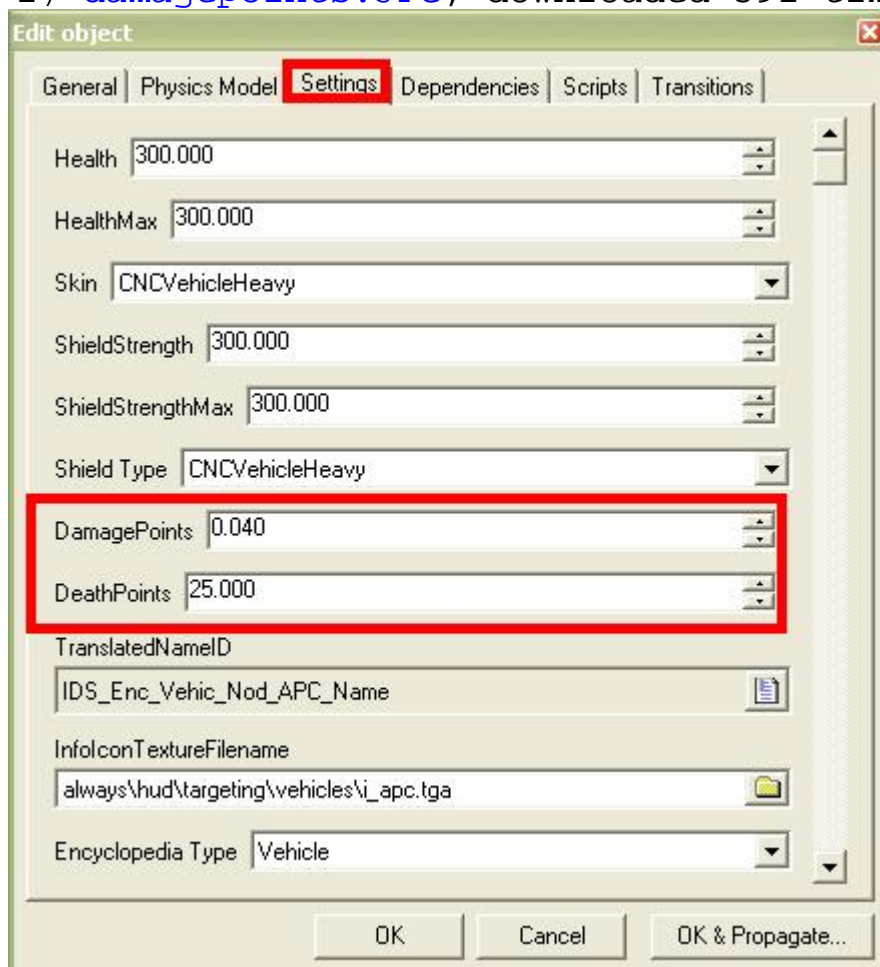
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```

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Pretty crude really, but it's 05:55 here and I'm sleepy.

Hmm "GTH_Credit_Trickle" doesn't seem to work like that
I think you can only attach it to players. Which would mean that i would have to attach the script when they join and reattach it to them when they die. And then it would probably be not in sync with the other credit_tickle which would mean that you would get +6 one second and then -4 the other second.

Subject: Re: Few questions
Posted by YazooGang on Fri, 06 Nov 2009 20:27:39 GMT
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I didnt read through all the replies but this is how you adjust how many points you earn by damaging an object.

So, what you do is goto level editor, then you select a preset in the objects tree and hit Mod. A

windows comes up and you hit the Settings tab. And there are alot of options. Looking at this picture will explain what options you would need to change in order to get different amount of points when you kill or damage an object.

File Attachments

1)

YazooGang wrote on Fri, 06 November 2009 14:27I didnt read through all the replies but this is how you adjust how many points you earn by damaging an object.

So, what you do is goto level editor, then you select a preset in the objects tree and hit Mod. A windows comes up and you hit the Settings tab. And there are alot of options. Looking at this

picture will explain what options you would need to change in order to get different amount of points when you kill or damage an object.

Thanks but that problem had already been solved. I will add "solved" to the questions that has already been solved.
But pictures make it very clear so this will sure help others. Who might be wondering where in level edit the "damegepoints" is located

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Subject: Re: Few questions
Posted by reborn on Sat, 07 Nov 2009 08:00:57 GMT
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Hubba, instead of using that credit script, make you own one. I think the give_credits in the commands class ends with a boolean meaning all players or not... So just set that boolean to true and attach it to the ref itself.

Subject: Re: Few questions
Posted by Hubba on Sat, 07 Nov 2009 10:05:52 GMT
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reborn wrote on Sat, 07 November 2009 02:00Hubba, instead of using that credit script, make you own one. I think the give_credits in the commands class ends with a boolean meaning all players or not... So just set that boolean to true and attach it to the ref itself.

So i have to make a script with a timer which would loop and give +4 credits to the players? Which would be attached to the powerplant and then if powerplant gets destroyed it would remove that script. Is this what you meant?

Subject: Re: Few questions
Posted by raven on Sat, 07 Nov 2009 20:47:41 GMT
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hook the building destroyed event, check if its the pp, if it is, attach the script to an invisible object or something

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