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Subject: Re: Scripts Part 3

Posted by [reborn](#) on Tue, 19 Jun 2007 07:20:51 GMT

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joe937465 wrote on Tue, 19 June 2007 01:04

1) how can i make it where when a stealth suit is on the floor that when a tank runs over it the tank goes stealth iv seen it before how can i do that?

Make a spawner for the suit and edit the preset to "always allow grant", then attach a script to it that turns the vehicle stealth.

This will never be 100% server side and only client with the core-patch or higher will be able to use it. People without the corepatch will be able to see the vehicle as if it is normal and unstealthed. This will make for horrible gameplay and allot of people crying "cheater, ban pl0x admin, he see's stealth", "stealth h4x, ban him".

joe937465 wrote on Tue, 19 June 2007 01:04

2) how can i make a char u can turn into without base defenses killing u?

Do you mean make a character with a command like !boss or just a character you buy from the purchase terminal or random char crate?

Have a look at the "spy\_crate" and you will see the scripts attached to the preset that make base defence ignore it. Try making that a project for yourself, it isn;t too challenging and will help you develop.

joe937465 wrote on Tue, 19 June 2007 01:04

3) also reborn that code u gave me to buy !boss it works but when i added another under it with a another nick the same way it dont work for that nick but the other nick?

```
else if (strcmp(Msg2,"!boss") == 0)
{
if (strcmp(Get_Player_Name_By_ID(ID),"<nick one>") == 0) {
Change_Character(obj,"Mutant_3Boss_Petrova");
}
}
else if (strcmp(Msg2,"!boss") == 0)
{
if (strcmp(Get_Player_Name_By_ID(ID),"<nick 2>") == 0) {
Change_Character(obj,"Mutant_3Boss_Petrova");
}
}
}
}
```

only nick one works nick 2 dont

You're nearly there. But you're doing it as if it's a whole new command. It needs to be like this (or something similar, will check when I get home if it doesn't work as I still don't have access to the source code or a compiler in the office where I am, and there might be a brace missing or something).

```
else if (strcmp(Msg2, "!boss") == 0)
{
if (strcmp(Get_Player_Name_By_ID(ID), "<nick one>") == 0) {
Change_Character(obj, "Mutant_3Boss_Petrova");
}
else if (strcmp(Get_Player_Name_By_ID(ID), "<nick 2>") == 0) {
Change_Character(obj, "Mutant_3Boss_Petrova");
}
}
}
```

joe937465 wrote on Tue, 19 June 2007 01:04  
4) how can i change the spy into another char?

Erm, search the crate.cpp file for "crate\_spy" or something similar, then where it does "Change\_Character(obj/sender/object, "sbhpresetname"); change the preset name to another character (note it will not be stealth).  
This is pretty much from memory so it may be slightly different.

joe937465 wrote on Tue, 19 June 2007 01:04  
also one that thing that code above u posted to edit to let em have the new chars in my crates where is it located?

Search the crates.cpp file for "int Rnd = Commands->Get\_Random\_Int(1,101);" and it should take you to where that is.

Any problems post back, but anything too technical and it will have to wait until I get home.