
Subject: Vetach plugin
Posted by [robbyke](#) on Sat, 16 Oct 2010 18:29:38 GMT
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Well I Have made a vtach detach plugin for servers

it has 2 chatcommand keys

VTVTACH
VTDETACH

download link:

<http://www.megaupload.com/?d=PFEC7X38>

it attaches a vehicle to your apache/orca with !vtach
and it detaches it again with !detach
you can block it with !metach and deblock it with !metach

ps:

its a bit buggy when picking up vehicles after dead and stuff am willing to give code because i cant find the problem myself

Subject: Re: Vetach plugin
Posted by [trooprm02](#) on Sat, 16 Oct 2010 19:55:16 GMT
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Please explain what it does or maybe provide a screenshot?

Subject: Re: Vetach plugin
Posted by [reborn](#) on Sun, 17 Oct 2010 08:42:45 GMT
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Post the code.

Subject: Re: Vetach plugin
Posted by [robbyke](#) on Sun, 17 Oct 2010 09:36:16 GMT
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ok these are the scripts

Toggle Spoiler

```
/* Renegade Scripts.dll
Vetach Plugin Code
Copyright 2010 Robby Driesen
```

This file is part of the Renegade scripts.dll

The Renegade scripts.dll is free software; you can redistribute it and/or modify it under the terms of the GNU General Public License as published by the Free Software Foundation; either version 2, or (at your option) any later version. See the file COPYING for more details.

In addition, an exemption is given to allow Run Time Dynamic Linking of this code with any closed source module that does not contain code covered by this licence.

Only the source code to the module(s) containing the licenced code has to be released.

```
*/
```

```
#include "includes.h"
```

```
void VT_CarryAll::Created(GameObject *obj)
```

```
{
    GameObject *driver = Get_Vehicle_Occupant(obj, 0);
    int team = Get_Object_Type(driver);
    int pID = Get_Player_ID(driver);
    Vector3 CurPosition = Commands->Get_Position(obj);
    bool test=false;
```

```
    GenericSLNode *x = BaseGameObjList->HeadNode;
    while (x)
```

```
{
    GameObject *o = (GameObject *)x->NodeData;
    if (o && Is_Vehicle(o) && o!=obj)
    {
        Vector3 CurPositiono = Commands->Get_Position(o);
        float Dist = Commands->Get_Distance(CurPosition, CurPositiono);
```

```
        GameObject *driver2 = Get_Vehicle_Occupant(o, 0);
```

```
        if(Dist <= 6.0f)
```

```
{
    if(Is_VTOLVehicle(o)||Is_Script_Attached(o,"VT_CARRYALL_ATTACHED"))
```

```
{
    Remove_Script(obj,"VT_CarryAll");
    return;
```

```
}
```

```
else
```

```
{
    if(driver2)
```

```
{
    if(Get_Object_Type(driver2) == team &&
```

```
(Is_Script_Attached(driver2,"VT_Carrytest")==false))
```

```

{
    //do some shit
    Commands->Attach_To_Object_Bone(o, obj, "v_fuselage3");
    Commands->Disable_Physical_Collisions(o);
    Console_Input(StrFormat("CMSGP %d 208,104,0 You have attached a friendly
vehicle",pID).c_str());
    test = true;
    return;

}
else{Remove_Script(obj,"VT_CarryAll");return;}
}
if (Is_Script_Attached(o,"VT_CARRYALL_ATTACHED" )== false)
{
    //do some shit
    Commands->Attach_To_Object_Bone(o, obj, "v_fuselage3");
    Commands->Disable_Physical_Collisions(o);
    Console_Input(StrFormat("CMSGP %d 208,104,0 You have attached a neutral
vehicle",pID).c_str());
    test = true;
    return;
}
}
}
}
x = x->NodeNext;
}
if(test == false)
{
    Remove_Script(obj,"VT_CarryAll");
}
};
ScriptRegistrant<VT_CarryAll> VT_CarryAll_Reg("VT_CarryAll","");

void VT_Detach::Created(GameObject *obj)
{
    int pID = Get_Player_ID(obj);
    Vector3 CurPosition = Commands->Get_Position(obj);

    GenericSLNode *x = BaseGameObjList->HeadNode;
    while (x)
    {
        GameObject *o = (GameObject *)x->NodeData;
        if (o && o!=obj && Is_Vehicle(o))
        {
            Console_Input("CMSGP %d 208,104,0 Found someone");
        }
    }
}

