
Subject: ion storm effect function

Posted by [reborn](#) on Tue, 04 Dec 2007 11:06:13 GMT

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I created a function that looks like an ion storm to clients.

To fully appreciate it the client needs to have bhs.dll, as I make use of the fog. But it still looks pretty cool without the fog to be honest.

I was going to put this into an AOW mod I was working on, I still might in time, but I really need to take care of some things first.

Here's a link to a movie of it (don't worry about the end credits and such, I couldn't be bothered to re-make the movie).

http://www.mp-gaming.com/reborn/movies/ion_storm.wmv

Here is how I coded the function:

```
//GDI version
```

```
void reb_GDI_ion_storm::Created(GameObject *obj) {
```

```
// And he said "let there be weather!"
```

```
    Commands->Set_Rain(10.0f,3.5f,true);
    Commands->Set_Fog_Enable(1);
    Commands->Set_Fog_Range (0.5,55,3.5f);
    Commands->Set_Wind(0.7f,2.0f,1.0f,3.5f);
```

```
    char ionstormmsg[128];
    char ionstormmsg2[128];
    Commands->Create_2D_WAV_Sound("m00evag_dsgn0069i1evag_snd.wav");
    sprintf(ionstormmsg,"msg Warning!!!");
    Console_Input(ionstormmsg);
    sprintf(ionstormmsg2,"msg Ion Storm approaching...");
    Console_Input(ionstormmsg2);
```

```
    Commands->Start_Timer(obj,this,3.0f,1);
    Commands->Start_Timer(obj,this,4.0f,2);
    Commands->Start_Timer(obj,this,4.7f,3);
    Commands->Start_Timer(obj,this,14.7f,4);
    Commands->Start_Timer(obj,this,15.7f,5);
    Commands->Start_Timer(obj,this,16.7f,6);
    Commands->Start_Timer(obj,this,17.7f,7);
    Commands->Start_Timer(obj,this,18.7f,8);
    Commands->Start_Timer(obj,this,19.7f,9);
```

```

Commands->Start_Timer(obj,this,20.4f,10);
Commands->Start_Timer(obj,this,21.4f,11);
Commands->Start_Timer(obj,this,22.0f,12);
Commands->Start_Timer(obj,this,23.0f,13);
Commands->Start_Timer(obj,this,23.6f,14);
Commands->Start_Timer(obj,this,24.2f,15);
Commands->Start_Timer(obj,this,24.8f,16);
Commands->Start_Timer(obj,this,25.4f,17);
Commands->Start_Timer(obj,this,26.6f,18);
Commands->Start_Timer(obj,this,27.2f,19);
Commands->Start_Timer(obj,this,28.2f,20);
Commands->Start_Timer(obj,this,28.8f,21);
Commands->Start_Timer(obj,this,29.6f,22);
Commands->Start_Timer(obj,this,30.2f,23);
Commands->Start_Timer(obj,this,31.2f,24);
Commands->Start_Timer(obj,this,42.2f,25);
}

```

```

void reb_GDI_ion_storm::Timer_Expired(GameObject *obj, int number) {

    char ionstormmsg[128];

    if(number == 1){
        Commands->Create_2D_WAV_Sound("m00evag_dsgn0097i1evag_snd.wav");
    }
    if(number == 2){
        Commands->Create_2D_WAV_Sound("m00evag_dsgn0076i1evag_snd.wav");
    }
    if(number == 3){
        Commands->Create_2D_WAV_Sound("m00evag_dsgn0098i1evag_snd.wav");
    }
    ///////////////////////////////////////////////////////////////////
    // numer count down 5,4,3,2,1
    ///////////////////////////////////////////////////////////////////
    if(number == 4){
        Commands->Create_2D_WAV_Sound("m00evag_dsgn0082i1evag_snd.wav");
        sprintf(ionstormmsg,"msg 5");
        Console_Input(ionstormmsg);
    }
    if(number == 5){
        Commands->Create_2D_WAV_Sound("m00evag_dsgn0083i1evag_snd.wav");
        sprintf(ionstormmsg,"msg 4");
        Console_Input(ionstormmsg);
    }
    if(number == 6){

