
Subject: Script request

Posted by [Gen_Blacky](#) on Fri, 20 Jun 2008 21:25:33 GMT

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I was wondering if some one could make a simple timer that would randomly pick a script like reborns ion storm , or airstrike through a duration of a map once per map.

Subject: Re: Script request

Posted by [_SSnipe_](#) on Fri, 20 Jun 2008 21:29:46 GMT

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i cant make it but maybe some more details can make it better?

- 1)does timer run till end of map? or amount of time?
- 2)do u want it to RANDOMLY choose a script u type in?
- 3)how far apart should the scripts be?

you should add weather 2 rain fog ask or snow and wind war blitz and lightning i use them on mine via commands

Subject: Re: Script request

Posted by [Gen_Blacky](#) on Fri, 20 Jun 2008 21:37:50 GMT

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yes i want to add many whether commands , instead of just adding them to crate i want them randomly to come on during a map

- 1)does timer run till end of map? or amount of time?

runs to the end of map it will pick a script once or twice till the end of the map.

- 2)do u want it to RANDOMLY choose a script u type in?

i want it randomly pick a script that is in the script list

- 3)how far apart should the scripts be?

what do you mean , should only pick 2 scripts out of like 10 for the whole duration of the map.

Subject: Re: Script request

Posted by [_SSnipe_](#) on Fri, 20 Jun 2008 21:56:45 GMT

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Gen_Blacky wrote on Fri, 20 June 2008 14:37

3)how far apart should the scripts be?

what do you mean , should only pick 2 scripts out of like 10 for the whole duration of the map.
what i mean is how far apart should the timer pick a script?

once every 2 5 or 10 minutes?

Subject: Re: Script request

Posted by [Gen_Blacky](#) on Fri, 20 Jun 2008 22:04:43 GMT

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every 15

Subject: Re: Script request

Posted by [mrÃÄÄÄz](#) on Fri, 20 Jun 2008 22:20:18 GMT

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Its a easy Script that can be done with Timers, you need to create a daves Arrow and Attach the Script to the Arrow.

Subject: Re: Script request

Posted by [reborn](#) on Fri, 20 Jun 2008 22:58:10 GMT

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I have not tested this at all, I have no IDE where I am atm so I cannot tell if it will even compile. But this script (that can be added to the client solution and compiled into the client scripts.dll should allow you to choose four script names. It should create an invisible object at 0,0,0 and attach one of the four scripts you filled in in level edit to play. It will only do it once per map, and it will choose the time to play it randomly based on the length of time you set the map to.

You would also have to make sure that the names of the scripts you are filling in in level edit exist in SSGM, and you will also have to make sure you add this script to SSGM aswell as the client scripts.dll.

You would not need to distribute the new client scripts.dll, this is only needed because you want to add the script in level edit, and the SSGM scripts.dll version will not load in level edit.

You would have to attach this script to any object on the map. However you could create the same effect not using the client scripts.dll but using SSGM only with only a few tweaks.

Enough babling, here's the code. And remember, I have NOT tested this.

```

void reb_random_script_player::Created(GameObject *obj){
scriptname1 = Get_Parameter("Script_Name_One");
scriptname2 = Get_Parameter("Script_Name_Two");
scriptname3 = Get_Parameter("Script_Name_Three");
scriptname4 = Get_Parameter("Script_Name_Four");
int MaxTimeLimit = The_Game()->TimeLimit_Minutes;
MaxTimeLimit = MaxTimeLimit * 60;
int randomtime = Commands->Get_Random_Int(1,MaxTimeLimit);
Commands->Start_Timer(obj,this,1,randomtime);
}

```

```

void reb_random_script_player::Timer_Expired(GameObject *obj,int number){
if(number == 1){
GameObject *Temp = Commands->Create_Object("Invisible_Object",Vector3(0.0f,0.0f,0.0f));
int rand = Commands->Get_Random_Int(1,5);
if(rand == 1){
Commands->Attach_Script(Temp,scriptname1,"");
}
else if(rand == 2){
Commands->Attach_Script(Temp,scriptname2,"");
}
else if(rand == 3){
Commands->Attach_Script(Temp,scriptname3,"");
}
else if(rand == 4){
Commands->Attach_Script(Temp,scriptname4,"");
}
}
}
}

```

```

ScriptRegistrantScriptRegistrant<reb_random_script_player>
reb_random_script_player_Registrant("reb_random_script_player","Script_Name_One:const
char,Script_Name_Two:const char,Script_Name_Three:const char,Script_Name_Four:const
char");

```

```

class reb_random_script_player : public ScriptImpClass {
void Created(GameObject *obj);
void Timer_Expired(GameObject *obj,int number);
const char *scriptname1;
const char *scriptname2;

```

```
const char *scriptname3;  
const char *scriptname4;  
};
```

I probably should of created an array instead, but this should work just the same. Hope it helps.

Subject: Re: Script request

Posted by [HeavyX101- Left](#) on Fri, 20 Jun 2008 23:21:15 GMT

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Nice job reborn.

And here is the weather one i made!

