
Subject: [script]Parachute function

Posted by [reborn](#) on Wed, 05 Dec 2007 18:34:22 GMT

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This function has not been tested very much, infact it has only been tested by me in a one man environment a few times.

The function itself I believe it pretty much ready. But attaching the script to players at the right time is not something I have done yet.

It shouldn't be too hard to do. Just get the occupants of a tranny/orca/apache on it's killed event and attach the script to the players.

I also have not been able to find a bone name that is suitable for attaching the parachute too. This is where I really hope someone might be willing to step up a little here and share some input.

You will notice in the movie that the parachute is attached tot he player, but it isn't in the right position, it's kind of at right angles to the player. I tried resolving this with various bone names and set_facing, but I havn't had much luck, maybe someone will post a helpful hint? Otherwise I will look into it further.

Here is a video of it working in-game (it's pretty funny because I forgot I left the recording of sounds option on, and you can hear me in the background make a little whoosh noise as I fall, lol):

<http://www.mp-gaming.com/reborn/movies/Parachute.wmv>

Here is how I made it work:

(please note, I was calling the function via a chat-hook, not by exiting a vehicle. So I have set the timer to "5.0f" on the line "Commands->Start_Timer(obj,this,5.0f,1);", this really should be set to about "0.01f" for a realistic setting. otherwise it may take a few seconds for the parachute to dissappear when they land).

```
void reb_parachute::Created(GameObject *obj) {
//int ID = Commands->Get_ID(obj);
//float Facing = Commands->Get_Facing(obj);
Commands->Attach_Script(obj,"M00_No_Falling_Damage_DME","");
parachute = Commands->Create_Object_At_Bone(obj,"Invisible_Object", "c CHEST");
//Commands->Set_Facing(parachute,Facing);
Commands->Attach_Script(parachute,"MDB_SSGM_Destroy_When_Object_Destroyed",ToString
(Commands->Get_ID(obj)).c_str());
parachuteID = Commands->Get_ID(parachute);
Commands->Set_Model(parachute, "X5D_Parachute");
Commands->Attach_To_Object_Bone(parachute, obj, "c CHEST");
position = Commands->Get_Position(obj).Z;
Commands->Start_Timer(obj,this,5.0f,1);
}
void reb_parachute::Timer_Expired(GameObject *obj, int number) {
```

```

if (number == 1) {
float position2;
position2 = Commands->Get_Position(obj).Z;

if (position2 > position){
// then they are still falling
}
else {
Commands->Destroy_Object(parachute);
Destroy_Script();
}
}
}
void reb_parachute::Killed(GameObject *obj, GameObject *shooter) {
Destroy_Script();
}
void reb_parachute::Destroyed(GameObject *obj) {
Destroy_Script();
}

```

```
ScriptRegistrant<reb_parachute> reb_parachute_Registrant("reb_parachute", "");
```

```

class reb_parachute : public ScriptImpClass {
void Created(GameObject *obj);
void Timer_Expired(GameObject *obj, int number);
void Killed(GameObject *obj, GameObject *shooter);
void Destroyed(GameObject *obj);
int parachuteID;
int ID;
float position;
GameObject *parachute;
};

```

Here is the chat hook i used to test the function:

```

class paraChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
GameObject *obj = Get_GameObj(ID);
Commands->Attach_Script(obj,"reb_parachute", "");
}
};
ChatCommandRegistrant<paraChatCommand>
paraChatCommandReg("!para",CHATTYPE_TEAM,0,GAMEMODE_AOW);

```

Any volunteers for writing the code to call this in the right places, such as helicopters getting destroyed and attaching it to all the players, or a key hook to eject players and attach it to them?

