Subject: A Few Sinple Leveledit Questions
Posted by _SSnipe_ on Thu, 12 Jul 2007 10:33:31 GMT
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1) Whats does those cameras in the air i see in every map?
2)what does the small blocker do?
3)when i add secret places under maps it gets really weird things start to go invisible and parts u cant see how could i fix that?

Subject: Re: A Few Sinple Leveledit Questions
Posted by danpaul88 on Thu, 12 Jul 2007 10:38:26 GMT
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Cameras are manual VIS points

Small blocker prevents pathfinding from processing any paths that would go through that blocker.

Things going invisible is usually due to VIS errors.

Subject: Re: A Few Sinple Leveledit Questions
Posted by _SSnipe_ on Thu, 12 Jul 2007 10:39:38 GMT
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ty now how can i use these cameras to fix the invisible things for undermap projects

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Subject: Re: A Few Sinple Leveledit Questions
Posted by danpaul88 on Thu, 12 Jul 2007 10:55:12 GMT
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I have yet to try making VIS myself yet, but this tutorial should help you understand the basics.

http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=41

Subject: Re: A Few Sinple Leveledit Questions
Posted by jnz on Thu, 12 Jul 2007 10:57:23 GMT
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Is changing VIS possible server side?

Subject: Re: A Few Sinple Leveledit Questions
Posted by _SSnipe_ on Thu, 12 Jul 2007 10:57:42 GMT
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lol ok ill check it out.....another headace to come....

Subject: Re: A Few Sinple Leveledit Questions
Posted by danpaul88 on Thu, 12 Jul 2007 11:16:04 GMT
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RoShamBo wrote on Thu, 12 July 2007 11:57Is changing VIS possible server side?

I dont think so, since VIS is calculated client side based on the data in their .mix file...

Subject: Re: A Few Sinple Leveledit Questions
Posted by CarrierII on Thu, 12 Jul 2007 11:19:46 GMT
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How could I / Could someone please disable the VIS in a copy of C&C Field for me?

Subject: Re: A Few Sinple Leveledit Questions
Posted by jnz on Thu, 12 Jul 2007 16:08:30 GMT
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danpaul88 wrote on Thu, 12 July 2007 12:16RoShamBo wrote on Thu, 12 July 2007 11:57Is changing VIS possible server side?

I dont think so, since VIS is calculated client side based on the data in their .mix file...

So that means Joe can't fix VIS in his mod.

Subject: Re: A Few Sinple Leveledit Questions
Posted by danpaul88 on Thu, 12 Jul 2007 16:24:42 GMT
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Depends if its a PKG mod or a server side mod. If it's server side then no.

CarrierII: If you import the w3d of Field into 3ds max you can delete the VIS meshes. However that would not be suitable for server side mods.

Subject: Re: A Few Sinple Leveledit Questions
Posted by _SSnipe_ on Thu, 12 Jul 2007 20:08:41 GMT
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sadly server side >.<

Subject: Re: A Few Sinple Leveledit Questions
Posted by _SSnipe_ on Thu, 12 Jul 2007 20:35:40 GMT
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whast the 2 basic command strings for changing ur health and armor type in c++?

i think this is for changing the armor into a chenwarrior
Commands->Set_Shield_Type(obj,"SkinChemWarrior");
but what about the health?

Subject: Re: A Few Sinple Leveledit Questions
Posted by danpaul88 on Thu, 12 Jul 2007 21:40:31 GMT
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Don't change health / armour amounts server side, or you end up with the health bars not going down / filling up properly outside of the original health values.

NB: Set_Skin_Type maybe?