```

```

Commands->Create_2D_WAV_Sound("m00evag_dsgn0084i1evag_snd.wav");
sprintf(ionstormmsg,"msg 3");
Console_Input(ionstormmsg);
}
if(number == 7){
Commands->Create_2D_WAV_Sound("m00evag_dsgn0085i1evag_snd.wav");
sprintf(ionstormmsg,"msg 2");
Console_Input(ionstormmsg);
}
if(number == 8){
Commands->Create_2D_WAV_Sound("m00evag_dsgn0086i1evag_snd.wav");
sprintf(ionstormmsg,"msg 1");
Console_Input(ionstormmsg);
}
////////////////////////////////////
// actual storm starts here
////////////////////////////////////
    if(number == 9){
Vector3 position;
position = Commands->Get_Position(Find_War_Factory(1));
position.Y += 20.0f;

Commands->Create_2D_WAV_Sound("ion_fire.wav");
Commands->Create_Explosion("Explosion_Mine_Remote_01",position,obj);
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);
}
    if(number == 10){
Vector3 position;
position = Commands->Get_Position(Find_Refinery(1));
position.Y -= 20.0f;

Commands->Create_2D_WAV_Sound("ion_fire.wav");
Commands->Create_Explosion("Explosion_Mine_Remote_01",position,obj);
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);
}
    if(number == 11){
Vector3 position;
position = Commands->Get_Position(Find_Soldier_Factory(1));
position.X += 15.0f;

Commands->Create_2D_WAV_Sound("ion_fire.wav");
Commands->Create_Explosion("Explosion_Mine_Remote_01",position,obj);
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);
}
    if(number == 12){
Vector3 position;
position = Commands->Get_Position(Find_Refinery(1));

```

```
Commands->Create_2D_WAV_Sound("ion_fire.wav");
Commands->Create_Explosion("Explosion_Mine_Remote_01",position,obj);
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);
```

```
float refhealth = Commands->Get_Health(Find_Refinery(1));
Commands->Set_Health((Find_Refinery(1)),(refhealth/1.3f));
}
if(number == 13){
Vector3 position;
position = Commands->Get_Position(Find_War_Factory(1));
position.Y -= 20.0f;
```

```
Commands->Create_2D_WAV_Sound("ion_fire.wav");
Commands->Create_Explosion("Explosion_Mine_Remote_01",position,obj);
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);
}
if(number == 14){
Vector3 position;
position = Commands->Get_Position(Find_Soldier_Factory(1));
position.Y -= 20.0f;
```

```
Commands->Create_2D_WAV_Sound("ion_fire.wav");
Commands->Create_Explosion("Explosion_Mine_Remote_01",position,obj);
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);
}
if(number == 15){
Vector3 position;
position = Commands->Get_Position(Find_Base_Defense(1));
```

```
Commands->Create_2D_WAV_Sound("ion_fire.wav");
Commands->Create_Explosion("Explosion_Mine_Remote_01",position,obj);
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);
```

```
float agthealth = Commands->Get_Health(Find_Base_Defense(1));
Commands->Set_Health((Find_Base_Defense(1)),(agthealth/1.4f));
}
if(number == 16){
Vector3 position;
position = Commands->Get_Position(Find_Base_Defense(1));
position.X += 10.0f;
```

```
Commands->Create_2D_WAV_Sound("ion_fire.wav");
Commands->Create_Explosion("Explosion_Mine_Remote_01",position,obj);
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);
}
if(number == 17){
Vector3 position;
```

```

position = Commands->Get_Position(Find_Soldier_Factory(1));

Commands->Create_2D_WAV_Sound("ion_fire.wav");
Commands->Create_Explosion("Explosion_Mine_Remote_01",position,obj);
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);

float barhealth = Commands->Get_Health(Find_Soldier_Factory(1));
Commands->Set_Health((Find_Soldier_Factory(1)),(barhealth/1.35f));
}
if(number == 18){
Vector3 position;
position = Commands->Get_Position(Find_Refinery(1));
position.Y -= 10.0f;

Commands->Create_2D_WAV_Sound("ion_fire.wav");
Commands->Create_Explosion("Explosion_Mine_Remote_01",position,obj);
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);
}
if(number == 19){
Vector3 position;
position = Commands->Get_Position(Find_Refinery(1));
position.X += 5.0f;

Commands->Create_2D_WAV_Sound("ion_fire.wav");
Commands->Create_Explosion("Explosion_Mine_Remote_01",position,obj);
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);
}
if(number == 20){
Vector3 position;
position = Commands->Get_Position(Find_War_Factory(1));

Commands->Create_2D_WAV_Sound("ion_fire.wav");
Commands->Create_Explosion("Explosion_Mine_Remote_01",position,obj);
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);

float wepshealth = Commands->Get_Health(Find_War_Factory(1));
Commands->Set_Health((Find_War_Factory(1)),(wepshealth/1.4f));
}
if(number == 21){
Vector3 position;
position = Commands->Get_Position(Find_War_Factory(1));
position.X += 10.0f;

Commands->Create_2D_WAV_Sound("ion_fire.wav");
Commands->Create_Explosion("Explosion_Mine_Remote_01",position,obj);
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);
}
if(number == 22){