Subject: Re: Parachute function
Posted by [Hex](#) on Wed, 05 Dec 2007 18:38:21 GMT
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I can help with that, we already have a paracute script on my server for flying vehicles

We had the same problem trying to get it to face the right way

Subject: Re: Parachute function
Posted by [reborn](#) on Wed, 05 Dec 2007 18:47:04 GMT
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Hex wrote on Wed, 05 December 2007 13:38 I can help with that, we already have a paracute script on my server for flying vehicles

We had the same problem trying to get it to face the right way

Thankyou very much. I tried looking at how westwood attached it to bots in there cinematics, but it's a pretty strange way of doing things. I appreciate the help

Subject: Re: Parachute function
Posted by [cnc95fan](#) on Wed, 05 Dec 2007 18:56:02 GMT
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LOL, that's pretty cool.

Subject: Re: Parachute function
Posted by [Hex](#) on Wed, 05 Dec 2007 19:32:53 GMT
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May have a bracket missing somewere as it was pulled from one of our large plugins

Sorry I din't use your code, was just easier to use what I already had.

//.h

```

class Parachute : public ScriptImpClass {
void Created(GameObject *obj);
void Damaged(GameObject *obj,GameObject *damager,float damage);
void Killed(GameObject *obj, GameObject *shooter);
void Timer_Expired(GameObject *obj,int number);
void Custom(GameObject *obj, int message, int param, GameObject *sender);
float health, fallin;
int pchuteID, floaterID;
Vector3 pos, newpos;
bool isFalling;
};

```

```
//.cpp
```

```

void ObjectHookCall(void *data,GameObject *obj) {
if (Is_Soldier(obj)) {
Attach_Script_Once(obj,"Parachute","");
}
else if (Is_Vehicle(obj)) {
if (!Is_DecorationPhys(obj) && (Get_Vehicle_Mode(obj) == FLYING)) {
Attach_Script_Once(obj,"Parachute","");
}
}
}
}

```

```

void Parachute::Created(GameObject *obj) {
isFalling = false;
floaterID = 0;
pchuteID = 0;
fallin = 0;
health = Commands->Get_Health(obj);
}

```

```

void Parachute::Damaged(GameObject *obj,GameObject *damager,float damage) {
if (!damager && isFalling && (damage < 1000)) {
Commands->Set_Health(obj,health);
isFalling = false;
}
else {
health = Commands->Get_Health(obj);
}
}

```

```

void Parachute::Killed(GameObject *obj, GameObject *shooter) {
if (Is_Vehicle(obj)) {
if (Commands->Get_ID(obj) && obj && As_VehicleGameObj(obj)) {

```

```

VectorClass<GameObject *> *ptr = (VectorClass<GameObject *>*)(obj+0x9AC);
VectorClass<GameObject *> occupants = (VectorClass<GameObject *>)*ptr;
int x = occupants.Length();
for (int i = 0;i < x;i++) {
    if (occupants[i]) {
        Commands->Send_Custom_Event(occupants[i],occupants[i],4612,0,0);
    }
}
}
}
}
else if (Is_Soldier(obj)) {
    Commands->Enable_Collisions(obj);
    if (Commands->Find_Object(pchuteID)) {
        Commands->Destroy_Object(Commands->Find_Object(pchuteID));
        pchuteID = 0;
    }
    if (Commands->Find_Object(floaterID)) {
        Commands->Destroy_Object(Commands->Find_Object(floaterID));
        floaterID = 0;
    }
    isFalling = false;
}
}

void Parachute::Timer_Expired(GameObject *obj,int number) {
    if (number == 1) {
        newpos = Commands->Get_Position(obj);
        if (newpos.Z < pos.Z) {
            fallin += pos.Z - newpos.Z;
            if (fallin > 10 && !isFalling) {
                isFalling = true;
                GameObject *floater =
Commands->Create_Object("CnC_Beacon_IonCannon",Commands->Get_Position(obj));
                Commands->Set_Model(floater,"null");
                Commands->Set_Facing(floater,Commands->Get_Facing(obj));
                GameObject *pchute =
Commands->Create_Object("Generic_Cinematic",Commands->Get_Position(obj));
                Commands->Set_Model(pchute,"X5D_Parachute");
                Commands->Disable_All_Collisions(pchute);
                Commands->Disable_Physical_Collisions(obj);
                Commands->Attach_To_Object_Bone(obj,floater,"");
                Commands->Attach_To_Object_Bone(pchute,obj,"");
                floaterID = Commands->Get_ID(floater);
                pchuteID = Commands->Get_ID(pchute);
            }
            pos = Commands->Get_Position(obj);
            Commands->Start_Timer(obj, this, 0.1f, 1);
        }
    }
}

