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Subject: Base defence source

Posted by [Hex](#) on Tue, 02 Feb 2010 13:54:13 GMT

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Clearing out unused source that I have, see no point in it being wasted, allows you to rebuild/spawn defences ect ect, just attach BaseDefenceScript to the defence

Will post more later if and when I find it

```
//.h
```

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

```
class BaseDefenceRebuy : public ScriptImpClass, public GroupLink
{
    int total;
    void Created(GameObject *obj);
    void Custom(GameObject *obj, int message, int param, GameObject *sender);
    void Timer_Expired(GameObject *obj, int number);
};
```

```
class BaseDefenceScript : public ScriptImpClass, public GroupLink
{
    int InvisObjCont;
    void Killed(GameObject *obj, GameObject *shooter);
};
```

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

```
//.cpp
```

```
void PickupScript::Custom(GameObject *obj, int message, int param, GameObject *sender)
{
    if(message == 1000000025)
    {
        if((strcmp(Get_Definition_Name(Get_Int_Parameter("preset")), "Nod_Turret_MP") == 0) ||
        (strcmp(Get_Definition_Name(Get_Int_Parameter("preset")), "Nod_Turret_MP_Improved") == 0))
        {
            if(Get_Team(Get_Player_ID(sender)) == 0)
            {
                GameObject *TurretPickupObj = Commands->Find_Object(Get_Int_Parameter("ID"));
            }
        }
    }
}
```

```

if(TurretPickupObj)
    {
    Commands->Send_Custom_Event(sender, TurretPickupObj, 100, 0, 0);
    }
Commands->Destroy_Object(obj);
}
else
{
GameObject *TurretPickupObj = Commands->Find_Object(Get_Int_Parameter("ID"));
if(TurretPickupObj)
    {
    Commands->Send_Custom_Event(sender, TurretPickupObj, 101, 0, 0);
    }
Commands->Destroy_Object(obj);
}
}
else if(stricmp(Get_Definition_Name(Get_Int_Parameter("preset")), "GDI_Guard_Tower") == 0)
{
if(Get_Team(Get_Player_ID(sender)) == 1)
{
GameObject *GDITowerPickupObj = Commands->Find_Object(Get_Int_Parameter("ID"));
if(GDITowerPickupObj)
    {
    Commands->Send_Custom_Event(sender, GDITowerPickupObj, 100, 0, 0);
    }
Commands->Destroy_Object(obj);
}
else
{
GameObject *GDITowerPickupObj = Commands->Find_Object(Get_Int_Parameter("ID"));
if(GDITowerPickupObj)
    {
    Commands->Send_Custom_Event(sender, GDITowerPickupObj, 101, 0, 0);
    }
Commands->Destroy_Object(obj);
}
}
}
}

void BaseDefenceRebuy::Created(GameObject *obj)
{
total = 0;
Commands->Start_Timer(obj, this, 1.0f, 1);
}

void BaseDefenceRebuy::Custom(GameObject *obj, int message, int param, GameObject
*sender)

```

```

{
if(message == 100)
{
int cost = 100;
int power = 1;
int ID = Get_Player_ID(sender);

if(!Is_Base_Powered(Get_Team(Get_Player_ID(sender))))
{
power = 2;
}
if(!Purchase_Item(sender, cost))
{
Functions::PPage(ID,"You don't have enough money to add to the pool");
}
else
{
total += cost;
if((strcmp(Get_Definition_Name(Get_Int_Parameter("preset")), "Nod_turret_MP") == 0) ||
(strcmp(Get_Definition_Name(Get_Int_Parameter("preset")), "Nod_turret_MP_Improved") == 0))
{
if(total >= (1000*power))
{
GameObject *NodTurretRebuild = Commands->Create_Object("Nod_turret_MP_Improved",
Commands->Get_Position(obj));

if(NodTurretRebuild)
{
Commands->Disable_Physical_Collisions(NodTurretRebuild);
Attach_Script_Once(NodTurretRebuild, "BaseDefenceScript", "");
Attach_Script_Once(NodTurretRebuild, "Hardden", "");
Functions::Console("msg %ls just bought back a Turret for
%s",Get_Wide_Player_Name(sender),
Functions::GetTeamName(Get_Team(Get_Player_ID(sender))));
Commands->Destroy_Object(obj);
}
}
else
{
Functions::PPage(ID,"You have added credits to the Turret rebuild fund, %d more credits
required.", (1000*power)-total);
}
}
else if(strcmp(Get_Definition_Name(Get_Int_Parameter("preset")), "GDI_Guard_Tower") == 0)
{
if(total >= (1600*power))
{
GameObject *GdiTowerRebuild = Commands->Create_Object("GDI_Guard_Tower",

