
Subject: Upgrades and Power-Ups

Posted by [samous](#) on Sun, 17 Aug 2008 00:15:39 GMT

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I have been modifying the cnc_c130 file so that the c-130 would drop other cool stuff. L8ly I have had a problem with getting powerups that you can walk into and get (like weapons). I have been working on the Stealth Suit powerup, but i haven't been able to let the infantry grab it. I just walk over it and nothing happens. Can someone help me with this? Also, If you can get the power up to work, can someone tell me how to make the infantry unit that got it stealth?

-THNX

=Samous

Subject: Re: Upgrades and Power-Ups

Posted by [bisen11](#) on Sun, 17 Aug 2008 01:17:10 GMT

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There's several powerup presets that don't actually work, such as the stealth suit. You might be able to get them to work using some combination of scripts.

Subject: Re: Upgrades and Power-Ups

Posted by [_SSnipe_](#) on Sun, 17 Aug 2008 02:03:25 GMT

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bisen11 wrote on Sat, 16 August 2008 18:17 There's several powerup presets that don't actually work, such as the stealth suit. You might be able to get them to work using some combination of scripts.

they work....all powerups do....its just in level u have to attach a script to its preset that when u pick it up it gives you something,,,,,and you have to type what it gives you.. right now you cant pick them up causev they dont give you nothing...

for stealth suit theres a script that you put on that power up so when you pick it up the unit becomes stealth for xxx amount of time

i would tell you but i dont have level edit working

Subject: Re: Upgrades and Power-Ups

Posted by [Canadacdn](#) on Sun, 17 Aug 2008 05:44:06 GMT

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bisen11 wrote on Sat, 16 August 2008 20:17 There's several powerup presets that don't actually work, such as the stealth suit. You might be able to get them to work using some combination of scripts.

The stealth armor works, attach TDA_Stealth_Armor to it.

Subject: Re: Upgrades and Power-Ups
Posted by [bisen11](#) on Sun, 17 Aug 2008 06:09:26 GMT
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That's what i mean by using scripts to get them to work, silly people.

Subject: Re: Upgrades and Power-Ups
Posted by [reborn](#) on Sun, 17 Aug 2008 08:33:03 GMT
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samous wrote on Sat, 16 August 2008 20:15 I have been modifying the cnc_c130 file so that the c-130 would drop other cool stuff. L8ly I have had a problem with getting powerups that you can walk into and get (like weapons). I have been working on the Stealth Suit powerup, but i haven't been able to let the infantry grab it. I just walk over it and nothing happens. Can someone help me with this? Also, if you can get the power up to work, can someone tell me how to make the infantry unit that got it stealth?

-THNX
=Samous

You're going to need to make a objects.ddb/aow/gm mod for your server.
Tick the box in level edit that says "alwaysallowgrant" on the preset that you're making the plane drop. That's what you need to do to make the infantry able to "grab" the power-up.

Subject: Re: Upgrades and Power-Ups
Posted by [DL60](#) on Sun, 17 Aug 2008 10:06:19 GMT
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Quote:The stealth armor works, attach TDA_Stealth_Armor to it.

Interesting. I'm always a bit unsure about where to add such scripts.

To the objects-preset?
To the spawner-preset for taht object?
To every placed spawner separatly in my terrain?

Because I tried that long time ago @ DM_Yodeller.

Subject: Re: Upgrades and Power-Ups

Posted by [zunnie](#) on Sun, 17 Aug 2008 10:43:06 GMT

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I made a script for that powerup a long time ago but i dont think it was ported into the scripts 3.4.4 dll, hopefully Jonwil will add it to 4.0 scripts.dll

The source code:

```
void z_StealthSuit::Custom(GameObject *obj,int message,int param,GameObject *sender)
{
  if (message == 1000000025)
  {
    Change_Character(sender,"CnC_Nod_FlameThrower_2SF");
  }
}
ScriptRegistrant<z_StealthSuit> z_StealthSuit_Registrant("z_StealthSuit","");
```

```
class z_StealthSuit : public ScriptImpClass {
  void Custom(GameObject *obj,int message,int param,GameObject *sender);
};
```

Subject: Re: Upgrades and Power-Ups

Posted by [saberhawk](#) on Sun, 17 Aug 2008 10:59:32 GMT

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zunnie wrote on Sun, 17 August 2008 05:43I made a script for that powerup a long time ago but i dont think it was ported into the scripts 3.4.4 dll, hopefully Jonwil will add it to 4.0 scripts.dll

The source code:

```
void z_StealthSuit::Custom(GameObject *obj,int message,int param,GameObject *sender)
{
  if (message == 1000000025)
  {
    Change_Character(sender,"CnC_Nod_FlameThrower_2SF");
  }
}
ScriptRegistrant<z_StealthSuit> z_StealthSuit_Registrant("z_StealthSuit","");
```

```
class z_StealthSuit : public ScriptImpClass {
  void Custom(GameObject *obj,int message,int param,GameObject *sender);
};
```

jonwil isn't the only person that has authority over importing scripts, you know...

Imported.

Subject: Re: Upgrades and Power-Ups
Posted by [zunnie](#) on Sun, 17 Aug 2008 15:26:31 GMT
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Saberhawk wrote on Sun, 17 August 2008 06:59zunnie wrote on Sun, 17 August 2008 05:43I made a script for that powerup a long time ago but i dont think it was ported into the scripts 3.4.4 dll, hopefully Jonwil will add it to 4.0 scripts.dll

jonwil isn't the only person that has authority over importing scripts, you know...

Imported.