```

```

else {
    Commands->Enable_Collisions(obj);
    if (Commands->Find_Object(pchuteID)) {
        Commands->Destroy_Object(Commands->Find_Object(pchuteID));
        pchuteID = 0;
    }
    if (Commands->Find_Object(floaterID)) {
        Commands->Destroy_Object(Commands->Find_Object(floaterID));
        floaterID = 0;
    }
    Commands->Start_Timer(obj, this, 2.0f, 2);
}
}
else if (number == 2) {
    isFalling = false;
}
}

```

```

void Parachute::Custom(GameObject *obj, int message, int param, GameObject *sender) {
    if (message == CUSTOM_EVENT_VEHICLE_EXIT) {
        Commands->Send_Custom_Event(sender, sender, 4612, 0, 0);
    }
    else if (message == CUSTOM_EVENT_VEHICLE_ENTER) {
        Commands->Send_Custom_Event(sender, sender, 4613, 0, 0);
    }
    else if (message == 4612) {
        health = Commands->Get_Health(obj);
        fallin = 0;
        pos = Commands->Get_Position(obj);
        Commands->Start_Timer(obj, this, 0.1f, 1);
    }
    else if (message == 4613) {
        isFalling = false;
        if (Commands->Find_Object(pchuteID)) {
            Commands->Destroy_Object(Commands->Find_Object(pchuteID));
            pchuteID = 0;
        }
        if (Commands->Find_Object(floaterID)) {
            Commands->Destroy_Object(Commands->Find_Object(floaterID));
            floaterID = 0;
        }
    }
}
}
}

```

```

ScriptRegistrant<Parachute> Parachute_Registrant("Parachute", "");

```

Subject: Re: Parachute function
Posted by [cnc95fan](#) on Wed, 05 Dec 2007 19:50:37 GMT
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Cool. If only I could compile scripts.dll

Subject: Re: Parachute function
Posted by [reborn](#) on Wed, 05 Dec 2007 20:19:30 GMT
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Ah,thanks hex. I see what you did now. You created the object, set it's model to null, then set the facing etc etc. Pretty cool. Thankyou.

Subject: Re: Parachute function
Posted by [cnc95fan](#) on Wed, 05 Dec 2007 20:31:18 GMT
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Heym if you get the time, will you be able to upload it compiled here please?

Subject: Re: Parachute function
Posted by [wittebolx](#) on Tue, 15 Jan 2008 13:25:41 GMT
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i use this to test the script Hex made, but nothing happened

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

what am i doing wrong?

Subject: Re: Parachute function
Posted by [Dreganius](#) on Tue, 15 Jan 2008 13:32:43 GMT
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Didn't EKT-Snippers already code something like this for EKT?

Subject: Re: Parachute function

Posted by [The Elite Officer](#) on Tue, 15 Jan 2008 13:34:40 GMT

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Ugggghhhh, that sucs. Yesterday I was playing on the C&C wittlebox server and once you got the parachute it would not go away! Even if you refill, or buy a new character, or just plain out die. The parachute stuck to you like magic gold without a home. Is there a away to get rid of it or is it just stuck with you for life like your brother's friend that you saved from death in a blazing fire from blazer and he just follows you everywhere and he will never go away. Unless of course they see Crimson and then they go for it. So what do you guys think??

Subject: Re: Parachute function

Posted by [reborn](#) on Tue, 15 Jan 2008 15:46:43 GMT

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Commands->Destroy_Object(parachute);

He is doing something worng...