```

```

Vector3 CurPositiono = Commands->Get_Position(o);
float Dist = Commands->Get_Distance(CurPosition, CurPositiono);

if(Dist <= 1.0f)
{
// lets make an obj below our attached veh
Vector3 posdetobj = CurPositiono;
posdetobj.Z -= 3.25f;
GameObject *detobj = Commands->Create_Object("Invisible_Object",posdetobj);

Commands->Attach_To_Object_Bone(o, o, "v_fuselage3");
Commands->Set_Position(o,posdetobj);
Commands->Attach_To_Object_Bone(o, detobj, "v_fuselage3"); //attach to the thing below our
veh
Commands->Destroy_Object(detobj); // destroy our thing there is no need for it
Commands->Enable_Collisions(o); // ok you cant run trough me
Remove_Script(obj,"VT_CarryAll");
Console_Input(StrFormat("CMSGP %d 208,104,0 You have just detached a veh",pID).c_str());
return;
}
else
{
Remove_Script(obj,"VT_CarryAll");
}
}
x = x->NodeNext;
}
Remove_Script(obj,"VT_Detach");

}
ScriptRegistrant<VT_Detach> VT_Detach_Reg("VT_Detach","");

void VT_Carrytest :: Created(GameObject *obj)
{
// just to make an decision
};
ScriptRegistrant<VT_Carrytest> VT_Carrytest_Reg("VT_Carrytest","");

void VT_CARRYALL_ATTACHED :: Created(GameObject *obj)
{
// just to make an decision
};
ScriptRegistrant<VT_CARRYALL_ATTACHED>
VT_CARRYALL_ATTACHED_Reg("VT_CARRYALL_ATTACHED","");

```

some bugs i remember:

if you just bought a vehicle and you vtach it without anyone in it it says it attaches a neutral vehicle but the veh doesnt attach

if you bought a vehicle to attach and die sometimes you cant pick it up although he says you do

ps: in plugin harvester pickup is secured

Subject: Re: Vetach plugin
Posted by [trooprm02](#) on Sun, 17 Oct 2010 16:21:22 GMT
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trooprm02 wrote on Sat, 16 October 2010 14:55Please explain what it does or maybe provide a screenshot?

Subject: Re: Vetach plugin
Posted by [robbyke](#) on Sun, 17 Oct 2010 16:24:26 GMT
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trooprm02 wrote on Sun, 17 October 2010 18:21trooprm02 wrote on Sat, 16 October 2010 14:55Please explain what it does or maybe provide a screenshot?

ever tried to reread a first post after it was edited

Subject: Re: Vetach plugin
Posted by [Xpert](#) on Mon, 18 Oct 2010 06:13:20 GMT
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Interesting concept. I like the idea though

Subject: Re: Vetach plugin
Posted by [robbyke](#) on Mon, 18 Oct 2010 11:36:05 GMT
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yea i releases bcause i hope maybe someone can help me with the bugs .

Subject: Re: Vetach plugin
Posted by [danpaul88](#) on Mon, 18 Oct 2010 13:42:01 GMT
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Hmm, your script seems to disable itself if there is a VTOL on the map which is not the one you are driving and is older than any vehicles within 12m of your VT_CarryAll vehicle... (note: BaseGameObjList is NOT in order of distance from the current object, but in order of when they were created)

Specifically this bit;

```
if(Is_VTOLVehicle(o)||Is_Script_Attached(o,"VT_CARRYALL_ATTACHED"))
{
    Remove_Script(obj,"VT_CarryAll");
    return;
}
```

From what I can see you iterate through EVERY object in the game, so if it hits this one BEFORE it hit's the one which can be attached (ie: within 12m of you) it's going to cancel itself.

