Subject: Grant Money on Death
Posted by Gen_Blacky on Sat, 18 Aug 2007 02:19:34 GMT
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What scripts do i sue so when i player dies they are given money

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Subject: Re: Grant Money on Death
Posted by Canadacdn on Sat, 18 Aug 2007 02:22:38 GMT
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You could make a powerup that grants you some money, and make your character drop it when it dies. That way, you will pick up the money powerup you drop when you die.

Subject: Re: Grant Money on Death
Posted by Cpo64 on Sat, 18 Aug 2007 02:41:57 GMT
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Money to the player who died? or the player who killed him?

Subject: Re: Grant Money on Death
Posted by Gen_Blacky on Sat, 18 Aug 2007 02:53:22 GMT
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money to the player that died

Subject: Re: Grant Money on Death
Posted by Cpo64 on Sat, 18 Aug 2007 03:15:28 GMT
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you would want to use the "send custom on death" script, and i'm sure there is a "grant money on custom" script. not sure how you would make them work together tho ^_^

Subject: Re: Grant Money on Death
Posted by Gen_Blacky on Sat, 18 Aug 2007 03:22:16 GMT
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thats y i asked -_-

Subject: Re: Grant Money on Death
Posted by Jerad2142 on Sat, 18 Aug 2007 16:36:21 GMT
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"JFW_Add_Script_On_Custom" but it would be a lot easier just to make him drop a powerup, beings you would pick it up. Otherwise if I had not read what Canadacdn said, thats what I would have done, use the attach script that is.

Subject: Re: Grant Money on Death
Posted by =HT=T-Bird on Sat, 18 Aug 2007 18:14:13 GMT
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Actually just do it in the "Destroyed" event of a script that has been attached to the character GameObject.

Subject: Re: Grant Money on Death
Posted by Gen_Blacky on Sat, 18 Aug 2007 20:29:33 GMT
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what should i put the id custom and parm

Subject: Re: Grant Money on Death
Posted by Jerad2142 on Sun, 19 Aug 2007 16:06:02 GMT
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Death custom must match the add custom's script's. (and make a daves arrow with the JFW_Reflect_Custom script and use that for the id).

Subject: Re: Grant Money on Death
Posted by Gen_Blacky on Mon, 20 Aug 2007 17:22:14 GMT
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Ok i decided go to go the easy route and just use a spawn besides it didnt work server side

I used JFW_spawn_object_on_Death attached to the char and then made it spawn money crate with JFW_Grantmoney_powerup attached to it or what ever and it works fine in a pkg or when i host it but it dont work serevr side idk y

Dosent JFW_spawn_object_on_Death work server side ?
i also tried gfu_spawn_object_on_Death or what ever didnt workserver side ? what am i doing wrong ?

Edit: Does it does it have to do with ssgm

Subject: Re: Grant Money on Death
Posted by Gen_Blacky on Tue, 21 Aug 2007 00:59:56 GMT
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Any 1 ?

Subject: Re: Grant Money on Death
Posted by halo2pac on Tue, 21 Aug 2007 03:27:37 GMT
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AND HALO2PAC to the rescue Dun dun da da!!!!
ok mr noobie halo is here to help .. sure i suck at some things... dont say life u geeks.....

------
ok heres what u need :
1. 1 of theses files depends on ur server.....
http://black-cell.net/downloads/index.php?act=category&id=6

2. http://black-cell.net/downloads/index.php?act=view&id=25
aka the plugin for making commands/ whatever attachments to whatever
3. an edited vesion of the lua file .. not the dll...
(attached below = luaplugin.lua)
4. a server .... a dedicated 1.....
http://www.fileshack.com/file.x?fid=700
serial = 06690000000000-ad more zeros till u hear beep. (if i put bad serial then plz correct me)
with the newest version of nightregualtor http://www.nightregulator.co.uk/
ssaow... from http://www.nightregulator.co.uk/

