
Subject: Re: Parachute function

Posted by [Hex](#) on Wed, 05 Dec 2007 19:32:53 GMT

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May have a bracket missing somewhere as it was pulled from one of our large plugins

Sorry I didn't use your code, was just easier to use what I already had.

```
//.h
```

```
class Parachute : public ScriptImpClass {
void Created(GameObject *obj);
void Damaged(GameObject *obj,GameObject *damager,float damage);
void Killed(GameObject *obj, GameObject *shooter);
void Timer_Expired(GameObject *obj,int number);
void Custom(GameObject *obj, int message, int param, GameObject *sender);
float health, fallin;
int pchuteID, floaterID;
Vector3 pos, newpos;
bool isFalling;
};
```

```
//.cpp
```

```
void ObjectHookCall(void *data,GameObject *obj) {
if (Is_Soldier(obj)) {
Attach_Script_Once(obj,"Parachute","");
}
else if (Is_Vehicle(obj)) {
if (!Is_DecorationPhys(obj) && (Get_Vehicle_Mode(obj) == FLYING)) {
Attach_Script_Once(obj,"Parachute","");
}
}
}
```

```
void Parachute::Created(GameObject *obj) {
isFalling = false;
floaterID = 0;
pchuteID = 0;
fallin = 0;
health = Commands->Get_Health(obj);
}
```

```
void Parachute::Damaged(GameObject *obj,GameObject *damager,float damage) {
if (!damager && isFalling && (damage < 1000)) {
Commands->Set_Health(obj,health);
}
```

```

    isFalling = false;
}
else {
    health = Commands->Get_Health(obj);
}
}

```

```

void Parachute::Killed(GameObject *obj, GameObject *shooter) {
if (Is_Vehicle(obj)) {
if (Commands->Get_ID(obj) && obj && As_VehicleGameObj(obj)) {
    VectorClass<GameObject *> *ptr = (VectorClass<GameObject *>*)(obj+0x9AC);
    VectorClass<GameObject *> occupants = (VectorClass<GameObject *>)*ptr;
    int x = occupants.Length();
    for (int i = 0;i < x;i++) {
        if (occupants[i]) {
            Commands->Send_Custom_Event(occupants[i],occupants[i],4612,0,0);
        }
    }
}
}
else if (Is_Soldier(obj)) {
    Commands->Enable_Collisions(obj);
    if (Commands->Find_Object(pchuteID)) {
        Commands->Destroy_Object(Commands->Find_Object(pchuteID));
        pchuteID = 0;
    }
    if (Commands->Find_Object(floateID)) {
        Commands->Destroy_Object(Commands->Find_Object(floateID));
        floateID = 0;
    }
    isFalling = false;
}
}
}

```

```

void Parachute::Timer_Expired(GameObject *obj,int number) {
if (number == 1) {
    newpos = Commands->Get_Position(obj);
    if (newpos.Z < pos.Z) {
        fallin += pos.Z - newpos.Z;
        if (fallin > 10 && !isFalling) {
            isFalling = true;
            GameObject *floater =
Commands->Create_Object("CnC_Beacon_IonCannon",Commands->Get_Position(obj));
            Commands->Set_Model(floater,"null");
            Commands->Set_Facing(floater,Commands->Get_Facing(obj));
            GameObject *pchute =
Commands->Create_Object("Generic_Cinematic",Commands->Get_Position(obj));
            Commands->Set_Model(pchute,"X5D_Parachute");

```

```

Commands->Disable_All_Collisions(pchute);
Commands->Disable_Physical_Collisions(obj);
Commands->Attach_To_Object_Bone(obj,floater,"");
Commands->Attach_To_Object_Bone(pchute,obj,"");
floaterID = Commands->Get_ID(floater);
pchuteID = Commands->Get_ID(pchute);
}
pos = Commands->Get_Position(obj);
Commands->Start_Timer(obj, this, 0.1f, 1);
}
else {
Commands->Enable_Collisions(obj);
if (Commands->Find_Object(pchuteID)) {
Commands->Destroy_Object(Commands->Find_Object(pchuteID));
pchuteID = 0;
}
if (Commands->Find_Object(floaterID)) {
Commands->Destroy_Object(Commands->Find_Object(floaterID));
floaterID = 0;
}
Commands->Start_Timer(obj, this, 2.0f, 2);
}
}
else if (number == 2) {
isFalling = false;
}
}
}

```

```

void Parachute::Custom(GameObject *obj, int message, int param, GameObject *sender) {
if (message == CUSTOM_EVENT_VEHICLE_EXIT) {
Commands->Send_Custom_Event(sender, sender, 4612, 0, 0);
}
else if (message == CUSTOM_EVENT_VEHICLE_ENTER) {
Commands->Send_Custom_Event(sender, sender, 4613, 0, 0);
}
else if (message == 4612) {
health = Commands->Get_Health(obj);
fallin = 0;
pos = Commands->Get_Position(obj);
Commands->Start_Timer(obj, this, 0.1f, 1);
}
else if (message == 4613) {
isFalling = false;
if (Commands->Find_Object(pchuteID)) {
Commands->Destroy_Object(Commands->Find_Object(pchuteID));
pchuteID = 0;
}
if (Commands->Find_Object(floaterID)) {

```

```
Commands->Destroy_Object(Commands->Find_Object(floatID));  
floatID = 0;  
}  
}  
}
```

```
ScriptRegistrant<Parachute> Parachute_Registrant("Parachute","");
```