Subject: Re: Vetach plugin

Posted by [robbyke](#) on Mon, 18 Oct 2010 14:51:52 GMT

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danpaul88 wrote on Mon, 18 October 2010 15:42Hmm, your script seems to disable itself if there is a VTOL on the map which is not the one you are driving and is older than any vehicles within 12m of your VT_CarryAll vehicle... (note: BaseGameObjList is NOT in order of distance from the current object, but in order of when they were created)

Specifically this bit;

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    Remove_Script(obj,"VT_CarryAll");
    return;
}
```

From what I can see you iterate through EVERY object in the game, so if it hits this one BEFORE it hit's the one which can be attached (ie: within 12m of you) it's going to cancel itself.

its supposed to disable itself when it finds a vtol nearby its so you cant attach vtols ^^ the bugs are mainly in the part where it has to identify a driver or neutral vehicle

Subject: Re: Vetach plugin

Posted by [danpaul88](#) on Tue, 19 Oct 2010 10:09:53 GMT

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That check I quoted doesn't check the distance though, so it would appear to disable itself if there is a VTOL anywhere on the map, not just close to you. Perhaps I am just reading it wrong but it seems that way to me.

Might also be an idea to make sure the item to be picked up is actually below you as well, would be funny to see an orca park alongside a medium tank then lol-warp it underneath into bluehell
Sensible check might be;

Their X >= Your X-2.5 and <= Your X+2.5

Their Y >= Your Y-2.5 and <= Your Y+2.5

Their Z < Your Z

This forces you to hover almost directly above the unit to be picked up. Also a pickup range of 12 seems quite high to me, I would have thought about 8 would be more realistic.

Subject: Re: Vetach plugin

Posted by [Omar007](#) on Tue, 19 Oct 2010 14:25:58 GMT

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As far as I see it, you are right danpaul88.

As soon as the vehicle is a VTOL or the script "VT_CARRYALL_ATTACHED" is attached, the whole scripts stops running. I don't think that was your idea, robbyke

@robbyke: You should implement danpaul's idea on the XYZ check

Subject: Re: Vetach plugin

Posted by [robbyke](#) on Tue, 19 Oct 2010 15:51:23 GMT

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OK ^^ thanks alot guys that fixes a bug indeed.

and about x y z ill try to add it but i think it will make it alot harder to attach a veh. it should stay pretty easy.

ill take a look into it thanks for the hint.

ive updated the source check previous post its edited.

only bug ive found is sometimes empty vehicles dont get picked up dont know if it happens wit manned vehicles to cant test that decently

Subject: Re: Vetach plugin

Posted by [danpaul88](#) on Wed, 20 Oct 2010 10:01:21 GMT

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From your latest code, just spotted this;

```
else{return;Remove_Script(obj,"VT_CarryAll");}
```

The Remove_Script will never be called because it will return first. You should swap the order of these calls around if you want the script to get removed properly. I am a bit surprised the compiler didn't warn you about unreachable code actually...

EDIT;

Also, this check

```
if (o && As_ScriptableGameObj(o) && Is_Vehicle(o) && o!=obj)
```

Has a redundant part, a VehicleGameObj is **always** scriptable, so there's no need to test for As_ScriptableGameObj(o). You can safely remove this check to leave you with;

```
if (o && Is_Vehicle(o) && o!=obj)
```

Subject: Re: Vetach plugin

Posted by [robbyke](#) on Wed, 20 Oct 2010 15:43:18 GMT

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ok thnx dan only that doesnt changes bug of not being able to pickup empty vehicles it says it attaches a neutral vehicle but the vehicle isnt attached
