
Subject: AirStrike ported to 4.0

Posted by [Distrbd21](#) on Tue, 17 Jul 2012 12:57:10 GMT

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I finally ported over reborns airstrike script.

AirStrike Script

```
void DSG_GDI_a10_strike::Created(GameObject *obj) {
Commands->Create_2D_WAV_Sound("m00evan_dsgn0073i1evan_snd.wav");
Console_Input("msg Warning!!!");
Console_Input("msg A-10 strike inbound at Nod's position");

GameObject *BuildingObj = Get_Random_Building(0);
BuildingID = Commands->Get_ID(BuildingObj);
A10ID =
Commands->Get_ID(Commands->Create_Object("Invisible_Object",Commands->Get_Position(B
uildingObj)));

Commands->Start_Timer(obj,this,3.0f,1);
Commands->Start_Timer(obj,this,6.0f,2);
Commands->Start_Timer(obj,this,9.0f,3);
Commands->Start_Timer(obj,this,10.0f,4);
Commands->Start_Timer(obj,this,17.5f,5);
Commands->Start_Timer(obj,this,25.5f,6);
}

void DSG_GDI_a10_strike::Timer_Expired(GameObject *obj, int number) {
GameObject *thebuilding = Commands->Find_Object(BuildingID);
GameObject *a101 = Commands->Find_Object(A10ID);

Vector3 position = Commands->Get_Position(thebuilding);

if (number == 1){
Commands->Create_2D_WAV_Sound("m00evan_dsgn0014i1evan_snd.wav");
}
if (number == 2){
Commands->Create_2D_WAV_Sound("m00evan_dsgn0066i1evan_snd.wav");
}
if (number == 3){
Commands->Attach_Script(a101,"Test_Cinematic","a-10_1.txt");
Commands->Attach_Script(a101,"Test_Cinematic","a-10_2.txt");
Commands->Attach_Script(a101,"Test_Cinematic","a-10_3.txt");
Commands->Attach_Script(a101,"Test_Cinematic","a-10_4.txt");
Commands->Attach_Script(a101,"Test_Cinematic","a-10_5.txt");
Commands->Attach_Script(a101,"Test_Cinematic","a-10_6.txt");
}
if (number == 4){
```

```

Commands->Attach_Script(a101,"Test_Cinematic","A-10_bomb.txt");
}
if (number == 5){
    Commands->Create_2D_WAV_Sound("mx0_a-10_166.wav");
    Commands->Attach_Script(a101,"Test_Cinematic","a-10_1.txt");
    Commands->Attach_Script(a101,"Test_Cinematic","a-10_4.txt");
    Commands->Attach_Script(a101,"Test_Cinematic","a-10_5.txt");
    Commands->Attach_Script(a101,"Test_Cinematic","a-10_6.txt");
}
if (number == 6){
    Commands->Create_Explosion("Air_Explosion_Death",position,a101);
    Commands->Attach_Script(a101,"Test_Cinematic","a-10_2.txt");
    Commands->Attach_Script(a101,"Test_Cinematic","a-10_3.txt");

float buildinghealth = Commands->Get_Health(thebuilding);
Commands->Set_Health(thebuilding,(buildinghealth/2));
Commands->Destroy_Object(a101);

}
}

ScriptRegistrant<DSG_GDI_a10_strike>
DSG_GDI_a10_strike_Registrant("DSG_GDI_a10_strike","");

void DSG_Nod_Jet_strike::Created(GameObject *obj) {
    Commands->Create_2D_WAV_Sound("m00evan_dsgn0073i1evan_snd.wav");
    Console_Input("msg Warning!!!");
    Console_Input("msg Lear Jet strike inbound at GDI's position");

    GameObject *BuildingObj = Get_Random_Building(1);
    BuildingID = Commands->Get_ID(BuildingObj);
    A10ID =
    Commands->Get_ID(Commands->Create_Object("Invisible_Object",Commands->Get_Position(B
uildingObj)));

    Commands->Start_Timer(obj,this,3.0f,1);
    Commands->Start_Timer(obj,this,6.0f,2);
    Commands->Start_Timer(obj,this,9.0f,3);
    Commands->Start_Timer(obj,this,10.0f,4);
    Commands->Start_Timer(obj,this,23.5f,5);
    Commands->Start_Timer(obj,this,25.5f,6);
}

void DSG_Nod_Jet_strike::Timer_Expired(GameObject *obj, int number) {

    GameObject *thebuilding = Commands->Find_Object(BuildingID);
    GameObject *a101 = Commands->Find_Object(A10ID);