Subject: Re: Parachute function

Posted by [The Elite Officer](#) on Tue, 15 Jan 2008 16:54:29 GMT

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^^ I was not talking about from a modders or scripters point of view. I am talking about in game, how do I get the parachute off? I mean after the messages on the wittlebox sever says that reborn help code the scripts. Great game!!!

Subject: Re: Parachute function

Posted by [reborn](#) on Tue, 15 Jan 2008 17:04:08 GMT

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You should be asking the server owner. I have had no direct help in the servers solution. I guess he is messaging that because he has modified some of the code posted here, I have no idea what his parachute code looks like.

Subject: Re: Parachute function

Posted by [The Elite Officer](#) on Tue, 15 Jan 2008 17:06:59 GMT

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Does anyone know the site of the whittlebox server?

Subject: Re: Parachute function
Posted by [reborn](#) on Tue, 15 Jan 2008 17:21:31 GMT
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I tested the parachute function a bit and never had that problem, so I doubt it is my code he is using (or he has modified it allot) but I don't mind helping either way if it is an issue on his server.

Your signature is quite large officier, would you mind scaling it down please?

Subject: Re: Parachute function
Posted by [fatalcry](#) on Tue, 15 Jan 2008 19:18:37 GMT
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question how do you compile scripts.dll??

via cmd or something?

Subject: Re: Parachute function
Posted by [jnz](#) on Tue, 15 Jan 2008 19:31:31 GMT
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fatalcry wrote on Tue, 15 January 2008 19:18question how do you compile scripts.dll??

via cmd or something?

<http://www.renegadeforums.com/index.php?t=msg&th=26642&start=0&rid=2> 1311

Subject: Re: Parachute function
Posted by [fatalcry](#) on Wed, 16 Jan 2008 08:51:52 GMT
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thanx but it looks like it will be a pain in the ass, so i'll leave it

Subject: Re: Parachute function
Posted by [wittebolx](#) on Thu, 17 Jan 2008 02:16:07 GMT
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reborn wrote on Tue, 15 January 2008 16:46Commands->Destroy_Object(parachute);

He is doing something wrong...

1. the parachute script in the C&C Server that you can use with !para is Reborn's Script. (facing bugged and indeed the parachute wont always go away.
2. since Hex made his Parachute working with facing etc etc, i tried to compile it and i added a chat hook for testing !para (just replaced the other !para command)

regarding 2. : the parachute wont appear. (doesnt work)

reborn: he is doing something wrong..
what do you mean by this?

Subject: Re: Parachute function
Posted by [reborn](#) on Thu, 17 Jan 2008 03:01:57 GMT
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wittebolx wrote on Wed, 16 January 2008 21:16reborn wrote on Tue, 15 January 2008 16:46
Commands->Destroy_Object(parachute);

He is doing something worng...

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regarding 2. : the parachute wont appear. (doesnt work)

reborn: he is doing something wrong..
what do you mean by this?

That code was to show you how to make the parachute attach to a player and recognise when they have stopped falling. It was never meant to be a chat hook like that. You were supposed to attach the script to the player when they are ejected from a chin00k or whatever...

But yes, the facing is set-up wrong, I did fix this later on after I first posted, but I cannot locate the code atm. Under what conditions does the parachute not dissappear?

Subject: Re: Parachute function
Posted by [Rocko](#) on Thu, 17 Jan 2008 06:05:15 GMT
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didn't black cell already have some parachute mod?

shame they're selfish fags tho

Subject: Re: Parachute function

Posted by [reborn](#) on Thu, 17 Jan 2008 12:43:02 GMT

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Rocko wrote on Thu, 17 January 2008 01:05didn't black cell already have some parachute mod?

shame they're selfish fags tho

I have read all your posts and threads and really cannot tell if you're an idiot or a very clever troll. I've never really replied to you, but you bring out the worst in me, I guess that's what you want.