```

```

Vector3 position;
position = Commands->Get_Position(Find_Base_Defense(1));
position.Y += 15.0f;

Commands->Create_2D_WAV_Sound("ion_fire.wav");
Commands->Create_Explosion("Explosion_Mine_Remote_01",position,obj);
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);
}
if(number == 23){
Vector3 position;
position = Commands->Get_Position(Find_Base_Defense(1));
position.X += 5.0f;

Commands->Create_2D_WAV_Sound("ion_fire.wav");
Commands->Create_Explosion("Explosion_Mine_Remote_01",position,obj);
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);
}
if(number == 24){
Vector3 position;
position = Commands->Get_Position(Find_Power_Plant(1));

Commands->Create_2D_WAV_Sound("ion_fire.wav");
Commands->Create_Explosion("Explosion_Mine_Remote_01",position,obj);
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);

float pphealth = Commands->Get_Health(Find_Power_Plant(1));
Commands->Set_Health((Find_Power_Plant(1)),(pphealth/1.3f));

////////////////////////////////////
/// turn the weather off
////////////////////////////////////
Commands->Set_Fog_Range (0.5f,350.0f,12.0f);
Commands->Set_Rain(0.0f,10.0f,true);
Commands->Set_Wind(0.0f,0.0f,0.0f,3.5f);
}
if(number == 25){
Commands->Set_Fog_Enable(0);
sprintf(ionstormmsg,"msg The ion-storm has sub-sided.");
Console_Input(ionstormmsg);
}
}

//Nod version

```

```

void reb_Nod_ion_storm::Created(GameObject *obj) {

// And he said "let there be weather!"

    Commands->Set_Rain(10.0f,3.5f,true);
    Commands->Set_Fog_Enable(1);
    Commands->Set_Fog_Range (0.5,55,3.5f);
    Commands->Set_Wind(0.7f,2.0f,1.0f,3.5f);

char ionstormmsg[128];
char ionstormmsg2[128];
Commands->Create_2D_WAV_Sound("m00evag_dsgn0069i1evag_snd.wav");
sprintf(ionstormmsg,"msg Warning!!!");
Console_Input(ionstormmsg);
sprintf(ionstormmsg2,"msg Ion Storm approaching...");
Console_Input(ionstormmsg2);

Commands->Start_Timer(obj,this,3.0f,1);
Commands->Start_Timer(obj,this,4.0f,2);
Commands->Start_Timer(obj,this,4.7f,3);
Commands->Start_Timer(obj,this,14.7f,4);
Commands->Start_Timer(obj,this,15.7f,5);
Commands->Start_Timer(obj,this,16.7f,6);
Commands->Start_Timer(obj,this,17.7f,7);
Commands->Start_Timer(obj,this,18.7f,8);
Commands->Start_Timer(obj,this,19.7f,9);
Commands->Start_Timer(obj,this,20.4f,10);
Commands->Start_Timer(obj,this,21.4f,11);
Commands->Start_Timer(obj,this,22.0f,12);
Commands->Start_Timer(obj,this,23.0f,13);
Commands->Start_Timer(obj,this,23.6f,14);
Commands->Start_Timer(obj,this,24.2f,15);
Commands->Start_Timer(obj,this,24.8f,16);
Commands->Start_Timer(obj,this,25.4f,17);
Commands->Start_Timer(obj,this,26.6f,18);
Commands->Start_Timer(obj,this,27.2f,19);
Commands->Start_Timer(obj,this,28.2f,20);
Commands->Start_Timer(obj,this,28.8f,21);
Commands->Start_Timer(obj,this,29.6f,22);
Commands->Start_Timer(obj,this,30.2f,23);
Commands->Start_Timer(obj,this,31.2f,24);
Commands->Start_Timer(obj,this,42.2f,25);
}

