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Subject: :S Hostage Script help..  
Posted by [halo2pac](#) on Thu, 04 Sep 2008 23:46:22 GMT  
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On level load (islands)

```
Vector3 host1pos;  
host1pos.X = -41.0f;  
host1pos.Y = -175.0f;  
host1pos.Z = 4.0f;  
Commands->Attach_Script(Commands->Create_Object("Civ_Resist_Male_v2a",host1pos),"z_Ho  
stage","PokerTeam=1,Hostage_Team=1,Hostage_Health=100,Hostage_Shield=100,Health_Rege  
n_Ammount=2,Rescue_Message=1000,Controller_ID=1010,HostageDead_Message=2020");
```

and i walk upto him as a gds and as a nod hes just a dude ...  
No hp, and if u shoot him nothing happens...

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Subject: Re: :S Hostage Script help..  
Posted by [zunnie](#) on Fri, 05 Sep 2008 00:28:37 GMT  
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<http://www.multiplayerforums.com/index.php?showtopic=5040&st=0>

You should use the scripts in leveledit.

Use this dll in leveledit: <http://www.game-maps.net/staff/zunnie/hostagemode/scripts344/>

Use this dll on the server: <http://www.game-maps.net/staff/zunnie/hostagemode/ssgm202/>

If you insist on using the scripts.dll to create the hostages you should also have it create the  
hostage controller and get the ID of that controller object.

You should use it like this then:

```
Commands->Attach_Script(Commands->Create_Object("Civ_Resist_Male_v2a",host1pos),  
"z_Hostage","1,0,100,100,2,1000,1010,2020");
```

Note though that the ControllerID is 1010 in the above script attached, this should be the ID of the  
object that has the z\_Hostage\_Controller script attached to it.

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Subject: Re: :S Hostage Script help..  
Posted by [halo2pac](#) on Fri, 05 Sep 2008 01:45:11 GMT  
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zunnie wrote on Thu, 04 September 2008 19:28 Note though that the ControllerID is 1010 in the

above script attached, this should be the ID of the object that has the z\_Hostage\_Controller script attached to it.

How would I do that?

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Subject: Re: :S Hostage Script help..

Posted by [halo2pac](#) on Sun, 07 Sep 2008 18:05:39 GMT

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Ok i tried....

```
if (strcmp(Data->CurrMap,"C&C_Islands.mix") == 0) {
//Controller Hover Craft
Vector3 hov;
hov.X = -167.77f;
hov.Y = 28.30f;
hov.Z = -2.36f;
```

```
Commands->Attach_Script(Commands->Create_Object("GDI_Hovercraft",hov),"z_Hostage_Controller",
"1000,2020,4,4,1");
```

```
//Rescue Zone
Vector3 rescueboxplace;
rescueboxplace.X = -156.66f;
rescueboxplace.Y = 28.24f;
rescueboxplace.Z = 0.46f;
```

```
Vector3 rescuezoneposSizes;
rescuezoneposSizes.X = 5.0f;
rescuezoneposSizes.Y = 5.0f;
rescuezoneposSizes.Z = 5.0f;
```

```
OBBBoxClass Box;
Box.Center = rescueboxplace;
Box.Extent = rescuezoneposSizes;
GameObject *Zone = Create_Zone("Script_Zone_All",Box);
Commands->Attach_Script(Zone,"z_Hostage_Rescue_Zone","1,civ_lab_tech_01,Farmer,civ_lab_tech_03,Nun,Priest,1000");
```

```
//Hostages
Vector3 host1pos;
//host1pos.X = -55.36f;
//host1pos.Y = -203.13f;
//host1pos.Z = 0.0f;
host1pos.X = -153.00f;
host1pos.Y = 45.f;
host1pos.Z = 0.0f;
GameObject *hosty1 = Commands->Create_Object("civ_lab_tech_01",host1pos);
char *params = new char[128];
```

```
sprintf(params,"1,1,100,10,2,1000,%d,2020",Commands->Get_ID(hosty1));
Commands->Attach_Script(hosty1,"z_Hostage",params);
}
```

Level loads, displays how many rescues.. but when u take the hostage to the zone .. CRASH!

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Subject: Re: :S Hostage Script help..  
Posted by [mr£Ä\\$Ä-z](#) on Sun, 07 Sep 2008 19:19:07 GMT  
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Its Halo2Pac !

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Subject: Re: :S Hostage Script help..  
Posted by [samous](#) on Sat, 13 Sep 2008 00:23:32 GMT  
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whats so specail about halo2pac (no offense)?

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Subject: Re: :S Hostage Script help..  
Posted by [Ethenal](#) on Sat, 13 Sep 2008 03:50:51 GMT  
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samous wrote on Fri, 12 September 2008 19:23whats so specail about halo2pac (no offense)?  
Not much.  
(just kidding halo )

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Subject: Re: :S Hostage Script help..  
Posted by [halo2pac](#) on Sat, 13 Sep 2008 16:33:09 GMT  
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lol Ethenal.  
I just wish someone would help me figure this out..  
the fds just crashes when I bring the hostages into the zone.  
its been a week.... and im trying to get my new server up.

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Subject: Re: :S Hostage Script help..  
Posted by [danpaul88](#) on Sat, 13 Sep 2008 19:09:23 GMT  
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I would assume it crashes because you set the controller ID to the ID of the hostage, instead of the controller.

```
sprintf(params,"1,1,100,10,2,1000,%d,2020",Commands->Get_ID(hosty1));
```

Should be using `Get_ID` on the hovercraft controller object, which requires you to change the code that creates the hovercraft controller object so that you have the `GameObject*` for that object stored in a variable.

But, since I didn't make, and have never used, these scripts, I couldn't say for sure, I am just guessing based on the comment about using the ID of the controller.

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