

---

Subject: Replacing Vehicles With Weapons  
Posted by [evanscnc](#) on Wed, 03 Aug 2005 05:23:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

How would I make a serverside script that makes a certain weapon appear rather than a vehicle at purchase?

---

---

Subject: Re: Replacing Vehicles With Weapons  
Posted by [piotrkol1](#) on Wed, 03 Aug 2005 14:58:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

edit the objects.dbb

---

---

Subject: Re: Replacing Vehicles With Weapons  
Posted by [evanscnc](#) on Thu, 04 Aug 2005 05:08:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Could you tell me exactly how to get it to actually drop and work etc.

---

---

Subject: Re: Replacing Vehicles With Weapons  
Posted by [XeonTeam](#) on Thu, 04 Aug 2005 16:09:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

you want it so that if you buy a vehicle.... you get a weapon?

Thats kinda a weired thing to do... So you want the gun to be dropped by the C103 drop plane.. and spawn in the weapons factory?? YOUR MAD!!

---

---

Subject: Re: Replacing Vehicles With Weapons  
Posted by [evanscnc](#) on Fri, 05 Aug 2005 03:20:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

thats exactly what i want

---

---

Subject: Re: Replacing Vehicles With Weapons  
Posted by [Goztow](#) on Fri, 05 Aug 2005 06:52:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

XeonTeam wrote on Thu, 04 August 2005 12:09you want it so that if you buy a vehicle.... you get a weapon?

---

Thats kinda a weired thing to do... So you want the gun to be dropped by the C103 drop plane.. and spawn in the weapons factory?? YOUR MAD!!  
Not even half as mad as a fucktard making the head bigger than the body of characters just cause he can't hit it otherwise...

---

---

Subject: Re: Replacing Vehicles With Weapons  
Posted by [Chronojam](#) on Fri, 05 Aug 2005 16:32:52 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Yeah, of course that fucktard is mad. RenGuard blocks his work =O

---

---

Subject: Re: Replacing Vehicles With Weapons  
Posted by [matty3k10](#) on Fri, 05 Aug 2005 20:51:34 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

XeonTeam wrote on Thu, 04 August 2005 12:09you want it so that if you buy a vehicle.... you get a weapon?

Thats kinda a weired thing to do... So you want the gun to be dropped by the C103 drop plane.. and spawn in the weapons factory?? YOUR MAD!!

I think he wants it for a infantry only mod.

---

---

Subject: Re: Replacing Vehicles With Weapons  
Posted by [danpaul88](#) on Fri, 05 Aug 2005 22:44:20 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

then dont built a vehicle factory! lol

or is it you want people to be able to buy extra weapons...thats kinda open 2 abuse...lets pay 2000 for a ramjet and walk out to find someones walked off with it!

---

---

Subject: Re: Replacing Vehicles With Weapons  
Posted by [XeonTeam](#) on Sat, 06 Aug 2005 01:18:29 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Why am i the one being flamed. I am trying to help your sorry asses... Look, you are all little kiddies. Grow up!

I have to saythat Crimson is the only adult figure you have in this godforsaken forum.

---

---

Subject: Re: Replacing Vehicles With Weapons  
Posted by [TEKNIK](#) on Sat, 06 Aug 2005 01:20:43 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Oh, so you are XeonTeam. Well, i suppose hello will do.

How would i go about making a mod like the one requested above? I wish to instead make it so, when i purchase a weapon, it spawns a vehicle.

---

---

Subject: Re: Replacing Vehicles With Weapons  
Posted by [danpaul88](#) on Sun, 07 Aug 2005 09:14:55 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

XeonTeam wrote on Sat, 06 August 2005 02:18Why am i the one being flamed. I am trying to help your sorry asses... Look, you are all little kiddies. Grow up!

I have to saythat Crimson is the only adult figure you have in this godforsaken forum.