```

```

void reb_Nod_ion_storm::Timer_Expired(GameObject *obj, int number) {

    char ionstormmsg[128];

    if(number == 1){
    Commands->Create_2D_WAV_Sound("m00evag_dsgn0097i1evag_snd.wav");

    }
    if(number == 2){
    Commands->Create_2D_WAV_Sound("m00evag_dsgn0076i1evag_snd.wav");

    }
    if(number == 3){
    Commands->Create_2D_WAV_Sound("m00evag_dsgn0098i1evag_snd.wav");

    }
    ///////////////////////////////////////////////////////////////////
    // numer count down 5,4,3,2,1
    ///////////////////////////////////////////////////////////////////
    if(number == 4){
    Commands->Create_2D_WAV_Sound("m00evag_dsgn0082i1evag_snd.wav");
    sprintf(ionstormmsg,"msg 5");
    Console_Input(ionstormmsg);
    }
    if(number == 5){
    Commands->Create_2D_WAV_Sound("m00evag_dsgn0083i1evag_snd.wav");
    sprintf(ionstormmsg,"msg 4");
    Console_Input(ionstormmsg);
    }
    if(number == 6){
    Commands->Create_2D_WAV_Sound("m00evag_dsgn0084i1evag_snd.wav");
    sprintf(ionstormmsg,"msg 3");
    Console_Input(ionstormmsg);
    }
    if(number == 7){
    Commands->Create_2D_WAV_Sound("m00evag_dsgn0085i1evag_snd.wav");
    sprintf(ionstormmsg,"msg 2");
    Console_Input(ionstormmsg);
    }
    if(number == 8){
    Commands->Create_2D_WAV_Sound("m00evag_dsgn0086i1evag_snd.wav");
    sprintf(ionstormmsg,"msg 1");
    Console_Input(ionstormmsg);
    }
    ///////////////////////////////////////////////////////////////////
    // actual storm starts here
    ///////////////////////////////////////////////////////////////////
    if(number == 9){

```



```

Vector3 position;
position = Commands->Get_Position(Find_Airstrip(0));
position.Y += 20.0f;

Commands->Create_2D_WAV_Sound("ion_fire.wav");
Commands->Create_Explosion("Explosion_Mine_Remote_01",position,obj);
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);
}
if(number == 10){
Vector3 position;
position = Commands->Get_Position(Find_Refinery(0));
position.Y -= 20.0f;

Commands->Create_2D_WAV_Sound("ion_fire.wav");
Commands->Create_Explosion("Explosion_Mine_Remote_01",position,obj);
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);
}
if(number == 11){
Vector3 position;
position = Commands->Get_Position(Find_Soldier_Factory(0));
position.X += 15.0f;

Commands->Create_2D_WAV_Sound("ion_fire.wav");
Commands->Create_Explosion("Explosion_Mine_Remote_01",position,obj);
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);
}
if(number == 12){
Vector3 position;
position = Commands->Get_Position(Find_Refinery(0));

Commands->Create_2D_WAV_Sound("ion_fire.wav");
Commands->Create_Explosion("Explosion_Mine_Remote_01",position,obj);
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);

float refhealth = Commands->Get_Health(Find_Refinery(0));
Commands->Set_Health((Find_Refinery(0)),(refhealth/1.3f));
}
if(number == 13){
Vector3 position;
position = Commands->Get_Position(Find_Airstrip(0));
position.Y -= 20.0f;

Commands->Create_2D_WAV_Sound("ion_fire.wav");
Commands->Create_Explosion("Explosion_Mine_Remote_01",position,obj);
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);
}
if(number == 14){
Vector3 position;

