Subject: Making a buildup with Timers and Set_Position?
Posted by whtdrgnpl on Thu, 02 Apr 2009 07:37:11 GMT

I'm trying to make a build up thing using timers and Set_Position but whenever I use it, it doesn't move at all... but the timer part works it's just not moving the conyard at all. Does Set_Position only work on players?

```
void NodCYTimer::Timer_Expired(GameObject *obj, int number) {
 Vector3 position;
 position = Commands->Get_Position(obj);
  if (number == 1){
   position.Z += 1.0f;
   Commands->Set_Position(obj,position);
  }
  if (number == 2){
   position.Z += 1.0f;
   Commands->Set_Position(obj,position);
  }
  if (number == 3){
   position.Z += 1.0f;
   Commands->Set_Position(obj,position);
  }
  if (number == 4){
   position.Z += 1.0f;
   Commands->Set_Position(obj,position);
  }
  if (number == 5){
   position.Z += 1.0f;
   Commands->Set_Position(obj,position);
  }
  if (number == 6){
   position.Z += 1.0f;
   Commands->Set_Position(obj,position);
  }
  if (number == 7){
   position.Z += 1.0f;
   Commands->Set_Position(obj,position);
  }
  if (number == 8){
   position.Z += 1.0f;
   Commands->Set_Position(obj,position);
  }
  if (number == 9){
   position.Z += 1.0f;
   Commands->Set_Position(obj,position);
  }
  if (number == 10){
```

```
   position.Z += 1.0f;
   Commands->Set_Position(obj,position);
  }
  if (number == 11){
   position.Z += 1.0f;
   Commands->Set_Position(obj,position);
  }
  if (number == 12){
   position.Z += 1.0f;
   Commands->Set_Position(obj,position);
   Console_Input("snda m00bgwf_dsgn0004i1evag_snd.wav");
  }
}
```

Subject: Re: Making a buildup with Timers and Set_Position?
Posted by danpaul88 on Thu, 02 Apr 2009 11:06:14 GMT
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What are you calling it on? The exterior terrain preset, the building controller or one of the interior tiles? If it's the controller then your only moving the actual controller and not the building itself... as for the exterior terrain, I don't think you CAN move terrain, but I have never tried it.

Subject: Re: Making a buildup with Timers and Set_Position?
Posted by nopol10 on Thu, 02 Apr 2009 12:29:42 GMT
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You have to start the timer again at the end of the event or at whichever part is needed for it to run, else it only runs once.

Subject: Re: Making a buildup with Timers and Set_Position?
Posted by mrÃ£Ã§Ã·z   on Thu, 02 Apr 2009 18:31:05 GMT
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I think i did send my BuildUp code to wittebolx a while ago, ask him

or try this

```
void NodCYTimer::Timer_Expired(GameObject *obj, int number) {
 Vector3 position;
 position = Commands->Get_Position(obj);
  if (number == 1){
   position.Z += 1.0f;
   Commands->Set_Position(obj,position);
  }
```

```cpp
if (number == 2){
 position.Z += 2.0f;
 Commands->Set_Position(obj,position);
 }
 if (number == 3){
 position.Z += 3.0f;
 Commands->Set_Position(obj,position);
 }
 if (number == 4){
 position.Z += 4.0f;
 Commands->Set_Position(obj,position);
 }
 if (number == 5){
 position.Z += 5.0f;
 Commands->Set_Position(obj,position);
 }
 if (number == 6){
 position.Z += 6.0f;
 Commands->Set_Position(obj,position);
 }
 if (number == 7){
 position.Z += 7.0f;
 Commands->Set_Position(obj,position);
 }
 if (number == 8){
 position.Z += 8.0f;
 Commands->Set_Position(obj,position);
 }
 if (number == 9){
 position.Z += 9.0f;
 Commands->Set_Position(obj,position);
 }
 if (number == 10){
 position.Z += 10.0f;
 Commands->Set_Position(obj,position);
 }
 if (number == 11){
 position.Z += 11.0f;
 Commands->Set_Position(obj,position);
 }
 if (number == 12){
 position.Z += 12.0f;
 Commands->Set_Position(obj,position);
 Console_Input("snda m00bgwf_dsgn0004i1evag_snd.wav");
 }
}
```

Subject: Re: Making a buildup with Timers and Set_Position?
Posted by whtdrgnpl on Thu, 02 Apr 2009 19:53:36 GMT
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Still doesn't move :/

danpaul88 wrote on Thu, 02 April 2009 05:06What are you calling it on? The exterior terrain preset, the building controller or one of the interior tiles? If it's the controller then your only moving the actual controller and not the building itself... as for the exterior terrain, I don't think you CAN move terrain, but I have never tried it.

I'm calling it on this:
```
position = Commands->Get_Position(Get_GameObj(ID));
position.Z -= 12.0f;
Console_Input(StrFormat("sndp %d m00evan_dsgn0002i1evan_snd.wav",ID).c_str());
Set_Money(ID,Commands->Get_Money(Get_GameObj(ID))-3000);
GameObject *ncy = Commands->Create_Object("GDI Gunboat",position);
Commands->Set_Model(ncy, "enc_ncon");
Commands->Set_Player_Type(ncy,0);
Commands->Attach_Script(ncy,"NodCYTimer","");
```

nopol10 wrote on Thu, 02 April 2009 06:29You have to start the timer again at the end of the event or at whichever part is needed for it to run, else it only runs once.

I don't really get what you mean but uh these are the timers I have for it.
```
void NodCYTimer::Created(GameObject *obj) {
 Commands->Start_Timer(obj,this,10.0f,1);
 Commands->Start_Timer(obj,this,20.0f,2);
 Commands->Start_Timer(obj,this,30.0f,3);
 Commands->Start_Timer(obj,this,40.0f,4);
 Commands->Start_Timer(obj,this,50.0f,5);
 Commands->Start_Timer(obj,this,60.0f,6);
 Commands->Start_Timer(obj,this,70.0f,7);
 Commands->Start_Timer(obj,this,80.0f,8);
 Commands->Start_Timer(obj,this,90.0f,9);
 Commands->Start_Timer(obj,this,100.0f,10);
 Commands->Start_Timer(obj,this,110.0f,11);
 Commands->Start_Timer(obj,this,126.0f,12);
}
```

Subject: Re: Making a buildup with Timers and Set_Position?
Posted by mrÃ£Ã§Å·z   on Thu, 02 Apr 2009 21:26:23 GMT
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Do this thats how i did it SERVERSIDE!

if num 1 = create InvisObject with the model you want then use Destroy_Object()

if num 2 = create InvisObject with the model you want then use Destroy_Object()

if num 3 = create InvisObject with the model you want then use Destroy_Object()

if num 4 = create REAL PRESET without Destroy_Object()

and for every timer use new Position. I can make you a script tomorrow, g2g sleep working tomorrow

---

Subject: Re: Making a buildup with Timers and Set_Position?
Posted by jnz on Fri, 03 Apr 2009 06:58:06 GMT
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Are you registering the script with ScriptRegistrant?

Subject: Re: Making a buildup with Timers and Set_Position?
Posted by whtdrgnpl on Sat, 04 Apr 2009 06:06:14 GMT
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Ya I am and thanks mad I got it working I just had to add another timer to kill the invis object after 10 secs lol

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Subject: Re: Making a buildup with Timers and Set_Position?
Posted by mrÃ£Ã§Å·z   on Sat, 04 Apr 2009 09:09:11 GMT
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If you cant get something to work, just think aboiut faking something!