
Subject: Music

Posted by [_SSnipe_](#) on Sun, 08 Jul 2007 10:42:53 GMT

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is it in scripts or brenbot u can make it play music and when it done it goes to next song?

also another question i know how to choose what a char drops how can i make so something spawns or drops when u kill a GT or Turrent? is it silmiar to the char killed wep drop like do i just make a new one?

Subject: Re: Music

Posted by [AoBfrost](#) on Sun, 08 Jul 2007 15:22:01 GMT

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I understand the music part, but the part about characters I have no clue, I couldn't read a word of it, music, script yourself in scripts.dll or lua to make to recognize !music or !sounds and then a name after them like "!music sakura battle theme" and make it play the mp3 file of sakura_battle_theme.mp3 from always.dat

Subject: Re: Music

Posted by [danpaul88](#) on Sun, 08 Jul 2007 15:40:59 GMT

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I made a jukebox plugin for BRenBot before, but some versions of the clients scripts.dll will crash occasionally with it (3.x versions seem to be ok with it though)

Subject: Re: Music

Posted by [_SSnipe_](#) on Sun, 08 Jul 2007 20:47:20 GMT

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the other question was you know how when a character dies it drops a weapon? how can i make it so a guard tower or turret drops something on death?

Subject: Re: Music

Posted by [reborn](#) on Sun, 08 Jul 2007 21:22:44 GMT

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joe937465 wrote on Sun, 08 July 2007 16:47the other question was you know how when a character dies it drops a weapon? how can i make it so a guard tower or turret drops something on death?

Pretty easy to do in the scripts.dll source code, but even easier in level edit.

Go to the preset tree and hit mod on the preset that you want to drop something when it dies. Go to the scripts tab, and add one. Scroll to the bottom of the scripts list and there will be one called something like "tdx_spawn_when_killed" or perhaps tfx, i cant remeber. There is an input parameter on this script, you simply put in the preset name you want to create when it is killed. Leave the vector position as it is if you want it to spawn at it's death place.

Subject: Re: Music

Posted by [_SSnipe_](#) on Sun, 08 Jul 2007 21:26:52 GMT

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o nice ty i think iv seen that script before

ok here soem more questions

1)how can i make a tank stealth? without it being part of a code i know in a code like

!tank

```
class tankChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    if(Is_Mod(Get_Player_Name_By_ID(ID))
    {
    <commands here>
    Commands->Enable_Stealth(obj,true);
    }
};
ChatCommandRegistrant<tankCommand>
tankCommandReg("!tank",CHATYPE_ALL,0,GAMEMODE_ALL);
```

```
//*****
```

but what im trying to do is i can make a code to mAYBE make a tank stelath but how can i make it so the present

GDI_Humm-vee_Player

is always stealth without a command

so like it dont matter if i buy it in a pt or get it from crate but it will coem out as a stelath vech without a command? is there a code to edit presets?

2) is there a script to prevent a building from taking damage?

3) also reborn remember the spectate command u gave me? how can we fix the thing that makes it leave shadows and footsteps?

Subject: Re: Music

Posted by [reborn](#) on Sun, 08 Jul 2007 21:36:26 GMT

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I don't know if one already exists, but if it doesn't then you could create your own script and attach it to the cnc vehicles in level edit, or perhaps just attach it to them when they are created in the scripts.dll source code.

But as said before, the stealth effect will only work for clients using updated scripts.dll, meaning any client without the update would see people as normal. Pretty gay...

I imagine there is a script that stops a building from taking damage because in inf only mode in ssgm it stops building from taking damage. I would look there first.

Try setting the model to null to remove that stuff...

Subject: Re: Music

Posted by [_SSnipe_](#) on Sun, 08 Jul 2007 22:32:40 GMT

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well well TDA-Stealth_Armor work for vechs?

or maybe there is a command that just suits there in scripts and every single time u buy the tank its stealth maybe this might work?

commands->Set_Vehicle_Is_Visible?

or

commands->Commands->Enable_Stealth?

if i can make a script to prevent building damage from a command what are the building presets?

mod is set to null :S

but for the stealth tanks i know when u do commands u can add stuff like

commands->(n.a)

but can i just make a code that just sits there and everytime that object is created its stealth?

thats the best i can think off

Subject: Re: Music

Posted by [_SSnipe_](#) on Sun, 08 Jul 2007 23:18:32 GMT

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my other idea was use this tut <http://renhelp.net/index.php?mod=Tutorials&action=view&id=106> to make a script then add it to the vech in lvl will that work? and also aswer questions above

Subject: Re: Music

Posted by [jnz](#) on Sun, 08 Jul 2007 23:20:27 GMT

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Commands->Set_Shield_Type(<some game object star>, "Blamo");

Subject: Re: Music

Posted by [_SSnipe_](#) on Sun, 08 Jul 2007 23:42:44 GMT

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now whats this code for?

and

not sure what this is
<some game object star>

Subject: Re: Music

Posted by [reborn](#) on Sun, 08 Jul 2007 23:50:31 GMT

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For the stealth vehichles...

void MDB_SSGM_Vehicle is attached to all vehichles. If you used the command on ::created to set it as a stealth vehichle it should make all vehichles stealth for cp users. It will be totally unfair for people that use the cp, and be a dis-advantage for people who can be arsed to download and install it. Not really rewarding.

