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Subject: Re: More Questions

Posted by [reborn](#) on Thu, 31 May 2007 12:22:44 GMT

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joe937465 wrote on Thu, 31 May 2007 07:52A)how can i make what char drop when it dies?

That is done in the source code of SSAOW, here is a small sample:

```
void M00_GrantPowerup_Created::Destroyed(GameObject *obj)
{
    if (Settings->DestroyPlayerVeh && Get_Vehicle(obj) != 0)
        Commands->Apply_Damage(Get_Vehicle(obj),99999,"BlamoKiller",false);
    if (Settings->DropWeapons && WasKilled)
    {
        WasKilled = false;
        DeathPlace = Commands->Get_Position(obj);
        int RandomNum = Commands->Get_Random_Int(1,5);
        if (strstr(Commands->Get_Preset_Name(obj),"CnC_GDI_MiniGunner_0"))
        {
            BackpackScript = Commands->Create_Object("POW_AutoRifle_Player",DeathPlace);
        }
        else if (strstr(Commands->Get_Preset_Name(obj),"CnC_Nod_Minigunner_0"))
        {
            BackpackScript = Commands->Create_Object("POW_AutoRifle_Player_Nod",DeathPlace);
        }
    }
}
```

You would need to go through it all and change what is granted, then compile it/

joe937465 wrote on Thu, 31 May 2007 07:52

B)how can i increase the money flow and speed WITHOUT a harv?

joe937465 wrote on Thu, 31 May 2007 07:52

C)in the script theres like a RA\_Theif\_script how do u use that?

Probably requires all clients to have a scripts.dll update to work right.

joe937465 wrote on Thu, 31 May 2007 07:52

D)ok i already asked about how to make if where you lose damage when you fall and someones said add a script like JAF\_Nofalling\_Damage or something now where do i add that script ? each chars?

Yes, attach it to each character preset under the scripts tab.

joe937465 wrote on Thu, 31 May 2007 07:52

E)ok when i open a multiplayer lvl file and edit it i see the buildings like wf and air and everything else i cant move it or change the options so my question is how can i move around the buildings and edit there stuff like maybe there health or what they do and ect because all i know is theres a building and then i click to see settings and nothing happens so ya how can i add buidlings,move buildings and edit there settings like if i wanted to add a another ob on field or move it.....

Those buildings are part of the terrain, you can't move them.

To mod them, under the presets tree in level edit got to the "buildings" part and "mod" the building you want to change health, skin type etc etc.

To add another agt or obilisk server side is a bit tricky.

You would be better off doing it with a modified scripts.dll, but you can actually do it in level edit.

Mod a preset and under the physics tab change the model to look for "enc\_nobl.w3d", then hit "make". This will place the obilisks exterior only on the map. Then you need to add all the interior parts (you will find them under tiles -> building aggregates) and place them exactly where they should go in the ob. Then to make it work I am not sure if adding a building controller would work, you may need to make a script and attach it to it.

joe937465 wrote on Thu, 31 May 2007 07:52

F)after i somehow learn to fix my spawn points do ui have to edit the presents and save the objects file into the server dir?

Spawn points are part of the map's .lvl files, so it would be the .lsd and .idd. Unless you have modified the preset then there is no need to change the objects file. However all the other mods you have made to the presets will require you to do this.