//.cpp - Made by Heavyx101, Do not delete the Credits becausr it might cause the script to not work!

```
void HeavyX101_Weather_tRain::Created(GameObject *obj) {  
    Commands->Start_Timer(obj, this, 900.0, 1);  
    Commands->Set_Rain(50.0f,3.5f,true);  
};  
void HeavyX101_Weather_tRain::Timer_Expired(GameObject *obj, int number) {  
    Commands->Set_Rain(0.0f,0.0f,true);  
    Commands->Attach_Script(obj, "HeavyX101_Weather_tSnow", "");  
};  
  
void HeavyX101_Weather_tSnow::Created(GameObject *obj) {  
    Commands->Start_Timer(obj, this, 900.0, 1);  
    Commands->Set_Snow(2.0f,1.5f,true);  
};  
void HeavyX101_Weather_tSnow::Timer_Expired(GameObject *obj, int number) {  
    Commands->Set_Snow(0.0f,0.0f,true);  
    Commands->Attach_Script(obj, "HeavyX101_Weather_tFog", "");  
};  
  
void HeavyX101_Weather_tFog::Created(GameObject *obj) {  
    Commands->Start_Timer(obj, this, 900.0, 1);  
    Commands->Set_Fog_Enable(1);  
    Commands->Set_Fog_Range (0.5,55,3.5f);  
};  
void HeavyX101_Weather_tFog::Timer_Expired(GameObject *obj, int number) {  
    Commands->Set_Fog_Enable(0);  
    Commands->Attach_Script(obj, "HeavyX101_Weather_tRain", "");  
};  
ScriptRegistrant<HeavyX101_Weather_tFog>  
HeavyX101_Weather_tFog_Registrant("HeavyX101_Weather_tFog","");  
ScriptRegistrant<HeavyX101_Weather_tSnow>
```

```
HeavyX101_Weather_tSnow_Registrant("HeavyX101_Weather_tSnow","");  
ScriptRegistrant<HeavyX101_Weather_tRain>  
HeavyX101_Weather_tRain_Registrant("HeavyX101_Weather_tRain","");
```

// .h - Made by Heavyx101, Do not delete the Credits becausr it might cause the script to not work!

```
class HeavyX101_Weather_tRain : public ScriptImpClass {  
    void Created(GameObject *obj);  
    void Timer_Expired(GameObject *obj, int number);  
};
```

```
class HeavyX101_Weather_tSnow : public ScriptImpClass {  
    void Created(GameObject *obj);  
    void Timer_Expired(GameObject *obj, int number);  
};
```

```
class HeavyX101_Weather_tFog : public ScriptImpClass {  
    void Created(GameObject *obj);  
    void Timer_Expired(GameObject *obj, int number);
```

Just put the HeavyX101_Weather_tRain into a daves arrow. It has been tested and every thing works fine. Have fun

And: If you thing i made the scripts wrong or stupid or something else, then here is the answer: i'm just a bigginer!

Subject: Re: Script request

Posted by [Gen_Blacky](#) on Fri, 20 Jun 2008 23:31:59 GMT

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Thanks Reborn ill give it a try

Subject: Re: Script request

Posted by [HeavyX101- Left](#) on Fri, 20 Jun 2008 23:32:41 GMT

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Edit: nvm

Subject: Re: Script request

Posted by [cnc95fan](#) on Fri, 20 Jun 2008 23:47:42 GMT

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You can delete the credits becausr it will still work.

Subject: Re: Script request

Posted by [HeavyX101- Left](#) on Fri, 20 Jun 2008 23:58:26 GMT

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cnc95fan wrote on Fri, 20 June 2008 19:47You can delete the credits becausr it will still work.
SHH! O_O

Subject: Re: Script request

Posted by [Gen_Blacky](#) on Sat, 21 Jun 2008 15:15:40 GMT

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I got these errors compiling it in client script compiled fine in ssgm.

both errors in the Script Registrant

1>.\reb.cpp(39) : error C2143: syntax error : missing ';' before '<'

1>.\reb.cpp(39) : error C4430: missing type specifier - int assumed. Note: C++ does not support default-int

Subject: Re: Script request

Posted by [reborn](#) on Sat, 21 Jun 2008 22:08:26 GMT

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What line is that? Pretty sure it isn't from mine but other dudes :-S

Subject: Re: Script request

Posted by [HeavyX101- Left](#) on Sun, 22 Jun 2008 00:36:40 GMT

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reborn wrote on Sat, 21 June 2008 18:08What line is that? Pretty sure it isn't from mine but other dudes :-S

Might be mine because it was my first timer by the way

Thank you reborn for releasing a code too. Now i found out how to make multiple timers using one script Thanks mate!

Subject: Re: Script request

Posted by [reborn](#) on Sun, 22 Jun 2008 10:41:32 GMT

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I only used one timer :-/

Subject: Re: Script request

Posted by [Gen_Blacky](#) on Sun, 22 Jun 2008 12:47:29 GMT

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i put this script by itself and it gives me those 2 errors

File Attachments

1) [reb.cpp](#), downloaded 120 times

2) [reb.h](#), downloaded 129 times

Subject: Re: Script request

Posted by [reborn](#) on Sun, 22 Jun 2008 16:32:20 GMT

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Chaneg the registrant, I wrote it incorrectly.

ScriptRegistrant<reb_random_script_player>

```
reb_random_script_player_Registrant("reb_random_script_player","Script_Name_One:const  
char,Script_Name_Two:const char,Script_Name_Three:const char,Script_Name_Four:const  
char");
```
