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Subject: teleport on poke

Posted by [sycar](#) on Tue, 13 Jun 2006 00:04:30 GMT

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Hi, does anyone know what script to use if i want to teleport on poke, i.e. they poke a switch and get teleported somewhere. Likewise does anyone know how to get it to private message on poke?

thanks buffymaniack

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Subject: Re: teleport on poke

Posted by [reborn](#) on Tue, 13 Jun 2006 09:56:04 GMT

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I have not tested this, it compiles but i have not used it before.. I made this very quickly by changing another reb script, so there may well be additional un-needed crap in there that i did not have time/could be bothered to remove. If nothing else, it should give you a good starting point.

```
//script
void reb_Poke_teleport_team::Poked(GameObject *obj,GameObject *poker)
{
    Vector3 spawn_position;
    spawn_position = Get_Vector3_Parameter("Location");
    int team;
    team = Get_Int_Parameter("Player_Type");
    if (CheckPlayerType(poker,team))
    {
        return;
    }
    int x = Get_Int_Parameter("Object_ID");
    if (x)
    {
        GameObject *gotoObject = Commands->Find_Object(x);
        Vector3 gotoLocation = Commands->Get_Position(gotoObject);
        Commands->Set_Position(poker,gotoLocation);
    }
    else
        Commands->Set_Position(poker,spawn_position);
}

//registrant
ScriptRegistrant<reb_Poke_teleport_team>
reb_Poke_teleport_team_Registrant("reb_Poke_teleport_team","Location:vector3,Object_ID=0:int
,Player_Type:int");
```

```
//for the .h file
class reb_Poke_teleport_team : public ScriptImpClass {
void poked(GameObject *obj,GameObject *poker);
};
```

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Subject: Re: teleport on poke  
Posted by [sycar](#) on Tue, 13 Jun 2006 16:37:23 GMT  
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cheers mate, worked perfectly! any ideas about the PM on poke thingy? Cheers buffymaniack

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Subject: Re: teleport on poke  
Posted by [IronWarrior](#) on Tue, 13 Jun 2006 16:55:10 GMT  
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I would love to help you with this, but I dont know how to do it the official way... but reborn or zunnie would, if you come over to our forums at <http://www.mp-gaming.net> they be able to help you faster, then waiting for reborn to reply here.

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Subject: Re: teleport on poke  
Posted by [reborn](#) on Wed, 14 Jun 2006 11:00:06 GMT  
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buffymaniack wrote on Tue, 13 June 2006 12:37 cheers mate, worked perfectly! any ideas about the PM on poke thingy? Cheers buffymaniack

I had 4 minutes before I had to go to work, so don't blame me if this is crap... but i think it should be fine for what you want...

```
//script

void reb_msg_poke::Poked(GameObject *obj,GameObject *poker)
{
int x;
x = Get_Int_Parameter("Player_Type");
if (CheckPlayerType(poker,x))
{
return;
}
if (!Commands->Is_A_Star(poker))
{
```

```
return;
}
char message[1000];
sprintf(message,"msg %d %s",Get_Player_ID(poker),Get_Parameter("Message"));
Console_Input(message);
}
```

```
//registrant
```

```
ScriptRegistrant<reb_msg_poke>
reb_msg_poke_Registrant("reb_msg_poke","Player_Type:int,Message:string");
```

```
//for the .h file
```

```
class reb_msg_poke : public ScriptImpClass {
void Poked(GameObject *obj,GameObject *poker);
};
```

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Subject: Re: teleport on poke  
Posted by [sycar](#) on Wed, 14 Jun 2006 19:40:02 GMT  
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cheers mate, that code created an admin message sent to all players, but i was able to change it to PM them instead. Your a real help.

Lol i dont wana get cocky so i won't expect reborn to help out, but if anyone knows how to do a death on poke thing, then help me out if u can. If you have any form of death script i can change it into a poke one, i'm just not sure how you would kill a person from the scripts.

Cheers buffymaniack

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Subject: Re: teleport on poke  
Posted by [reborn](#) on Wed, 14 Jun 2006 22:41:18 GMT  
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buffymaniack wrote on Wed, 14 June 2006 15:40cheers mate, that code created an admin message sent to all players, but i was able to change it to PM them instead. Your a real help.

Lol i dont wana get cocky so i won't expect reborn to help out, but if anyone knows how to do a death on poke thing, then help me out if u can. If you have any form of death script i can change it into a poke one, i'm just not sure how you would kill a person from the scripts.

Cheers buffymaniack

To kill someone you generally over-kill them by applying shrapnel damage to them, that is how the death crate works.

```
Commands->Apply_Damage(sender,99999,"Shrapnel",false);
```

Here is a poke and death script (although technically it is a poke and apply a shitload of damage script) that will let you define who it kills by team.

```
//script
```

```
void reb_death_poke::Poked(GameObject *obj,GameObject *poker)
{
    int x;
    x = Get_Int_Parameter("Player_Type");
    if (CheckPlayerType(poker,x))
    {
        return;
    }
    if (!Commands->Is_A_Star(poker))
    {
        return;
    }
    Commands->Apply_Damage(poker,99999,"Shrapnel",false);
}
```

```
//registrant
```

```
ScriptRegistrant<reb_death_poke>
reb_death_poke_Registrant("reb_death_poke","Player_Type:int");
```

for the .h file

```
class reb_death_poke : public ScriptImpClass {
    void Poked(GameObject *obj,GameObject *poker);
};
```

If I was you I would start making your own .cpp and .h and put your scripts in there, so when new source codes are released you can port yours easily to the latest version.

Can I ask BTW what you are up to?

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Subject: Re: teleport on poke  
Posted by [ghost](#) on Thu, 15 Jun 2006 18:11:05 GMT  
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The script worked well on my project as well. Only when i tried it for the first time it crashed :S

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Subject: Re: teleport on poke  
Posted by [reborn](#) on Thu, 15 Jun 2006 19:57:47 GMT  
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When you tried which script?

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Subject: Re: teleport on poke  
Posted by [sycar](#) on Thu, 15 Jun 2006 22:16:52 GMT  
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thanks a lot reborn. As always, worked perfectly! I'll have to start paying you soon lol!

I host a server, and am working through each level one-by-one modding them, serverside, to make them more interesting. Your scripting help has been invaluable! I'll even post a 'special thanks' announcement to reborn lol for all his help.

Cheers anyway buffymaniack

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