I wasn't flaming you, i was replying to evanscnc

---

---

Subject: Re: Replacing Vehicles With Weapons  
Posted by [Lijitsu](#) on Sun, 07 Aug 2005 12:37:50 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

XeonTeam wrote on Fri, 05 August 2005 21:18Why am i the one being flamed. I am trying to help your sorry asses... Look, you are all little kiddies. Grow up!

I have to saythat Crimson is the only adult figure you have in this godforsaken forum.

### File Attachments

1) [Chill-Hobbes.gif](#), downloaded 480 times

---



**CALM DOWN**  
you're scaring the children

---

---

Subject: Re: Replacing Vehicles With Weapons  
Posted by [TEKNIK](#) on Sun, 07 Aug 2005 16:31:59 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

lol, still havnt aswered me.

---

---

Subject: Re: Replacing Vehicles With Weapons  
Posted by [evansnce](#) on Mon, 08 Aug 2005 03:48:42 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I would like exactly that, buy a weapon, and have it spawn. I would really like it to go right to that person, like a beacon, but I don't know if that is possible.

---

---

Subject: Re: Replacing Vehicles With Weapons  
Posted by [Goztow](#) on Mon, 08 Aug 2005 08:48:46 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

XeonTeam wrote on Fri, 05 August 2005 21:18Why am i the one being flamed.  
Because you ruined some very good games for me, that's why. And because I do not like cheaters. Adding that I am a rather sarcastic guy, I will never miss such a perfect opportunity ast his one...

---

---

Subject: Re: Replacing Vehicles With Weapons  
Posted by [danpaul88](#) on Mon, 08 Aug 2005 22:42:15 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

evanscnc wrote on Mon, 08 August 2005 04:48I would like exactly that, buy a weapon, and have it spawn. I would really like it to go right to that person, like a beacon, but I don't know if that is possible.

I suspect it would require some new scripts or a file to be altered to make that work..

---

Subject: Re: Replacing Vehicles With Weapons  
Posted by [XeonTeam](#) on Tue, 09 Aug 2005 16:17:57 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

evanscnc wrote on Sun, 07 August 2005 22:48I would like exactly that, buy a weapon, and have it spawn. I would really like it to go right to that person, like a beacon, but I don't know if that is possible.

So does that mean u wanna be able to get in the weapon? Or have it so that u buy a vehicle, but instead your given a weapon to your infantry. Still dunno what u mean.

---

Subject: Re: Replacing Vehicles With Weapons  
Posted by [Lijitsu](#) on Tue, 09 Aug 2005 16:27:25 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Thats EXACTLY what he means. Whenever he buys a vehicle, it instead gives his infantry unit a certain weapon. The vehicle will not be produced, however his weapon will be automatically given to him, or spawned under his current location so that he obtains it instantly.

---

Subject: Re: Replacing Vehicles With Weapons  
Posted by [XeonTeam](#) on Tue, 09 Aug 2005 18:17:23 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Ok then, if thats what he means then could ya post what ya want the weapons to be whe u buy a vehicle?

Hummer = Chain Gun  
Mediun Tank = 1000 Sniper  
Mammoth Tank = Personal Ion Cannon

do you want the prices to be the same as the cost for the player in game?

eg: med tank = 1000 credits and u get a 1000 sniper

---

---

Subject: Re: Replacing Vehicles With Weapons  
Posted by [evanscnc](#) on Tue, 09 Aug 2005 21:09:13 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

FlameTank: N/A  
Buggy/hummer: Chaingun; \$200  
APC: Remote C4, \$500  
Light/med: advanced Repair gun, \$500 (don't want to make it cheap to disarm beacon)  
Art/MRLS: advanced Rocket Launcher, \$400 (price of gunner)  
Stank/Mammy: Armor increase of 50 (limit of one), \$1000

and for flying maps:  
Apache/Orca: Tiberium Flachette, \$500  
Transport: Railgun, \$500

---

---

Subject: Re: Replacing Vehicles With Weapons  
Posted by [XeonTeam](#) on Tue, 09 Aug 2005 23:29:10 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

wot about the flametank?  
  
u not want it?

