
Subject: Re: Code/Source Request Crates

Posted by [EA-DamageEverything](#) on Fri, 11 Apr 2008 20:59:43 GMT

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Many thanks to you Witte for the code. Unfortunately, using it by following the instruction causes the script-based crates to mess up. The EMP scripts, the power down and the kamikaze won't work.

EDIT= I am sorry, of course the classes can also go into the gmmain.h. I figured out that it doesn't matter if they are placed in the gmcrate.h or the gmmain.h!

Nevertheless, to get this SSGM source working as a compiled scripts.dll, here is the missing part=

```
-And at the end of the gmcrate.cpp, you have to add the four Registrants- it should look like this=
ScriptRegistrant<MDB_SSGM_Crate> MDB_SSGM_Crate_Registrant("MDB_SSGM_Crate","");
ScriptRegistrant<KAK_Prevent_Destruction_Until_Entered> KAK_Prevent_Destruction_Until_Ent
ered_Registrant("KAK_Prevent_Destruction_Until_Entered","");
ScriptRegistrant<Power_Down> Power_Down_Registrant("Power_Down","");
ScriptRegistrant<EMP_Effect> EMP_Effect_Registrant("EMP_Effect","");
ScriptRegistrant<zbl_kamikaze_Suit_Crate>
zbl_kamikaze_Suit_Crate_Registrant("zbl_kamikaze_Suit_Crate","");
ScriptRegistrant<reb_Electromagnetic_pulse>
reb_Electromagnetic_pulse_Registrant("reb_Electromagnetic_pulse","");
```

BTW, I honestly didn't figure out what the PromotionCrate does. It gives me the ppage and nothing happens then. There's no custom event being activated etc. The EMPStorm seems to work -but on the GDI side only as far as I have seen.

Anyway, it's nice to have 5 new crates. On some I've added decent ingame sounds. The BlownFuse for example does need a sound so players will notice that something is going on.

What's more, the Set_Health and Set_Shield_strength commands aren't working. The Cook from the Kamikaze crate stays on his defaults, even though there is a
Commands->Set_Health(sender,150); command included. I am planning to bypass this with a modified objects.gm because the Health+Shield commands aren't working on the GODcrate either.

Madrockz, I really enjoyed the !pct command! This is going into my SSGM release which will be released soon (this is the reason I am collecting tons of code ^). The only change I made was limiting the command to teamchat. Maybe, it will be limited to CTF in the final, because the AOW mode already has more new features than any other gameplay mode atm.