I didnt know that
There is a bunch more scripts over here:
<http://www.game-maps.net/staff/zunnie/hostagemode/scripts344/>

Subject: Re: Upgrades and Power-Ups
Posted by [saberhawk](#) on Sun, 17 Aug 2008 20:43:03 GMT
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zunnie wrote on Sun, 17 August 2008 10:26Saberhawk wrote on Sun, 17 August 2008 06:59zunnie wrote on Sun, 17 August 2008 05:43I made a script for that powerup a long time ago but i dont think it was ported into the scripts 3.4.4 dll, hopefully Jonwil will add it to 4.0 scripts.dll

jonwil isn't the only person that has authority over importing scripts, you know...

Imported.

I didnt know that
There is a bunch more scripts over here:
<http://www.game-maps.net/staff/zunnie/hostagemode/scripts344/>

Which I already imported, unless you added more changes?

Subject: Re: Upgrades and Power-Ups
Posted by [samous](#) on Sun, 17 Aug 2008 21:10:25 GMT
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"You're going to need to make a objects.ddb/aow/gm mod for your server.
Tick the box in level edit that says "alwaysallowgrant" on the preset that you're making the plane drop. That's what you need to do to make the infantry able to "grab" the power-up. "

I'm not making a LVL, just editing the cnc_c130drop file.
I wasn't expecting getting 10+ replies to this subect either, so thanks for the help, alot!

"The stealth armor works, attach TDA_Stealth_Armor to it"

I tried this, and it was just like before, I walk right on past it. (with out "grabing" it) Does anyone know how to let the characters GRAB the power up without making a new lvl?

-Little more help
=Samous

Subject: Re: Upgrades and Power-Ups
Posted by [reborn](#) on Sun, 17 Aug 2008 21:25:15 GMT
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samous wrote on Sun, 17 August 2008 17:10" You're going to need to make a objects.ddb/aow/gm mod for your server.

Tick the box in level edit that says "alwaysallowgrant" on the preset that you're making the plane drop. That's what you need to do to make the infantry able to "grab" the power-up. "

I'm not making a LVL, just editing the cnc_c130drop file.

I know, but the power-up you're talking about probably doesn't grant anything at all, and with alwaysallowgrant turned off, that would be the reason for you not being able to "grab it". Even if you did attach a script to it, you would need to either make it grant something so they could "grab it" or use that setting, which would require the object mod for the server.

Subject: Re: Upgrades and Power-Ups
Posted by [samous](#) on Sun, 17 Aug 2008 21:36:11 GMT

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Well, if anyone does figure out a way to add a line or so of script to get you to acquire the power-up and turn stealth, that would be cool.

=Samous

PS: is there a opposite of the M00_Disable_Transition script?

Subject: Re: Upgrades and Power-Ups
Posted by [_SSnipe_](#) on Sun, 17 Aug 2008 21:42:12 GMT
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samous wrote on Sun, 17 August 2008 14:36 Well, if anyone does figure out a way to add a line or so of script to get you to acquire the power-up and turn stealth, that would be cool.

=Samous

PS: is there a opposite of the M00_Disable_Transition script?

1) this script attached to the preset will turn u stealth when ever you pick it up

TDA_Stealth_Armor

2) each powerup preset you need to check "alwaysallowgrant"

3) each powerup is BLANK you need to attach a script like "grand powerup on pickup or something related to that since i forgot the name onto the preset then type in what you get when you pickit up

PS: this is all done via level edit serverside if you do not know how to put scripts on the powerups via level edit please say so

Subject: Re: Upgrades and Power-Ups
Posted by [samous](#) on Sun, 17 Aug 2008 21:50:46 GMT
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maby you don't understand, all i'm doing is editing the c-130 file, i'm going to make a better c-130 drop editor with it! If some one can just tell me the exact lines of script i can MANUALLY add to the cnc_c130drop.txt file, that would be cool. I CAN NOT USE LVL EDITOR with my c-130 drop editor.

=Samous

PS: Is there a M00_Enable_Transition Script?

Subject: Re: Upgrades and Power-Ups

Posted by [_SSnipe_](#) on Sun, 17 Aug 2008 22:06:02 GMT

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samous wrote on Sun, 17 August 2008 14:50maby you don't understand, all i'm doing is editing the c-130 file, i'm going to make a better c-130 drop editor with it! If some one can just tell me the exact lines of script i can MANUALLY add to the cnc_c130drop.txt file, that would be cool. I CAN NOT USE LVL EDITOR with my c-130 drop editor.

=Samous

PS: Is there a M00_Enable_Transition Script?

well idont thinku can do it via c130

Subject: Re: Upgrades and Power-Ups

Posted by [samous](#) on Sun, 17 Aug 2008 22:17:38 GMT

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I'm still wondering if there is a script that can let u into a veh. As opposed to not let you in a veh.

Also, if lvl editor creates a line of script for the power up to be created, can someone find that line and paste it here plz! Atleast I can try to make a new power up via c-130. (if anyone know how to make a new power up with an other txt file, that would be cool too, I will just a a script in my c-130 editor to edit that file also)

=Samous

Subject: Re: Upgrades and Power-Ups

Posted by [reborn](#) on Sun, 17 Aug 2008 22:48:50 GMT

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samous wrote on Sun, 17 August 2008 17:50maby you don't understand, all i'm doing is editing the c-130 file, i'm going to make a better c-130 drop editor with it! If some one can just tell me the exact lines of script i can MANUALLY add to the cnc_c130drop.txt file, that would be cool. I CAN NOT USE LVL EDITOR with my c-130 drop editor.

=Samous

PS: Is there a M00_Enable_Transition Script?

The preset itself needs to be changed. To do this you need to use level edit.

The only other way that I can think of is to attach a script to the power-up you created that uses the function "Set_Powerup_Always_Allow_Grant". You could write your own I guess, but it would probably be easier for you to make the objects mod using level edit.