```

```
position = Commands->Get_Position(Find_Soldier_Factory(0));
position.Y -= 20.0f;
```

```
Commands->Create_2D_WAV_Sound("ion_fire.wav");
Commands->Create_Explosion("Explosion_Mine_Remote_01",position,obj);
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);
}
if(number == 15){
Vector3 position;
position = Commands->Get_Position(Find_Base_Defense(0));
```

```
Commands->Create_2D_WAV_Sound("ion_fire.wav");
Commands->Create_Explosion("Explosion_Mine_Remote_01",position,obj);
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);
```

```
float obhealth = Commands->Get_Health(Find_Base_Defense(0));
Commands->Set_Health((Find_Base_Defense(0)),(obhealth/1.4f));
}
if(number == 16){
Vector3 position;
position = Commands->Get_Position(Find_Base_Defense(0));
position.X += 10.0f;
```

```
Commands->Create_2D_WAV_Sound("ion_fire.wav");
Commands->Create_Explosion("Explosion_Mine_Remote_01",position,obj);
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);
}
if(number == 17){
Vector3 position;
position = Commands->Get_Position(Find_Soldier_Factory(0));
```

```
Commands->Create_2D_WAV_Sound("ion_fire.wav");
Commands->Create_Explosion("Explosion_Mine_Remote_01",position,obj);
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);
```

```
float handhealth = Commands->Get_Health(Find_Soldier_Factory(0));
Commands->Set_Health((Find_Soldier_Factory(0)),(handhealth/1.35f));
}
if(number == 18){
Vector3 position;
position = Commands->Get_Position(Find_Refinery(0));
position.Y -= 10.0f;
```

```
Commands->Create_2D_WAV_Sound("ion_fire.wav");
Commands->Create_Explosion("Explosion_Mine_Remote_01",position,obj);
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);
}
```

```

    if(number == 19){
Vector3 position;
position = Commands->Get_Position(Find_Refinery(0));
position.X += 5.0f;

Commands->Create_2D_WAV_Sound("ion_fire.wav");
Commands->Create_Explosion("Explosion_Mine_Remote_01",position,obj);
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);
    }
    if(number == 20){
Vector3 position;
position = Commands->Get_Position(Find_Airstrip(0));

Commands->Create_2D_WAV_Sound("ion_fire.wav");
Commands->Create_Explosion("Explosion_Mine_Remote_01",position,obj);
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);

float striphealth = Commands->Get_Health(Find_Airstrip(0));
Commands->Set_Health((Find_Airstrip(0)),(striphealth/1.4f));
    }
    if(number == 21){
Vector3 position;
position = Commands->Get_Position(Find_Airstrip(0));
position.X += 10.0f;

Commands->Create_2D_WAV_Sound("ion_fire.wav");
Commands->Create_Explosion("Explosion_Mine_Remote_01",position,obj);
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);
    }
    if(number == 22){
Vector3 position;
position = Commands->Get_Position(Find_Base_Defense(0));
position.Y += 15.0f;

Commands->Create_2D_WAV_Sound("ion_fire.wav");
Commands->Create_Explosion("Explosion_Mine_Remote_01",position,obj);
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);
    }
    if(number == 23){
Vector3 position;
position = Commands->Get_Position(Find_Base_Defense(0));
position.X += 5.0f;

Commands->Create_2D_WAV_Sound("ion_fire.wav");
Commands->Create_Explosion("Explosion_Mine_Remote_01",position,obj);
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);
    }
    if(number == 24){

```

```

Vector3 position;
position = Commands->Get_Position(Find_Power_Plant(0));

Commands->Create_2D_WAV_Sound("ion_fire.wav");
Commands->Create_Explosion("Explosion_Mine_Remote_01",position,obj);
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",position);

float pphealth = Commands->Get_Health(Find_Power_Plant(0));
Commands->Set_Health((Find_Power_Plant(0)),(pphealth/1.3f));

////////////////////////////////////
/// turn the weather off
////////////////////////////////////
Commands->Set_Fog_Range (0.5f,350.0f,12.0f);
Commands->Set_Rain(0.0f,10.0f,true);
Commands->Set_Wind(0.0f,0.0f,0.0f,3.5f);
}
if(number == 25){
Commands->Set_Fog_Enable(0);
sprintf(ionstormmsg,"msg The ion-storm has sub-sided.");
Console_Input(ionstormmsg);
}
}