Subject: Re: A Few Sinple Leveledit Questions
Posted by _SSnipe_ on Thu, 12 Jul 2007 21:50:41 GMT
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hmm il try it :S

ok ne question i got this code form white dragon to make it able to read and text file for each of my codes can have a diffrenet mod list heres the code


```
bool Is_Mod(const char *File, const char *Name) {
    fstream; file(File, ios::in);
    string; tmp;
    while(file >> tmp) {
        if(strcmp(Name, tmp.c_str()) == 0) {
            return true;
        }
    }
    return false;
```

```
};
```

heres the command

```
bool class TestChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType) {
        if (Is_Mod("Test_Mods.txt",Get_Player_Name_By_ID(ID))) {
        GameObject *obj = Get_GameObj_By_Player_Name(Text[0].c_str());
        Change_Team(obj,2);
        Commands->Give_Powerup(obj,"CnC_POW_AutoRifle_Player_Nod",false);
SimpleDynVecClass<GameObject*> List = Get_All_Objects_By_Preset(2,"Signal_Flares");
int Rand = Commands->Get_Random_Int(0,List.Count());
GameObject *RandObj = List[Rand];

Commands->Set_Position(obj,Commands->Get_Position(RandObj));
   }
 }
}
```

and heres the error

```
------ Rebuild All started: Project: Plugin, Configuration: Release Win32 ------
Deleting intermediate and output files for project 'Plugin', configuration 'Release|Win32'
Compiling...
cl : Command line warning D9040 : ignoring option '/analyze'; Code Analysis warnings are not
available in this edition of the compiler
scripts.cpp
scriptregistrar.cpp
scriptfactory.cpp
mmgr.cpp
engine_weap.cpp
engine_threading.cpp
engine_tdb.cpp
engine_string.cpp
engine_script.cpp
engine_pt.cpp
engine_player.cpp
engine_phys.cpp
engine_obj2.cpp
engine_obj.cpp
engine_net.cpp
engine_math.cpp
engine_io.cpp
```

engine_game.cpp
engine_dmg.cpp
engine_diagnostics.cpp
Compiling...
engine_def.cpp
engine_common.cpp
engine_bhs.cpp
dllmain.cpp
plugin.cpp
.\plugin.cpp(63) : error C2065: 'fstream' : undeclared identifier
.\plugin.cpp(63) : error C2653: 'ios' : is not a class or namespace name
.\plugin.cpp(63) : error C2065: 'in' : undeclared identifier
.\plugin.cpp(63) : error C3861: 'file': identifier not found
.\plugin.cpp(64) : error C2065: 'string' : undeclared identifier
.\plugin.cpp(64) : error C2065: 'tmp' : undeclared identifier
.\plugin.cpp(65) : fatal error C1903: unable to recover from previous error(s); stopping compilation
gmsettingsclass.cpp
gmmain.cpp
gmfunc.cpp
gmcommandclass.cpp
engine_gm.cpp
date.cpp
Creating browse information file...
Microsoft Browse Information Maintenance Utility Version 8.00.50727
Copyright (C) Microsoft Corporation. All rights reserved.
BSCMAKE: error BK1506 : cannot open file '.\tmp\scripts\plugin.sbr': No such file or directory
Build log was saved at "file://c:\Documents and Settings\Owner\Desktop\Temp\SSGM 2.0.1
WFDS\Plugin Example Source\Plugin Example Source\tmp\scripts\BuildLog.htm"
Plugin - 8 error(s), 1 warning(s)
========== Rebuild All: 0 succeeded, 1 failed, 0 skipped ==========

now white dragon made the random part in the code and the bool thing so maybe he can tell me whats wrong?

so pretty much the code he gave me is missing somthing or somthing

Subject: Re: A Few Sinple Leveledit Questions
Posted by saberhawk on Fri, 13 Jul 2007 00:32:38 GMT
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What are the includes in that file?

Subject: Re: A Few Sinple Leveledit Questions
Posted by _SSnipe_ on Fri, 13 Jul 2007 00:36:28 GMT
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it has #include <fstream>

Subject: Re: A Few Sinple Leveledit Questions
Posted by jnz on Fri, 13 Jul 2007 00:47:14 GMT
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make sure it has: using namespace std;
under #include <fstream>

Subject: Re: A Few Sinple Leveledit Questions
Posted by _SSnipe_ on Fri, 13 Jul 2007 01:01:39 GMT
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dont know what u mean but heres the whole section

/* Renegade Scripts.dll
 Example Plugin Code
 Copyright 2007 Whitedragon(MDB), Jonathan Wilson