5. install server ...
6. configure server *.ini* files
7. install nightregulator and in nightreg options select UPDATE TO BETA VERSIONS.....
8 install ssaow ... dont edit config files / ini files
9. install ssgm edit config files / ini files

make sure u add 01=LuaPlugin.dll   under plugins

10. put the stuff in the http://black-cell.net/downloads/index.php?act=view&id=25 file in .. well
heres the readme text "Installation:
Unzip LuaPlugin.dll and LuaPlugin.lua into your server folder, the same place where scripts.dll is.
Open up ssgm.ini and search for "[Plugins]" WITHOUT a ; in front of it.
Add "##=LuaPlugin.dll" after "[Plugins]." Replace ## with the number of the plugin, if you have no
plugins installed then it
would be "01." If you have 2 plugins installed then it would be "03," and so on.

Edit LuaPlugin.lua to create your own LUA scripts."

11. add ur code or have some 1 add it or i will when i make my own copy plz and ty.
luaplugin.lua can be edited with notepad and same with *ini files

um add comments / edits to anything i screwed up lol...
i have crapppy short term mem ... what was i saying?

File Attachments
1) luaplugin.lua, downloaded 204 times

Subject: Re: Grant Money on Death
Posted by Gen_Blacky on Tue, 21 Aug 2007 03:57:10 GMT
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I do not need a plugin for a simple mod

Subject: Re: Grant Money on Death
Posted by halo2pac on Tue, 21 Aug 2007 13:26:56 GMT
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any simple command / action / whatever needs this plugin to work .... but if u want it more
difficult the TRY c++... cause only way to do it is to edit scripts.dll .. have fun

---

Subject: Re: Grant Money on Death
Posted by Gen_Blacky on Tue, 21 Aug 2007 16:10:22 GMT
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lol i dont need to edit scripts.dll to make a char drop a spawn ...

Subject: Re: Grant Money on Death
Posted by halo2pac on Wed, 22 Aug 2007 05:13:30 GMT
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ok smarty pants then show us how u do it then...

Subject: Re: Grant Money on Death
Posted by SWNight on Wed, 22 Aug 2007 09:35:47 GMT
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Attach this script to the PowerUp. But then you need to find out how to drop the powerup.

JFW_GrantMoney_Powerup (clone of M00_GrantMoney_Powerup)
 ScoreAmount (how much cash to give)
 Entire_Team (give to everyone)
 Randomizer (randomize how much cash to give)

EDIT: You don't need to edit Scripts.dll just to drop a powerup! There is already a script for it but I dont know what it is.

Subject: Re: Grant Money on Death
Posted by Gen_Blacky on Wed, 22 Aug 2007 17:12:04 GMT
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its JFW_spawn_object_on_Death but it not working serverside

Subject: Re: Grant Money on Death
Posted by halo2pac on Wed, 22 Aug 2007 21:04:14 GMT
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in lua u have
function printf(...)
 io.write(string.format(unpack(arg)))
end
function InputConsole(...)
 Console_Input(string.format(unpack(arg)))
end

---
function OnPlayerJoin(pID, Nick)

end

function OnPlayerLeave(pID)

end

function OnHostMessage(ID, Type, Message)

end

```
function OnLevelLoaded()

end

function OnLevelEnded()

end

function OnConsoleOutput(Message)

end

function OnDDERecived(Message)

end

function OnObjectCreate(Object)
```

where would that go....

Subject: Re: Grant Money on Death
Posted by Gen_Blacky on Wed, 22 Aug 2007 21:57:33 GMT
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bump

lmao i just switched powerups and it worked server side

Subject: Re: Grant Money on Death
Posted by SWNight on Thu, 23 Aug 2007 10:55:25 GMT
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halo2pac wrote on Wed, 22 August 2007 16:04in lua u have....

Halo2pac STOP SPAMMING THIS FORUM WITH LUA. IF PEOPLE NEED HELP WITH LUA
THEY WILL GO TO THE CORRECT SUPPORT FORUM. NOT THIS ONE!!