Subject: Vehicle Poke Help
Posted by cpjok on Tue, 12 Apr 2011 02:16:38 GMT
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maybe a weird question

ok what script do i use to make a vehicle spawn in secific are facing a specific way

when you poke a generetic switch

i tried

JWF_Preset_Buy_Poke

but you can only set location not facing of the vehicle so it dont create it in a wall or something

Subject: Re: Vehicle Poke Help
Posted by Distrbd21 on Tue, 12 Apr 2011 16:10:39 GMT
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This is how you set that script up, it is the right one btw.

Preset_Name: the veh you want it to buy like mine is CnC_GDI_MRLS1
Cost: the amount of money you want it to take from the player that buys one.
location: put a daves arrow on your map face it the way you want it, and copy the x,y,z and put it in the script.
Player_Type: 1 for gdi 0 for nod and i think it's 2 for un teamed not for sure...

If your still having problems let me know and i will help you more.

and far warning if you set the cost to 0 it can be spammed and there could be like 30-40 vehs there in secs so be careful...

And for everyone else that may come on here and say no use the veh buy script that one does not work the way he wants it to.

Subject: Re: Vehicle Poke Help
Posted by danpaul88 on Tue, 12 Apr 2011 16:44:56 GMT
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How does copying the position of a daves arrow help him rotate it? Facing and position are two separate things...

Subject: Re: Vehicle Poke Help
Posted by Altzan on Tue, 12 Apr 2011 18:21:24 GMT
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You can't have it spawn directly at an object's location using its ID? I don't remember, its been awhile.

Subject: Re: Vehicle Poke Help
Posted by Gen_Blacky on Tue, 12 Apr 2011 21:11:53 GMT
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Altzan wrote on Tue, 12 April 2011 11:21You can't have it spawn directly at an object's location using its ID? I don't remember, its been awhile.

yes you can with a different script.

Something like this should work hasn't been tested. We use a dummy object on the map to get spawn location and the facing.

```
void JFW_Preset_Buy_Poke2::Poked(GameObject *obj,GameObject *poker)
{
 const char *preset = Get_Parameter("Preset_Name");
 int x = Get_Int_Parameter("Player_Type");
 int cost = Get_Int_Parameter("Cost");
 int z = Get_Int_Parameter("LocationObject_ID");
 if (!z) { return; }
 if (CheckPlayerType(poker,x)) {return;}
 if (cost <= Commands->Get_Money(poker))
 {
  cost = -cost;
  Commands->Give_Money(poker,(float)cost,0);
  GameObject *LocationObject = Commands->Find_Object(z);
  Vector3 spawn_position = Commands->Get_Position(LocationObject);
  GameObject *createdobject = Commands->Create_Object(preset,spawn_position);
  float facing = Commands->Get_Facing(LocationObject);
  Commands->Set_Facing(createdobject,facing);
 }
}
```

Subject: Re: Vehicle Poke Help
Posted by Distrbd21 on Tue, 12 Apr 2011 21:27:15 GMT
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I will get some pics of how i got mine set up.

With the daves arrow you face it the way you want it and the x,y,z i will make a video of my map that i have it working in.

Subject: Re: Vehicle Poke Help
Posted by danpaul88 on Tue, 12 Apr 2011 21:40:35 GMT
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Distrbd21 wrote on Tue, 12 April 2011 22:27I will get some pics of how i got mine set up.

With the daves arrow you face it the way you want it and the x,y,z i will make a video of my map that i have it working in.

The X,Y,Z does NOT set the FACING, it only sets the LOCATION. You can rotate something through a full 360 degrees and it's X,Y,Z will remain exactly the same because they have NO RELATION AT ALL to the FACING.

He is not asking how to position the vehicles, he is asking how to ROTATE them. Which that script CANNOT do.

Subject: Re: Vehicle Poke Help
Posted by Distrbd21 on Tue, 12 Apr 2011 21:44:32 GMT
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1. you need to calm your ass down and i will show you that you can with a daves arrow.
2. don't get pissed at me because every time someone needs help with a script y'all just give them some fucked up way of doing it so they give up.
3. I'm uploading a video proving that it does work.

I will finish the video l8r here is a part of it.
http://www.youtube.com/watch?v=ssxYVgarGXw

File Attachments
1) 1.JPG, downloaded 476 times

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets

68

Edit object

General Position Scripts

Position

X 784.420   Y 899.180   Z 24.837

Rotation

X 0.000   Y 0.000   Z -31.681

☐ Restrict rotation to Z90

OK   Cancel

Picked model: O_DAVESARROW
Selection set: Daves Arrow.100526 (VisObjectId = 7469,),
Picked model: O_DAVESARROW

Ready

C&C_St0rm_T4

2) 2.JPG, downloaded 465 times

File   Edit   View   Object   Vis   Pathfinding   Lighting   Sounds   Camera   Strings   Presets

39

Edit object

General   Position   Scripts

Below is the list of scripts assigned to the current object. Use the controls below to add, remove, or modify these scripts.

Scr

N-

JF

Script Definition

Use the controls below to select a script type and edit its parameters.

