Subject: Help with SSAOW mult. weap. char.
Posted by Fleetatks on Sun, 18 Nov 2007 20:48:45 GMT
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I need help giving a character Multiple weapons (such as Ramjet, Volt Rifle, Rail gun, ect..) Inside of Level Edit. I know you can use the "M00_Grant_Upgrade_Created" Script, but it doesn't work for anything other then Pistol and TimedC4 for me. I currently am using SSAOW V 1.4.1, Trying to edit character Mutant_3Boss_Petrova, I have her Primary as Weapon_VoltAutoRifle_Player_Nod (edditted with unlim. ammo) and her secondary as CnC_Weapon_RepairGun_Player_Special. So if anyone knows how to give a character more weapons, please let me know.

Subject: Re: Help with SSAOW mult. weap. char.
Posted by Jerad2142 on Sun, 18 Nov 2007 23:14:01 GMT
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If its the human character just attach more copies of "M00_Grant_Powerup_Created" to the character. If you cannot find the script you will have to put a folder called "scripts" in your level edit mod folder. In the scripts folder put the files scripts.dll and scripts2.dll. If you are trying to have AI use multiple weapons they won't unless you attach some other scripts.

Subject: Re: Help with SSAOW mult. weap. char.
Posted by Whitedragon on Sun, 18 Nov 2007 23:59:26 GMT
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M00_Grant_Powerup_Created should work fine. Keep in mind that it takes a powerup preset, NOT a weapon preset. You should also upgrade to SSGM 2.0.2, SSAOW 1.4.1 is very outdated.

Subject: Re: Help with SSAOW mult. weap. char.
Posted by mrÃ£Ã§Ä·z on Mon, 19 Nov 2007 00:14:08 GMT
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To find the Weapons in LE for "M00_Grant_Upgrade_Created" go to:
Object -> PowerUp -> Soldier_Powerups -> Weapon_Powerups
and take the "POW" Presets for "M00_Grant_Upgrade_Created".

Subject: Re: Help with SSAOW mult. weap. char.
Posted by reborn on Mon, 19 Nov 2007 01:02:49 GMT
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I'm guessing he likes the God crate or something :-S

I actually knew someone who was offended at the name of the "God crate". For real.

Subject: Re: Help with SSAOW mult. weap. char.
Posted by Fleetatks on Mon, 19 Nov 2007 02:22:18 GMT
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It SHOULD work, yes, but it doesn't. I'm thinking it has something to do with what you pick as the primary and secondary weapons because a tutorial at renehelp said f you have the repair gun first, you won't get the pistol and C4. Is there another script that works like M00_Grant_Powerup_Created, but will actually work for any weapon (Yes I know I should be using the power up preset, not the weapon preset)?

I also have a couple other questions:
Can u add (not temp) presets and save it to objects.ddb (then change to .aow,) because temp files are used for making .mix files apparently, but I'm not sure what it would do to the .aow i use in SSAOW.

Will upgrading the SSAOW version actually have any changes in it that will be worth me having to start all over again? (unless I can somehow just update the file by adding to it, rather then replace it.)

And finally, I would like to learn how to get functions such as !buy <Character> to work, if someone could show me an example I could probably figure the rest out on my own..

Subject: Re: Help with SSAOW mult. weap. char.
Posted by reborn on Thu, 22 Nov 2007 04:55:58 GMT
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```
void fleetatks_weapon_grant::Created(GameObject *obj){
const char *weapontogrant = Get_Parameter("PowerUp");
Commands->Give_Powerup(obj,weapontogrant,false);
}
```

registrant
```
ScriptRegistrant<fleetatks_weapon_grant>
fleetatks_weapon_grant_Registrant("fleetatks_weapon_grant","PowerUp:string");
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definition (for the .h file)

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class fleetatks_weapon_grant : public ScriptImpClass {
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The buy commands are horrid in my opinion, but they are done with chat hooks. Most people use the LUA plug-in and write the code in LUA, but I have no experiance of this language so I will show you how to do it in C++, which will have more functionality then the LUA plug-in anyway, as you are woring directly with the API.


```
class mutantChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType) {
  GameObject *obj = Get_GameObj(ID);
Change_Character(obj,"CnC_Nod_Mutant_0_Mutant");
 }
};
```

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ChatCommandRegistrant<mutantChatCommand>
mutantChatCommandReg("!mutant",CHATTYPE_TEAM,0,GAMEMODE_ALL);
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The preceeding code will be triggered when a player types "!mutant", they will be turned into a mutant character preset from level edit.
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Vector3 position = Commands->Get_Position(obj);
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Buying vehichles is similar, only you would use:

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GameObject *vehichle = Commands->Create_Object("vehichle preset name in here",position);
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However position in this instance is the exact position of the player. so you would want to do something like:

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position.X += 2.0f;
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after declaring and defining the position. This will make the vehichle get created a little bit above

you position and to the side of you. You may need to change those values as I havnt checked they are suitable enough to be far away not for you to get stuck in the vehichle.

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I based all of this on ssgm, so there may be differences in ssaow.

Subject: Re: Help with SSAOW mult. weap. char.
Posted by _SSnipe_ on Thu, 22 Nov 2007 08:43:16 GMT
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OMFG fleet this is wta u have been doing? ! havnt sene u in forever

---

Subject: Re: Help with SSAOW mult. weap. char.
Posted by Scrin on Thu, 22 Nov 2007 12:17:46 GMT
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reborn wrote on Wed, 21 November 2007 22:55Fleetatks wrote on Sun, 18 November 2007 21:22Whitedragon wrote on Sun, 18 November 2007 18:59M00_Grant_Powerup_Created should work fine. Keep in mind that it takes a powerup preset, NOT a weapon preset. You should also upgrade to SSGM 2.0.2, SSAOW 1.4.1 is very outdated.

