Subject: Making A New Crate

Posted by _SSnipe_ on Mon, 09 Jul 2007 02:09:37 GMT

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call me a n00b call me slow or dumb but i want to make a random vech spy crate

i jsut mainly got the random vech crate and edit some stuff added the commands to make it stealth and a spy and then mad some new
Cinematic with new names here it is i hope its not that bad :S

```
else if ((RandomIntCrate <= (percent+=Settings->CrateSpyVehicle)) &&
(Settings->CrateSpyVehicle > 0)) {
   if (Get_Vehicle(sender) || Settings->GameMode != 1 || Settings->CrateVehSpawnPos[0].X ==
0.0f ||

Settings->CrateVehSpawnPos[0].Y == 0.0f || Settings->CrateVehSpawnPos[0].Z == 0.0f ||
Settings->CrateVehSpawnPos[1].X == 0.0f ||

Settings->CrateVehSpawnPos[1].Y == 0.0f || Settings->CrateVehSpawnPos[1].Z == 0.0f) {
    goto CrateStart;
   }
   Vector3 Pos = Settings->CrateVehSpawnPos[Get_Object_Type(sender)];
   Damage_All_Vehicles_Area(999999.0f,"Laser_NoBuilding",Pos,2.0f,obj,0);
   Commands->Set_Position(sender,Pos);
   GameObject *Temp = Commands->Create_Object("Invisible_Object",Pos);
   int Index = 0;
   if (Rnd <= 25) Index = 0;
   else if (Rnd <= 50) Index = 1;
   else if (Rnd <= 70) Index = 2;
   else if (Rnd <= 90) Index = 3;
   else if (Rnd <= 110) Index = 4;
   else if (Rnd <= 130) Index = 5;
   else if (Rnd <= 145) Index = 6;
   else if (Rnd <= 160) Index = 7;
   else if (Rnd <= 170) Index = 8;
   else if (Rnd <= 180) Index = 9;
   else if (Rnd <= 190) Index = 10;
   else Index = 11;
                   if (Settings->Is_Disabled(RandomVehicle[Index][2])) goto Reselect2;
                   Commands->Set_Is_Visible(sender,true);
                   Commands->Enable_Stealth(sender,true);
   StrFormat2(message2,"%ls picked up a Random Vehicle
Crate.",Get_Wide_Player_Name(sender));
   StrFormat2(message1,"ppage %d [Crate] You Got A %s From The Random Spy Vehicle
Crate!!!.",Get_Player_ID(sender),

RandomVehicle[Index][0]);
   Commands->Attach_Script(Temp,"Test_Cinematic",StrFormat("%sRVC_Spy_%s.txt",Comman
```

```
ds->Get_Player_Type(sender) ==

0?"Nod":"GDI",RandomVehicle[Index][1]).c_str());
    Console_Input(StrFormat("msg Crate: Oh No! %Is just Got A Random Spy
Vehicle!",Get_Wide_Team_Name(Team)).c_str());
    if (Settings->Gamelog) {
     Vector3 pos = Commands->Get_Position(sender);
     StrFormat2(message3,"CRATE;VEHICLE;%s;%d;%s;%f;%f;%f;%f;%f;%f;%d",
RandomVehicle[Index][0], Commands->Get_ID(sender),

Commands->Get_Preset_Name(sender), pos.Y,pos.X,pos.Z,

Commands->Get_Facing(sender),;Commands->Get_Max_Health(sender),Commands->Get_Max
_Shield_Strength(sender),Get_Object_Type(sender));

    }
```