
Subject: [Script] Fun Script

Posted by [mrÄÅŠÄ-z](#) on Tue, 20 Jan 2009 21:55:48 GMT

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By typing !Boom, you will get unlimited C4's and Remotes, and you can throw about 100 of them in 1 Minute lol. It works ServerSide.

Chat Command:

```
class ExrefillChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    GameObject *obj = Get_GameObj(ID);
    Commands->Attach_Script(obj, "Explosive_Refill", "");
}
};
ChatCommandRegistrant<ExrefillChatCommand>
ExrefillChatCommandReg("!boom",CHATTYPE_ALL,0,GAMEMODE_AOW);
```

.CPP

```
void Explosive_Refill::Created(GameObject *obj)
{
Commands->Start_Timer(obj,this,0.1,1);
}

void Explosive_Refill::Timer_Expired(GameObject *obj,int number)
{
if (number == 1){
    Commands->Give_Powerup(obj, "CnC_POW_MineTimed_Player_01",false);
    //Commands->Give_Powerup(obj, "CnC_POW_MineTimed_Player_02",false);
    Commands->Give_Powerup(obj, "CnC_POW_MineRemote_01",false);
    //Commands->Give_Powerup(obj, "CnC_POW_MineRemote_02",false);
    Commands->Attach_Script(obj, "Explosive_Refill", "");
}
}
ScriptRegistrant<Explosive_Refill> Explosive_Refill_Registrant("Explosive_Refill","");
```

.H

```
class Explosive_Refill : public ScriptImpClass {
void Created(GameObject *obj);
void Timer_Expired(GameObject *obj,int number);
};
```