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.....

your not a full asshole, i must say

Subject: Re: Help with SSAOW mult. weap. char.
Posted by sadukar09 on Thu, 22 Nov 2007 12:25:02 GMT
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^ This fucking idiot has to send me a PM about this.

Scrin wrote on Thu, 22 November 2007 06:23('_")

Subject: Re: Help with SSAOW mult. weap. char.
Posted by Scrin on Thu, 22 Nov 2007 13:28:25 GMT
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sadukar09 wrote on Thu, 22 November 2007 06:25^ This fucking idiot has to send me a PM about this.

Scrin wrote on Thu, 22 November 2007 06:23('_")

ok here all my gps radar-huds (sir kane's also there)
your pleasure......
http://www.divshare.com/download/2851471-e79

Subject: Re: Help with SSAOW mult. weap. char.
Posted by sadukar09 on Thu, 22 Nov 2007 13:42:29 GMT
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+1 Respect point, until some Modding expert tests it. Then it's +5. But you are still at -6.

Subject: Re: Help with SSAOW mult. weap. char.
Posted by mrÃ£Ã§Ä·z   on Thu, 22 Nov 2007 15:10:07 GMT
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XD

Subject: Re: Help with SSAOW mult. weap. char.
Posted by Ghostshaw on Thu, 22 Nov 2007 15:29:04 GMT
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Its fake. The hud.ini file just contains the line "what do you expect"

-Ghost-

Subject: Re: Help with SSAOW mult. weap. char.
Posted by sadukar09 on Thu, 22 Nov 2007 16:44:07 GMT
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Ghostshaw wrote on Thu, 22 November 2007 09:29Its fake. The hud.ini file just contains the line "what do you expect"

-Ghost-
Haha. Thought so.

Subject: Re: Help with SSAOW mult. weap. char.
Posted by Fleetatks on Thu, 22 Nov 2007 23:56:11 GMT
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Thanks a lot Reborn, by the way thanks for all the video tutorials you've been pumping out at renehelp.

Back on the subject at hand; I understood everything that you said, but my innexperience requires assistance on "...You would have to copy this into the ssaow source code and compile it..."

I just need to know: 1) which program do I use? I would try to just open it up in notepad, but I'm pretty sure that wouldn't work.. and 2) If the program [if any] doesn't have any instructions with it, I might need some help with how to use it.   I've dealt with code before, and I've seen the "adding scripts tutorial" over at renehelp, so I might be saying this for nothing.

Right now I'm on vacation so I'll update to SSGM probably tommorow, I foresee some complications before I can get FDS to run unmodded anyways.

Subject: Re: Help with SSAOW mult. weap. char.
Posted by reborn on Fri, 23 Nov 2007 03:22:57 GMT
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Using the SSGM source code will require you to use VisualStudio.NET 2005, there is a thread made by Jon_Wil here:
http://www.renegadeforums.com/index.php?t=msg&th=26642&start=0&rid=3 415
That shows you how to set up the environment for free using the express edition.
However I recomend getting the full version, it's just easier.

Subject: Re: Help with SSAOW mult. weap. char.
Posted by Sn1per74* on Fri, 23 Nov 2007 04:46:06 GMT
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reborn wrote on Thu, 22 November 2007 21:22Using the SSGM source code will require you to use VisualStudio.NET 2005, there is a thread made by Jon_Wil here:
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That shows you how to set up the environment for free using the express edition.
However I recomend getting the full version, it's just easier.
Before you get the full version though I'd test out the free one to see if you will stick with it. You don't want to pay money for something you won't use. Unless you get it somewhere else? I'll leave that to YOU.

Subject: Re: Help with SSAOW mult. weap. char.
Posted by Fleetatks on Sat, 24 Nov 2007 02:28:38 GMT
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reborn wrote on Wed, 21 November 2007 23:55
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....

For this part I need to know: What do I add the code to? And where? I've tried figuring it out on my own but it seems a little bit more complicated then I thought it would be. I extracted the folder and am able to see all the different coding files. I'm able to add to, and create new code files, but I'm not sure where to put the code. I also need help on what I do after I inserted the code, I'm not sure what compile means but I'm assuming is similar to saving/exporting. What file(s) do I add to where? In other words, is there going to be a new .dll file to add to my FDS, or does something go onto my IRC bot? (I use cloudy server)

Subject: Re: Help with SSAOW mult. weap. char.
Posted by reborn on Sat, 24 Nov 2007 06:42:42 GMT
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Double click the file called "SSGM.sln" in the folder. This will open up the development environment. In your solution explorer you need to open up a file called "gamain.cpp".
I would place the code with all the other chat hooks (they can be found near the bottom of the file).
To link and compile the code (which will produce a new .dll file in your folder for you to use on your server) just hit f7, or go to build->build solution.

Subject: Re: Help with SSAOW mult. weap. char.
Posted by Fleetatks on Sat, 24 Nov 2007 18:47:18 GMT
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I followed all the instructions, did everything, I even changed the code a little to be customised, but for some reason it won't create the dll because there is an error inside of the engine_common.cdd (which I didn't even edit!) that came with the ssgm source.

Here is the error inside of the report:
dllmain.obj : error LNK2019: unresolved external symbol "int __cdecl __CxxSetUnhandledExceptionFilter(void)" (?__CxxSetUnhandledExceptionFilter@@YAHXZ) referenced in function _NotifyHookUnhandledExceptionFilter
scripts.dll : fatal error LNK1120: 1 unresolved externals
P.s. Wanted you to be able to tell that it was only 2 lines, not just some cude of text. Sorry for stretching out layout.