---

---

Subject: Re: Replacing Vehicles With Weapons  
Posted by [evanscnc](#) on Tue, 09 Aug 2005 23:46:52 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Flame tank is not needed because it is Nod's extra tank. So, unless its possible to add a tank to GDI, then leave it as nothing. If that is possible, make that a 500 Sniper rifle.

---

---

Subject: Re: Replacing Vehicles With Weapons  
Posted by [evanscnc](#) on Sat, 13 Aug 2005 16:41:50 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Anything new?

---

---

Subject: Re: Replacing Vehicles With Weapons  
Posted by [evanscnc](#) on Mon, 24 Oct 2005 20:25:56 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

So, does anyone have any idea on how to do something like this?

---

---

Subject: Re: Replacing Vehicles With Weapons  
Posted by [Oblivion165](#) on Mon, 24 Oct 2005 20:39:33 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Easily Done. Or at least in theory.

Global Settings ~ Purchase Settings ~ Vehicles(GDI) Etc

Mod the purchase preset to the weapon powerup.  
Might crash, might work like a charm. Try to find out.

EDIT: Ok tested it and it spawns the weapon at 0,0,0 I dont think there is any other way.

---

---

Subject: Re: Replacing Vehicles With Weapons  
Posted by [theplague](#) on Thu, 03 Nov 2005 05:48:51 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

build tank, get owner, grant powerup to owner, blow tank up...

i'm stuck on the 'get owner' part... i already scripted the grant powerup and blowup tank bits...

edit: also, if you make the tanks unteamed, there will be no delay in building

---

---

Subject: Re: Replacing Vehicles With Weapons  
Posted by [ghostSWT](#) on Thu, 03 Nov 2005 06:21:54 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

in ssaow 1.3.4

```
under
void M00_GrantPowerup_Created::Created(GameObject *obj) {
there is a
    if (Settings_ShowPlayerPurchase) {
        char PurchaseMsg[512];
        sprintf(PurchaseMsg,"%s purchased a
%s",Get_Player_Name(obj),Translate_Preset(IsPlayerVehicle(obj)));
        FDSMessage(PurchaseMsg,"_PURCHASE");
    }
}
```

```
based on that in that function make something like
if (Translate_Preset(IsPlayerVehicle(obj)) == "Nod Flame Tank")
{
    kill tank
    grant flame thrower
}
else if (Translate_Preset(IsPlayerVehicle(obj)) == "GDI Medium Tank")
```

```
{
  kill tank
  grant rocket
}
```

you will find the tank names in the server2.ini

---

---

Subject: Re: Replacing Vehicles With Weapons  
Posted by [Whitedragon](#) on Thu, 03 Nov 2005 06:55:31 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

That will not work.

---

---

Subject: Re: Replacing Vehicles With Weapons  
Posted by [ghostSWT](#) on Thu, 03 Nov 2005 07:07:29 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

y not?

---

---

Subject: Re: Replacing Vehicles With Weapons  
Posted by [Whitedragon](#) on Thu, 03 Nov 2005 07:42:04 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Because that script is attached to players and has nothing to do with vehicles.

---

---

Subject: Re: Replacing Vehicles With Weapons  
Posted by [theplague](#) on Fri, 04 Nov 2005 05:25:38 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

i got a working method

- 1) needs variable on the last GDI and NOD who bought tanks
  - 1.1) Declare 2 gameobjects (global)
  - 2) attach script to player monitoring credits
    - 2.1) if credits go down and it's not because of buying a beacon, then the player is the latest to buy a tank
    - 2.2) set that players object to global last gameobject
  - 3) when a tank gets created, make it look at the last gameobject (depending on nod or gdi)
    - 3.1) grant powerup to player
    - 3.2) destroy tank

- your done.

---