Subject: Enable
Posted by SODPaddy on Wed, 20 Feb 2008 20:51:05 GMT
View Forum Message <> Reply to Message

Hey m8tes,

i want to ask how to enable purchase Vehicles in de SSGM CTF Mode.

i tryed to activate the Warfactory and Airstrip with c++ but after i buy a vehicle nothing happen

Subject: Re: Enable
Posted by The Executor on Thu, 21 Feb 2008 20:28:34 GMT
View Forum Message <> Reply to Message

That is because the SSGM disables it you cant enable it.

Subject: Re: Enable
Posted by reborn on Thu, 21 Feb 2008 22:16:08 GMT
View Forum Message <> Reply to Message

MDB_SSGM_Vehicle destroys the vehicle object if the mode is not 1 or it isn't a harvester.
It does this on the ::Created event here:

```
void MDB_SSGM_Vehicle::Created(GameObject *obj) {
 if (Settings->GameMode != 1 && !Is_Harvester_Preset(obj)) {
  Commands->Destroy_Object(obj);
 }
 else if (!Data->Mod && Settings->EnableVehicleDamageAnim) {
  Commands->Attach_Script(obj,"MDB_SSGM_Vehicle_Damage_Animation","");
 }
}
```

If you want your purchase vehicle chat hook to work properly in CTF mode then you will have to remove this line:

Commands->Destroy_Object(obj);

This way butchers the script really, as that would mean vehicles could be created in all modes, but if you are just running a plain ctf server with no other maps using other modes I can;t really see the harm.
If you are using other modes for other maps on the same FDS then please say so, as you will need to do something else entirely to make it work as intended.

Subject: Re: Enable
Posted by SODPaddy on Fri, 22 Feb 2008 12:26:53 GMT
View Forum Message <> Reply to Message

thanks for your help reborn

Subject: Re: Enable
Posted by The Executor on Fri, 22 Feb 2008 20:15:14 GMT
View Forum Message <> Reply to Message

ty

Subject: Re: Enable
Posted by renalpha on Sun, 24 Feb 2008 14:00:39 GMT
View Forum Message <> Reply to Message

paddy ur sig r0x
i love it

Subject: Re: Enable
Posted by The Executor on Mon, 25 Feb 2008 17:58:46 GMT
View Forum Message <> Reply to Message

renalpha wrote on Sun, 24 February 2008 08:00paddy ur sig r0x
i love it

Me too.

Subject: Re: Enable
Posted by mrÃ£Ã§Ä·z on Mon, 25 Feb 2008 18:02:29 GMT
View Forum Message <> Reply to Message

Pwnz0r Sig. XD best Sig ever

Subject: Re: Enable
Posted by Nightma12 on Mon, 25 Feb 2008 19:48:12 GMT
View Forum Message <> Reply to Message

TGPaddy wrote on Wed, 20 February 2008 14:51Hey m8tes,

i want to ask how to enable purchase Vehicles in de SSGM CTF Mode.

i tryed to activate the Warfactory and Airstrip with c++ but after i buy a vehicle nothing happen

Could you post the code for activating WF and Air?

thanks

Subject: Re: Enable
Posted by SODPaddy on Mon, 25 Feb 2008 21:05:13 GMT
View Forum Message <> Reply to Message

```
 }
 if (obj != damager && damage != 0.0f) {
  if (Settings->GameMode == 2 && (Is_SoldierFactory(obj) || Is_VehicleFactory(obj) ||
Is_Refinery(obj))) {
   Commands->Set_Health(obj,Commands->Get_Max_Health(obj));
  }
  else if ((Settings->GameMode == 3 || Settings->GameMode == 4) && Is_SoldierFactory(obj)) {
   Commands->Set_Health(obj,Commands->Get_Max_Health(obj));
  }

  if (Settings->InvinBuild) {
   Commands->Set_Health(obj,Commands->Get_Max_Health(obj));
  }
 }
}
```

in gmscripts.cpp i think

My like my sigpicture too

Page 3 of 3 ---- Generated from   Command and Conquer: Renegade Official Forums