
Subject: Re: Hello

Posted by [_SSnipe_](#) on Wed, 16 Apr 2008 17:27:17 GMT

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reborn wrote on Wed, 16 April 2008 10:03SSnipe wrote on Wed, 16 April 2008 12:53reborn wrote on Wed, 16 April 2008 07:54Not that I know of, but you could edit the ssgm_player script so that all the drop weapons code is also added to the ::Destroyed event, and add a little explosion at the same position as the player GameObject *.

i looked at the scripts...i think i understand some of what u said but just a little stuck

ATM the drop weapon code is on the ::Killed event (I think, working from memory here), change it so that it is on the ::Destroyed event of SSGM_Player instead. This way when a player leaves it will happen too. You will also have to create an explosion too, this won't be too much extra work as the drop weapon already gets the Vector position for where to crate the weapon drop, so just use that position for the explosion too.

so pretty much chage that thing and replace the weapon drops with an explossion? or add a explosion along with weapon drop?

the killed event has no wep drop stuff :S

heres what i think i made problley 99.9% junk but im trying

```
void MDB_SSGM_Player::Destroyed(GameObject *obj) {
    if (Settings->DestroyPlayerVeh && Get_Vehicle(obj)) {
        GameObject *Veh = Get_Vehicle(obj);
        if (Get_Vehicle_Driver(Veh) == obj) {
            Commands->Apply_Damage(Veh,99999,"Death",false);
        }
    }
}
```

```
if (!Data->Mod && Settings->DropWeapons && WasKilled) {
    WasKilled = false;
    Vector3 DeathPlace = Commands->Get_Position(obj);
    int RandomNum = Commands->Get_Random_Int(1,5);
    GameObject *BackpackScript = 0;
    if (strstr(Commands->Get_Preset_Name(obj),"CnC_GDI_MiniGunner_0")) {
        BackpackScript = Commands->Create_Object("POW_AutoRifle_Player",DeathPlace);
        Commands->Create_Explosion(Get_Parameter("ag_braxis_large.w3d"),Commands->Get_Posit
ion(obj),0);
    }
}
```

```
    ]
}
```