```

```
ScriptRegistrant<reb_GDI_ion_storm> reb_GDI_ion_storm_Registrant("reb_GDI_ion_storm","");
```

```
ScriptRegistrant<reb_Nod_ion_storm> reb_Nod_ion_storm_Registrant("reb_Nod_ion_storm","");
```

```
class reb_GDI_ion_storm : public ScriptImpClass {
void Created(GameObject *obj);
void Timer_Expired(GameObject *obj,int number);
};
```

```
class reb_Nod_ion_storm : public ScriptImpClass {
void Created(GameObject *obj);
void Timer_Expired(GameObject *obj,int number);
};
```

For testing I called these functions by a chat hook. Obviously you're going to want to call the functions some other way, perhaps a crate, a random weather effect or some other way. But here is my chat hook for it anyway.

```
class GDlionstormChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    GameObject *obj = Get_GameObj(ID);
    Commands->Attach_Script(obj,"reb_GDI_ion_storm","");
}
};
ChatCommandRegistrant<GDlionstormChatCommand>
GDlionstormChatCommandReg("!iong",CHATTYPE_TEAM,0,GAMEMODE_AOW);

class NodionstormChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    GameObject *obj = Get_GameObj(ID);
    Commands->Attach_Script(obj,"reb_Nod_ion_storm","");
}
};
ChatCommandRegistrant<NodionstormChatCommand>
NodionstormChatCommandReg("!ionn",CHATTYPE_TEAM,0,GAMEMODE_AOW);
```

Subject: Re: ion storm effect function
Posted by [Ryu](#) on Tue, 04 Dec 2007 11:57:27 GMT
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Sexy.

Subject: Re: ion storm effect function
Posted by [Jerad2142](#) on Tue, 04 Dec 2007 15:06:29 GMT
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Lol, you even have it set up to hit the buildings, just like in TS. Nice. Oh, I guess you say that in the video, I was just reading through the code.

Subject: Re: ion storm effect function
Posted by [sadukar09](#) on Tue, 04 Dec 2007 15:14:48 GMT

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Ryu wrote on Tue, 04 December 2007 05:57Sexy.
Reborn/Reb00b (hehe) 2nd 1337est person in Renegade modding.

Subject: Re: ion storm effect function
Posted by [The Elite Officer](#) on Tue, 04 Dec 2007 16:42:20 GMT
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I love the ion storm in TS.

Subject: Re: ion storm effect function
Posted by [havoc9826](#) on Tue, 04 Dec 2007 17:55:22 GMT
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Very nice. If C&C Reborn actually ever comes out, this might add a bit of atmosphere to it.

Subject: Re: ion storm effect function
Posted by [Di3HardNL](#) on Tue, 04 Dec 2007 18:04:47 GMT
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looks good!

Subject: Re: ion storm effect function
Posted by [IronWarrior](#) on Tue, 04 Dec 2007 18:28:12 GMT
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Jerad Gray wrote on Tue, 04 December 2007 09:06Lol, you even have it set up to hit the buildings, just like in TS. Nice. Oh, I guess you say that in the video, I was just reading through the code.

Smart arse. ^^

Ah Reborn, I know what you going though, but when you though it, I do hope you get time to make the uber mod you doing, I've looking forward to it.

Subject: Re: ion storm effect function
Posted by [Tankkiller](#) on Tue, 04 Dec 2007 21:18:00 GMT
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Hmm... Renardin/dante prople needs to see this

Subject: Re: ion storm effect function
Posted by [IronWarrior](#) on Tue, 04 Dec 2007 21:50:11 GMT
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Tankkiller wrote on Tue, 04 December 2007 15:18Hmm... Renardin/dante proply needs to see this
Yeah, I made a topic about it over at our Reborn forums.

Subject: Re: ion storm effect function
Posted by [Renardin6](#) on Tue, 04 Dec 2007 23:06:47 GMT
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awesome. I want it. Any video preview?