For the buildings...

Make a script that uses these statements.

Commands->Set_Shield_Type(obj,"Blamo");
Set_Damage_Points(obj,0.0f);

```
Set_Death_Points(obj,0.0f);
```

Then attach it to the buildings using level edit, or do it directly using the source code:

```
Is_SoldierFactory(obj)  
Is_VehicleFactory(obj)  
etc etc etc...
```

For the spectator thing...

Make sure you use these statements, if he is flying then he might not make footstep sounds anyway? I'm not sure I have never looked into it in much detail...

```
Commands->Set_Is_Visible(obj,0); Commands->Set_Model(obj,"null");  
Commands->Display_Health_Bar(obj, false);  
Commands->Enable_HUD(false);
```

Subject: Re: Music
Posted by [jnz](#) on Sun, 08 Jul 2007 23:51:03 GMT
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Puts Blamo armour and whatever <some game object *> is

Subject: Re: Music
Posted by [_SSnipe_](#) on Mon, 09 Jul 2007 00:00:30 GMT
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Quote: title=Reborn wrote on Mon, 09 July 2007 01:50]For the stealth vehichles...

void MDB_SSGM_Vehicle is attached to all vehichles. If you used the command on ::created to set it as a stealth vehichle it should make all vehichles stealth for cp users. It will be totally unfair for people that use the cp, and be a dis-advantage for people who can be arsed to download and install it. Not really rewarding.

well tis only one present i want in the crate to be stealth and its the mammy >.)
i already changed the crate to get the GDI_Mammoth_Tank_Player
and i ONLY what that vech to be stealth so how can i do that?

Quote:
For the buildings...

Make a script that uses these statements.

```
Commands->Set_Shield_Type(obj,"Blamo");  
Set_Damage_Points(obj,0.0f);  
Set_Death_Points(obj,0.0f);
```

Then attach it to the buildings using level edit, or do it directly using the source code:

```
Is_SoldierFactory(obj)  
Is_VehicleFactory(obj)  
etc etc etc...
```

what im trying to do is add this part to my test command
so then when u hit it no buildings can die
or loose health then when done do another command that puts it back to normal but for now lets
try t figure out the first part

are the buidling presents like this?
mp_Nod_Airstrip

Quote:
For the spectator thing...

Make sure you use these statements, if he is flying then he might not make footstep sounds
anyway? I'm not sure I have never looked into it in much detail...

```
Commands->Set_Is_Visible(obj,0); Commands->Set_Model(obj,"null");  
Commands->Display_Health_Bar(obj, false);  
Commands->Enable_HUD(false);  
[/quote]
```

ok spectate changed ill test it some other time soon as i find out why the ssmg wont let it compiler

Subject: Re: Music
Posted by [_SSnipe_](#) on Mon, 09 Jul 2007 01:30:29 GMT
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this is what i got so far for building i dont think it'll work but uim trying

```
class BKChatCommand : public ChatCommandClass {
```

```
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    if(Is_Mod(Get_Player_Name_By_ID(ID))
    {
        Commands->Set_Shield_Type(obj,"Blamo");
        Set_Damage_Points(obj,0.0f);
        Set_Death_Points(obj,0.0f);
        if (strstr(Commands->Get_Preset_Name(obj),"mp_GDI_Advanced_Guard_Tower"))
        if (strstr(Commands->Get_Preset_Name(obj),"mp_GDI_Barracks"))
    if (strstr(Commands->Get_Preset_Name(obj),"mp_GDI_War_Factory"))
    if (strstr(Commands->Get_Preset_Name(obj),"mp_GDI_Power_Plant"))
    if (strstr(Commands->Get_Preset_Name(obj),"mp_GDI_Refinery"))
    if (strstr(Commands->Get_Preset_Name(obj),"mp_Nod_Obelisk"))
    if (strstr(Commands->Get_Preset_Name(obj),"mp_Hand_of_Nod"))
    if (strstr(Commands->Get_Preset_Name(obj),"mp_Nod_Airstrip"))
    if (strstr(Commands->Get_Preset_Name(obj),"mp_Nod_Power_Plant"))
    if (strstr(Commands->Get_Preset_Name(obj),"mp_Nod_Refinery"))
        }
};
ChatCommandRegistrant<BKChatCommand>
BKCommandReg("!BK",CHATTYPE_ALL,0,GAMEMODE_ALL);

//*****
```

Subject: Re: Music
Posted by [_SSnipe_](#) on Mon, 09 Jul 2007 03:27:21 GMT
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please help me finish this one 2 then id be done with my stuff
