Subject: Re: Crate location and frequency
Posted by reborn on Wed, 17 Feb 2010 17:34:07 GMT
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Khyron263 wrote on Wed, 17 February 2010 11:24i put this is gmmain.cpp

Quote:

```
void reb_timed_destroy::Created(GameObject *obj){
Commands->Start_Timer(obj,this,31.0f,1);
}

void reb_timed_destroy::Timer_Expired(GameObject *obj, int number){
 if(number ==1){
Commands->Destroy_Object(obj);
 }
}
```

```
ScriptRegistrant<reb_timed_destroy> reb_timed_destroy_Registrant("reb_timed_destroy","");
ScriptRegistrant<reb_GDI_a10_strike> reb_GDI_a10_strike_Registrant("reb_GDI_a10_strike","");
ScriptRegistrant<reb_Nod_Jet_strike> reb_Nod_Jet_strike_Registrant("reb_Nod_Jet_strike","");
```

then tryed to make the call in the txt files.

Quote:

```
;******************  CHEAT SHEET *****************************

;Start frame create_object slot number model x,y,z,facing animation name( model*hierarchy*.anim
)
;Start frame Play_Animation  slot number anim name ( model*hierarchy*.anim ) looping  Sub
Object
;Start frame Play_Audio wave filename slot number bone name
;       * no slot # / bone name = 2D Audio
;0= NO LOOP ( kills object when finshed ) 1= LOOP

;*********************** LEVEL 3: HOVERCRAFT EXPLODE AT BEACH  ***********************



; ***************************** Character Bone

-1 Create_Real_Object, 1, "GDI_A10_Flyover"
-1 Play_Animation,  1, "vf_gdi a10.vf_gdi a10", 0
-600 destroy_object,  1
-900   attach_script,        1, "reb_timed_destroy", ""
```

; **************************** Path

-1 Create_Object, 2, "X3_a10_dep1",   0, 0, 0, 0
-1 Play_Animation, 2, "X3_a10_dep1.X3_a10_dep1", 0
-600 Destroy_Object, 2
-1 Attach_To_Bone, 1, 2, "BN_a-10_004"
-900   attach_script,   2, "reb_timed_destroy", ""

vehicles still stay in the air.

then I tryed to put it right in the gmmain.cpp

Quote:
void reb_GDI_a10_strike::Created(GameObject *obj) {
    Commands->Attach_Script(obj,"reb_timed_destroy","");
    Commands->Create_2D_WAV_Sound("m00evan_dsgn0073i1evan_snd.wav");
  Console_Input("msg [WGC] Warning!!!");
  Console_Input("msg [WGC] A-10 GDI AirStrike ordered to Attack Nod's Base!");

but when i call for an airstrike, after 31 seconds *I* die LOL

when you see what I did, can you also explain what I did wrong so I can learn, thanks!

In the second attempt, you're attaching the script to obj. If you are dieing, then the obj must be the player GameObject *.

I cannot remember much about the cinematic text files, but what you did looks pretty much like what I would of done. It might be better to port the whole cinematic to a single script.