Subject: Re: ion storm effect function
Posted by [havoc9826](#) on Tue, 04 Dec 2007 23:14:58 GMT
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Renardin6 wrote on Tue, 04 December 2007 15:06awesome. I want it. Any video preview?
reborn wrote on Tue, 04 December 2007
03:06http://www.mp-gaming.com/reborn/movies/ion_storm.wmv

Now if only the fog could be yellow, the ion effects replaced with lightning bolts, and put on MutationRedux... Also, if this actually gets into C&C Reborn as a crate or a feature of specific maps, remember to make it disable radar and hover/flying vehicles.

Subject: Re: ion storm effect function
Posted by [Gen_Blacky](#) on Wed, 05 Dec 2007 02:53:35 GMT
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good job reborn ill proly put it on my servers

Subject: Re: ion storm effect function
Posted by [wittebolx](#) on Sun, 30 Dec 2007 14:57:27 GMT
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thx for the code Reborn.
i compiled it and tested it, looks very good (best thing ive seen)
now im adding it to the Vet System, any ideas?

Subject: Re: ion storm effect function

Posted by [Nightma12](#) on Wed, 02 Jan 2008 00:14:14 GMT

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Does this damage infantry outside/near the building at the same time?

Perhaps if this was modified to have a quick burst of the ion cannon beam appear with each explosion? - so like a static image of the ion cannon to sort of look like a lighting bolt?

Subject: Re: ion storm effect function

Posted by [reborn](#) on Wed, 02 Jan 2008 05:18:02 GMT

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If a player is near the explosion then yes, they will receive some damage. The explosions do not just happen at the same position as the buildings, I just use the building positions so that it can be used dynamically for any map without having to hard code it for all them.

I'm not sure is there is a bolt like animation that lasts for a second :-/

Subject: Re: ion storm effect function

Posted by [ExEric3](#) on Wed, 06 Feb 2008 07:22:22 GMT

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I added this to crates and I had this problem. Is someone during this Storm attack to agt or obelisk then this storm stay forever (never subsided until is not created this storm again).

Any ideas how to fix it?

Subject: Re: ion storm effect function

Posted by [reborn](#) on Wed, 06 Feb 2008 10:56:24 GMT

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Ah, if your attaching the script tot he player object and the player dies then the script would get destroyed. But I guess setting the weather functions means they would stay on...
Try attaching the script to an invisible object instead of the player obj.

Subject: Re: ion storm effect function

Posted by [Genesis2001](#) on Wed, 06 Feb 2008 18:26:38 GMT

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When the player picks up the crate, use Commands->Get_Postion(obj) on the player to get the player's position. Then Commands->Create_Object("invisible_object", <player's position>) then

attach the script to that object. ^^

~Zack

Subject: Re: ion storm effect function

Posted by [reborn](#) on Wed, 06 Feb 2008 18:37:29 GMT

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The invisible obj can be created anywhere on the map really, doesn't need to be at the players position. You could hard code the spawn location at 0,0,0 if you wanted to...

The weather effects happens globally on the map, but the ion blasts happen around the base building's, not to the player/obj the script is attached to. It wouldn't be too hard to make it happen around random players though aswell...

Subject: Re: ion storm effect function

Posted by [Genesis2001](#) on Wed, 06 Feb 2008 20:13:17 GMT

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I'm just saying that's what I'd do

~Zack

Subject: Re: ion storm effect function

Posted by [R315r4z0r](#) on Wed, 06 Feb 2008 20:26:51 GMT

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Is there anyway that the actual animation and emitters used as the "lightning" could be changed and modded to actual lightning? (As well as new sound effects)

I'm taking about in a mod like Reborn, where that sort of thing can actually be made into the game, rather than Renegade where the effects are already there.

Subject: Re: ion storm effect function

Posted by [reborn](#) on Wed, 06 Feb 2008 20:39:55 GMT

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R315r4z0r wrote on Wed, 06 February 2008 15:26Is there anyway that the actual animation and emitters used as the "lightning" could be changed and modded to actual lightning? (As well as new sound effects)

I'm taking about in a mod like Reborn, where that sort of thing can actually be made into the game, rather than Renegade where the effects are already there.

Yes. Given the fact that reborn is a total conversion mod it could be done quite easily.

Subject: Re: ion storm effect function
Posted by [ExEric3](#) on Wed, 06 Feb 2008 20:43:45 GMT
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OK a fixed it. Thanks guys.