 This file is part of the Renegade scripts.dll
 The Renegade scripts.dll is free software; you can redistribute it and/or modify it under
 the terms of the GNU General Public License as published by the Free
 Software Foundation; either version 2, or (at your option) any later
 version. See the file COPYING for more details.
 In addition, an exemption is given to allow Run Time Dynamic Linking of this code with any
closed source module that does not contain code covered by this licence.
 Only the source code to the module(s) containing the licenced code has to be released.
*/

/* This is designed to serve as both an example on how to make a plugin and to give users the
basic framework of a plugin.
    The plugin is simple: it creates an object creation hook and attaches the script
"Plugin_Example_Script" to all objects.
 The script prints out a message whenever an object is created or destroyed.
 There are also examples of the new format for bhs.dll hooks.
*/

#include <fstream>
#include "scripts.h"

```cpp
#include <stdarg.h>
#ifdef WIN32
#define WIN32_LEAN_AND_MEAN
#include <windows.h>
#endif
#include "engine.h"
#include "gmmain.h"
#include "plugin.h"

//This is called in Set_Script_Commands the same way that SSGM_Secondary_Load is called in
SSGM.
//Keeps the loading code specific to the plugin out of dllmain.cpp.
//This is not required, you can do your loading code anyway you want.
void Plugin_Load() {

}

//Called in SSGM_Plugin_Unload. Keeps the unloading code specific to the plugin out of
dllmain.cpp.
//This is not required, you can do your unloading code anyway you want.
void Plugin_Unload() {

}


bool Is_Mod(const char *File, const char *Name) {
    fstream; file(File, ios::in);
    string; tmp;
    while(file >> tmp) {
      if(strcmp(Name, tmp.c_str()) == 0) {
          return true;
      }
    }
    return false;
};

bool class testChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType) {
          if (Is_Mod("Test_Mods.txt",Get_Player_Name_By_ID(ID))) {
          GameObject *obj = Get_GameObj_By_Player_Name(Text[0].c_str());
          Change_Team(obj,2);
          Commands->Give_Powerup(obj,"CnC_POW_AutoRifle_Player_Nod",false);
SimpleDynVecClass<GameObject*> List = Get_All_Objects_By_Preset(2,"Signal_Flares");
int Rand = Commands->Get_Random_Int(0,List.Count());
GameObject *RandObj = List[Rand];

Commands->Set_Position(obj,Commands->Get_Position(RandObj));
  }
```

```
 }
};
```

Subject: Re: A Few Sinple Leveledit Questions
Posted by _SSnipe_ on Fri, 13 Jul 2007 02:24:50 GMT
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so anyone find out wats wrong?

Subject: Re: A Few Sinple Leveledit Questions
Posted by IronWarrior on Fri, 13 Jul 2007 04:53:16 GMT
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Well, there is no problems with changing hp/armour server side, just remember, when players shout cheater, you will have to explain to them, the adds on, we do this alot over in MP, as our stanks have more armour then normal, but they cost more too.

Subject: Re: A Few Sinple Leveledit Questions
Posted by _SSnipe_ on Fri, 13 Jul 2007 06:16:34 GMT
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well ummm ya can someone tell me why i gotthose errors please?

Subject: Re: A Few Sinple Leveledit Questions
Posted by saberhawk on Fri, 13 Jul 2007 08:22:00 GMT
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Add "using namespace std;" under "#include <fstream>", remove the semicolons right after fstream and string

---

Subject: Re: A Few Sinple Leveledit Questions
Posted by CarrierII on Fri, 13 Jul 2007 09:33:28 GMT
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danpaul88 wrote on Thu, 12 July 2007 11:24Depends if its a PKG mod or a server side mod. If it's server side then no.

CarrierII: If you import the w3d of Field into 3ds max you can delete the VIS meshes. However that would not be suitable for server side mods.

It doesn't need to be serverside, so that's fine. Thanks.

Subject: Re: A Few Sinple Leveledit Questions
Posted by _SSnipe_ on Fri, 13 Jul 2007 10:24:01 GMT
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thanks i got ti fixed guys