Type: JFW_Preset_Buy_Poke

Parameter(s)

Name: location

Value: X: 784.42   Y: 898.43   Z: 24.960

Ok   Cancel

Add...   Modify...   Delete

OK   Cancel
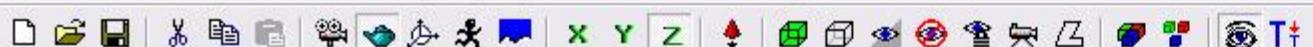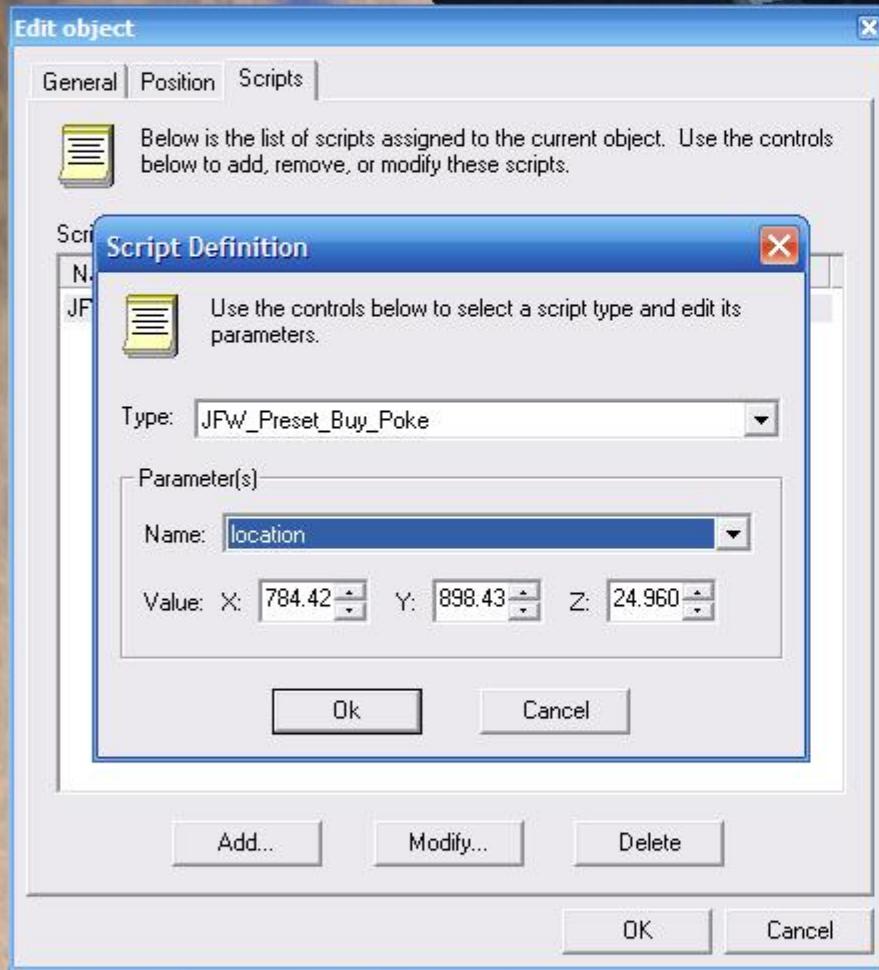
Picked model: DSP_MINICONSEL
Selection set: PBGMRLS.100524 (VisObjectId = 7469,),
Picked model: DSP_MINICONSEL

Ready   C&C_St0rm_T4

3) 3.JPG, downloaded 474 times

File   Edit   View   Object   Vis   Pathfinding   Lighting   Sounds   Camera   Strings   Presets

20

Selection set: Daves Arrow.100526 (VisObjectId = 7469,),
Picked model: DSP_MINICONSEL
Selection set: Daves Arrow.100526, PBGMRLS.100524,

Ready

C&C_St0rm_T4

Subject: Re: Vehicle Poke Help
Posted by saberhawk on Tue, 12 Apr 2011 23:10:43 GMT
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Distrbd21 wrote on Tue, 12 April 2011 17:441. you need to calm your ass down and i will show you that you can with a daves arrow.
2. don't get pissed at me because every time someone needs help with a script y'all just give them some fucked up way of doing it so they give up.
3. I'm uploading a video proving that it does work.

I will finish the video l8r here is a part of it.
http://www.youtube.com/watch?v=ssxYVgarGXw

You need to understand that the orientation (or "facing") of an object has nothing to do with it's position. JFW_Preset_Buy_Poke has no code for changing an object's orientation and as such should not be used for spawning large objects such as vehicles.

Subject: Re: Vehicle Poke Help
Posted by cAmpa on Wed, 13 Apr 2011 00:10:49 GMT
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No idea what you all are talking about but http://campa.ren-com.de/scripts.rar should do it. (Haven't tested it so please report if it does run.)

Script CaMpA_Preset_Buy_Poke
Parameters are:
Preset_Name
Cost
location
facing
Player_Type

Subject: Re: Vehicle Poke Help
Posted by danpaul88 on Wed, 13 Apr 2011 05:20:10 GMT
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Distrbd21 wrote on Tue, 12 April 2011 22:441. you need to calm your ass down and i will show you that you can with a daves arrow.
2. don't get pissed at me because every time someone needs help with a script y'all just give them some fucked up way of doing it so they give up.
3. I'm uploading a video proving that it does work.

I will finish the video l8r here is a part of it.
http://www.youtube.com/watch?v=ssxYVgarGXw

Yep, that shows him how to set LOCATION. So, when are you going to show him how to set the

ROTATION, which is what he wants?

As we keep telling you, LOCATION IS NOT THE SAME AS ROTATION. Stop giving him useless advice which doesn't work.

Anyway, cAmpa has posted a script which will do what you want, but since it appears to be using a custom scripts.dll you won't be able to actually have other players use it unfortunately.

Subject: Re: Vehicle Poke Help
Posted by reborn on Wed, 13 Apr 2011 07:53:49 GMT
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danpaul88 wrote on Wed, 13 April 2011 01:20
won't be able to actually have other players use it unfortunately.

If it's on the server then he will.

Subject: Re: Vehicle Poke Help
Posted by danpaul88 on Thu, 14 Apr 2011 07:11:39 GMT
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Good point, I was thinking in terms of LAN games