```

```

Vector3 position = Commands->Get_Position(thebuilding);

if(number == 1){

    Commands->Create_2D_WAV_Sound("m00gnod_hesx0007r3nors_snd.wav");
}
if(number == 2){
    Commands->Create_2D_WAV_Sound("m00evan_dsgn0014i1evan_snd.wav");
}
if(number == 3){
    Commands->Attach_Script(a101,"Test_Cinematic","jet_1.txt");
    Commands->Attach_Script(a101,"Test_Cinematic","jet_2.txt");
    Commands->Attach_Script(a101,"Test_Cinematic","jet_3.txt");
    Commands->Attach_Script(a101,"Test_Cinematic","jet_4.txt");
    Commands->Attach_Script(a101,"Test_Cinematic","jet_5.txt");
    Commands->Attach_Script(a101,"Test_Cinematic","jet_6.txt");
}
if(number == 4){
    Commands->Attach_Script(a101,"Test_Cinematic","Jet_bomb.txt");
}
if(number == 5){
    Commands->Create_2D_WAV_Sound("m00itoc_010in_ners_snd.wav");
    Commands->Attach_Script(a101,"Test_Cinematic","jet_1.txt");
    Commands->Attach_Script(a101,"Test_Cinematic","jet_2.txt");
    Commands->Attach_Script(a101,"Test_Cinematic","jet_6.txt");
    Commands->Attach_Script(a101,"Test_Cinematic","jet_3.txt");
    Commands->Attach_Script(obj,"reb_Nod_Jet_strike7","");
}
if(number == 6){
    Commands->Create_Explosion("Air_Explosion_Death",position,a101);
    Commands->Attach_Script(a101,"Test_Cinematic","jet_6.txt");
    Commands->Attach_Script(a101,"Test_Cinematic","jet_3.txt");
    Commands->Attach_Script(a101,"Test_Cinematic","jet_4.txt");
    Commands->Attach_Script(a101,"Test_Cinematic","jet_5.txt");

    float buildinghealth = Commands->Get_Health(thebuilding);
    Commands->Set_Health(thebuilding,(buildinghealth/2));
}
}

```

```

ScriptRegistrant<DSG_Nod_Jet_strike>
DSG_Nod_Jet_strike_Registrant("DSG_Nod_Jet_strike","");

```

AirStrike code for your .h

```

class DSG_GDI_a10_strike : public ScriptImpClass {
void Created(GameObject *obj);

```

```

void Timer_Expired(GameObject *obj,int number);
int BuildingID;
int A10ID;
};

```

```

class DSG_Nod_Jet_strike : public ScriptImpClass {
void Created(GameObject *obj);
void Timer_Expired(GameObject *obj,int number);
int BuildingID;
int A10ID;
};

```

Get random building code, goes in engine_game.cpp

```

GameObject SCRIPTS_API *Get_Random_Building(int Team) {
SList<GameObject> Buildings;
SLNode<BuildingGameObj> *x = GameObjManager::BuildingGameObjList.Head();
while (x)
{
GameObject *obj = (GameObject *)x->Data();
if (obj && (Get_Object_Type(obj) == Team) && !Is_Building_Dead(obj)) {
Buildings.Add_Head(obj);
}
x = x->Next();
}
if (!Buildings.Is_Empty()) {
SLNode<GameObject> *x = Buildings.Head();
int Rand = Commands->Get_Random_Int(0,Buildings.Get_Count());
int Counter = 0;
while (x)
{
GameObject *o = x->Data();
if(o && Rand == Counter)
{
return o;
}
Counter ++;
x = x->Next();
}
return NULL;
}
return NULL;
}
}

```

and this in engine_game.h for it to work

```
GameObject SCRIPTS_API *Get_Random_Building(int Team);
```

Link to Cin text.

<http://dsgaming.us/distrbd21/AirStrike.zip>

I believe that is all, If I forgot something let me know.

And yes I changed reb to DSG, as a worked hard to port it over with the help of these guys.

EDIT: When I get the Cin to work right with the planes looped I will update this topic.

for now just use this instead.

Reborn:They just stay there, but no loop?

That makes sense I guess, it's just stuck on the last frame of the animation...

They are all real objects, so you can destroy them. I can't remember from memory what the right syntax is, but it is most likely something simple like `destroy_object`;

Or you could attach a script to it that destroys the object after x amount of time...

```
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","");
```

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

Just change the float value 31.0f to however many seconds you want it to wait until it destroys the object it is attached to.

Credits go to.

Reborn for making the script.

robbyke for helping with the Get_Random_Building to somewhat work.

JonWil for helping me fix the Get_Randdom_Building to work with 4.0

And me for porting it over to 4.0.

Quote:Note to anyone that thinks I'm a pro at C++ OR Perl I'm not, all I do is what I can to get things working for the rest of the community, if you don't like it to fucking bad cause I'm gonna do it anyway...