```

```
Commands->Get_Position(obj));
```

```
    if(GdiTowerRebuild)
    {
        Commands->Disable_Physical_Collisions(GdiTowerRebuild);
        Attach_Script_Once(GdiTowerRebuild, "BaseDefenceScript", "");
        Attach_Script_Once(GdiTowerRebuild, "Hardden", "");
        Functions::Console("msg %ls just bought back a Guard Tower for
%s", Get_Wide_Player_Name(sender),
Functions::GetTeamName(Get_Team(Get_Player_ID(sender))));
        Commands->Destroy_Object(obj);
    }
}
else
{
    Functions::PPage(ID, "You have added credits to the Guard Tower rebuild fund, %d more
credits required.", (1600*power)-total);
}
}
}
Commands->Start_Timer(obj, this, 3.0f, 1);
}
if(message == 101)
{
    int ID = Get_Player_ID(sender);
    int cost = 100;

    if (total >= cost)
    {
        total -= cost;
        Set_Money(ID, Get_Money(ID)+cost);
        Functions::PPage(ID, "You just stole %d credits from the enemy defense pool.", cost);
    }
    Commands->Start_Timer(obj, this, 3.0f, 1);
}
}
```

```
void BaseDefenceRebuy::Timer_Expired(GameObject *obj, int number)
{
    GameObject *powerup = Commands->Create_Object("POW_Data_Disc",
Commands->Get_Position(obj));

    if(powerup)
    {
        char tmp[8];
        sprintf(tmp, "%d,%d", Commands->Get_ID(obj), Get_Int_Parameter("preset"));
        Commands->Attach_Script(powerup, "PickUpScript", tmp);
        Set_Is_Powerup_Persistent(powerup,true);
    }
}
```

```

    }
}

void BaseDefenceScript::Killed(GameObject *obj, GameObject *shooter)
{
    char tmp[8];
    InvisObjCont =
    Commands->Get_ID(Commands->Create_Object("Invisible_Object",Commands->Get_Position(o
bj)));
    sprintf(tmp, "%d", Get_Definition_ID(Commands->Get_Preset_Name(obj)));
    Commands->Attach_Script(Commands->Find_Object(InvisObjCont), "BaseDefenceRebuy", tmp);
}

void Hardden::Created(GameObject *obj)
{
    Commands->Start_Timer(obj,this,5,1);
}

void Hardden::Timer_Expired(GameObject *obj,int number)
{
    if (number == 1)
    {
        bool doHardern = true;

        for(GenericSLNode *x = SmartGameObjList->HeadNode; x != 0; x = x->NodeNext)
        {
            GameObject *o = (GameObject *)x->NodeData;
            if (o != obj) {
                if (Commands->Get_Distance(Commands->Get_Position(obj),Commands->Get_Position(o)) <
10) {
                    doHardern = false;
                }
            }
        }
        if (doHardern) {
            Commands->Enable_Collisions(obj);
            Destroy_Script();
        }
        else
        {
            Commands->Start_Timer(obj,this,5,1);
        }
    }
}
}

```

```

ScriptRegistrant<BaseDefenceScript> BaseDefenceScript_Registrant("BaseDefenceScript", "");
ScriptRegistrant<PickUpScript> PickUpScriptRegistrant("PickUpScript", "ID:int,preset:int");
ScriptRegistrant<BaseDefenceRebuy> BaseDefenceRebuyRegistrant("BaseDefenceRebuy",

```

```
"preset:int");  
ScriptRegistrant<Hardden> Hardden_Registrant("Hardden", "");
```

Credit for parts of source released by n00bless goes to n00bless members/mods such as pvtschlag and jnz

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Subject: Re: Base defence source  
Posted by [raven](#) on Tue, 02 Feb 2010 14:08:56 GMT  
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Quote:11:36:24... +Hex: i used to be nice and release shit  
11:36:29... +Hex: then i met you nubs

does this mean we aren't nubs anymore

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Subject: Re: Base defence source  
Posted by [reborn](#) on Tue, 02 Feb 2010 14:18:16 GMT  
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Nice one Hex! 5\*

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Subject: Re: Base defence source  
Posted by [Omar007](#) on Tue, 02 Feb 2010 21:51:56 GMT  
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reborn wrote on Tue, 02 February 2010 15:18Nice one Hex! 5\*  
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