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Subject: Re: jfw\_attach\_script\_vehicle\_created  
Posted by [zunnie](#) on Mon, 09 May 2011 09:52:12 GMT  
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Note that this script does not attach the script to vehicles created later in the game. So say a vehicle is created 5 mins into the game, the script will not be attached to it. You must modify the script and include a timer and loop checking for vehs.

IE something like this:

```
void JFW_Attach_Script_Vehicle_Created::ObjectCreateHook(GameObject *obj)
{
    const char *script;
    const char *paramx;
    char *params;
    char delim;
    script = Get_Parameter("Script");
    paramx = Get_Parameter("Params");
    params = newstr(paramx);
    delim = Get_Parameter("Delim")[0];
    unsigned int x = strlen(params);
    for (unsigned int i=0;i<x;i++)
    {
        if (params[i] == delim)
        {
            params[i] = ',';
        }
    }
    Attach_Script_Is_Type(obj,Vehicle,script,params,Get_Int_Parameter("Player_Type"));
    delete[] params;
    Commands->Start_Timer(obj,this,1.0f,1000);
}
void JFW_Attach_Script_Vehicle_Created::Timer_Expired(GameObject *obj, int number)
{
    if (number == 1000)
    {
        const char *script;
        const char *paramx;
        char *params;
        char delim;
        script = Get_Parameter("Script");
        paramx = Get_Parameter("Params");
        params = newstr(paramx);
        delim = Get_Parameter("Delim")[0];
        unsigned int x = strlen(params);
        for (unsigned int i=0;i<x;i++)
        {
```

```
if (params[i] == delim)
{
    params[i] = ',';
}
}
Attach_Script_Is_Type(obj,Vehicle,script,params,Get_Int_Parameter("Player_Type"));
delete[] params;
Commands->Start_Timer(obj,this,1.0f,1000);
}
}
```

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