Just for the record, <http://www.black-cell.net> have contributed more to the community than anyone else has. They are followed closely by other groups, but I believe they've done the most.

Subject: Re: Parachute function

Posted by [wittebolx](#) on Thu, 17 Jan 2008 13:50:22 GMT

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reborn wrote on Thu, 17 January 2008 04:01wittebolx wrote on Wed, 16 January 2008 21:16reborn wrote on Tue, 15 January 2008 16:46Commands->Destroy_Object(parachute);

He is doing something wrong...

1. the parachute script in the C&C Server that you can use with !para is Reborn's Script. (facing bugged and indeed the parachute wont always go away.

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But yes, the facing is set-up wrong, I did fix this later on after I first posted, but I cannot locate the code atm. Under what conditions does the parachute not dissappear?

i cant find to code either.

about the conditions: like when i am at ground and use !para it appears ok (facing..not ok) when im walking etc and getting in a orca or whatever and eject from it in the sky, the parachute does its job, im not being killed, but when i hit the ground it stays on me. if i use the commmand when im on a building and jump, all goes ok and the parachute disappears when i hit the ground.

it seems it works ok if i fall withing a few seconds after i use the command, but wont work if i fall some minutes after i used the command.

Subject: Re: Parachute function

Posted by [reborn](#) on Thu, 17 Jan 2008 15:48:11 GMT

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Right ok, I will see what I can do to locate the problem. But in actual fact you should not really be able to attach the script to the player with a chat hook. I thought you would attach it to the player when they exit a vehichle and the vehichle preset name equals cnc_GDI_orca or whatever...

If I have time I will write the rest and post it here.

Subject: Re: Parachute function

Posted by [wittebolx](#) on Thu, 17 Jan 2008 16:48:00 GMT

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reborn wrote on Thu, 17 January 2008 16:48Right ok, I will see what I can do to locate the problem. But in actual fact you should not really be able to attach the script to the player with a chat hook. I thought you would attach it to the player when they exit a vehichle and the vehichle preset name equals cnc_GDI_orca or whatever...

If I have time I will write the rest and post it here.

the chat hook is in there because i dont know where to begin coding the parachute to only let it work when people are falling

thx for the help reborn.

Subject: Re: Parachute function

Posted by [Genesis2001](#) on Fri, 18 Jan 2008 03:28:36 GMT

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Going off what reborn said.. (but @wittebolx)

(I'm not entirely sure how to code this tbh...)

What you'd do is if a player is in a VOTL vehicle and they exit the vehicle, use reborn's Get_Random_Building() function and get the position of that building. Take the z-axis value from post positions of the object and building and subtract them. If the values are more than 8.0f meters off the ground, then deploy parachute.

Again, I'm NOT sure how to exactly code that but that is how I would rig it if I did know.

~MathK1LL

P.S. (@anyone)

I'm not doing anymore Renegade scripting so, if you ask me to do coding for you, I will say NO.

Subject: Re: Parachute function
Posted by [_SSnipe_](#) on Wed, 14 May 2008 00:55:01 GMT
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i cant get it to work

```
1>LINK : warning LNK4224: /OPT:NOWIN98 is no longer supported; ignored
1>gmscripts.obj : error LNK2005: "void __cdecl ObjectHookCall(void *,unsigned char *)"
(?ObjectHookCall@@YAXPAXPAE>@Z) already defined in gmmain.obj
1>Searching libraries
```

```
1>scripts.dll : fatal error LNK1169: one or more multiply defined symbols found
1>Creating browse information file...
1>Microsoft Browse Information Maintenance Utility Version 9.00.21022
1>Copyright (C) Microsoft Corporation. All rights reserved.
1>Build log was saved at "file:///c:/Users/Lil Blueeyes/Desktop/SSGM Source/SSGM Source/SSGM
Source/tmp/scripts/debug/BuildLog.htm"
1>SSGM - 2 error(s), 1 warning(s)
===== Rebuild All: 0 succeeded, 1 failed, 0 skipped =====
```
