
Subject: Re: Vetach plugin

Posted by [robbyke](#) on Sun, 17 Oct 2010 09:36:16 GMT

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ok these are the scripts

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```
/* Renegade Scripts.dll
Vetach Plugin Code
Copyright 2010 Robby Driesen
```

This file is part of the Renegade scripts.dll

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```
*/
```

```
#include "includes.h"
```

```
void VT_CarryAll::Created(GameObject *obj)
```

```
{
    GameObject *driver = Get_Vehicle_Occupant(obj, 0);
    int team = Get_Object_Type(driver);
    int pID = Get_Player_ID(driver);
    Vector3 CurPosition = Commands->Get_Position(obj);
    bool test=false;
```

```
    GenericSLNode *x = BaseGameObjList->HeadNode;
```

```
    while (x)
```

```
    {
        GameObject *o = (GameObject *)x->NodeData;
        if (o && Is_Vehicle(o) && o!=obj)
        {
            Vector3 CurPositiono = Commands->Get_Position(o);
            float Dist = Commands->Get_Distance(CurPosition, CurPositiono);
```

```
            GameObject *driver2 = Get_Vehicle_Occupant(o, 0);
```

```
            if(Dist <= 6.0f)
```

```
            {
                if(Is_VTOLVehicle(o)||Is_Script_Attached(o,"VT_CARRYALL_ATTACHED"))
                {
                    Remove_Script(obj,"VT_CarryAll");
```

```

    return;
}
else
{
    if(driver2)
    {
        if(Get_Object_Type(driver2) == team &&
(Is_Script_Attached(driver2,"VT_Carrytest")==false))
        {
            //do some shit
            Commands->Attach_To_Object_Bone(o, obj, "v_fuselage3");
            Commands->Disable_Physical_Collisions(o);
            Console_Input(StrFormat("CMSGP %d 208,104,0 You have attached a friendly
vehicle",pID).c_str());
            test = true;
            return;

        }
        else{Remove_Script(obj,"VT_CarryAll");return;}
    }
    if (Is_Script_Attached(o,"VT_CARRYALL_ATTACHED" )== false)
    {
        //do some shit
        Commands->Attach_To_Object_Bone(o, obj, "v_fuselage3");
        Commands->Disable_Physical_Collisions(o);
        Console_Input(StrFormat("CMSGP %d 208,104,0 You have attached a neutral
vehicle",pID).c_str());
        test = true;
        return;
    }
}
}
}
}
x = x->NodeNext;
}
if(test == false)
{
    Remove_Script(obj,"VT_CarryAll");
}
};
ScriptRegistrant<VT_CarryAll> VT_CarryAll_Reg("VT_CarryAll","");

void VT_Detach::Created(GameObject *obj)
{
    int pID = Get_Player_ID(obj);
    Vector3 CurPosition = Commands->Get_Position(obj);

    GenericSLNode *x = BaseGameObjList->HeadNode;

```

```

while (x)
{

GameObject *o = (GameObject *)x->NodeData;
if (o && o!=obj && Is_Vehicle(o))
{

Console_Input("CMSGP %d 208,104,0 Found someone");
Vector3 CurPositiono = Commands->Get_Position(o);
float Dist = Commands->Get_Distance(CurPosition, CurPositiono);

if(Dist <= 1.0f)
{
// lets make an obj below our attached veh
Vector3 posdetobj = CurPositiono;
posdetobj.Z -= 3.25f;
GameObject *detobj = Commands->Create_Object("Invisible_Object",posdetobj);

Commands->Attach_To_Object_Bone(o, o, "v_fuselage3");
Commands->Set_Position(o,posdetobj);
Commands->Attach_To_Object_Bone(o, detobj, "v_fuselage3"); //attach to the thing below our
veh
Commands->Destroy_Object(detobj); // destroy our thing there is no need for it
Commands->Enable_Collisions(o); // ok you cant run trough me
Remove_Script(obj,"VT_CarryAll");
Console_Input(StrFormat("CMSGP %d 208,104,0 You have just detached a veh",pID).c_str());
return;
}
else
{
Remove_Script(obj,"VT_CarryAll");
}
}
x = x->NodeNext;
}
Remove_Script(obj,"VT_Detach");

}
ScriptRegistrant<VT_Detach> VT_Detach_Reg("VT_Detach","");

void VT_Carrytest :: Created(GameObject *obj)
{
// just to make an decision
};
ScriptRegistrant<VT_Carrytest> VT_Carrytest_Reg("VT_Carrytest","");

void VT_CARRYALL_ATTACHED :: Created(GameObject *obj)
{

```

```
// just to make an decision  
};  
ScriptRegistrant<VT_CARRYALL_ATTACHED>  
VT_CARRYALL_ATTACHED_Reg("VT_CARRYALL_ATTACHED","");
```

some bugs i remember:

if you just bought a vehicle and you vtach it without anyone in it it says it attaches a neutral vehicle but the veh doesnt attach

if you bought a vehicle to attach and die sometimes you cant pick it up although he says you do

ps: in plugin harvester pickup is secured
