
Subject: Scripting help

Posted by [wubwub](#) on Wed, 15 Sep 2010 21:59:05 GMT

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I want to attach a script to both tiberium refinery's to edit credit rate.

```
function OnLevelLoaded(Preset)
Attach_Script(Get_GameObj(What do i put in here??), "JFW_Tiberium_Refinery", "5,01.00")
Attach_Script(Get_GameObj(), "JFW_Tiberium_Refinery", "5,01.00")

end
```

This is obviously incorrect but what do i put in (Get_Gameobj(What do i put in here?), ??
And i also want to attach a script to GDI and Nod harvester, is it still "Get_GameObj"?

Another thing, the preset for the obby gun (Weapon_obelisk) is not working, nor is the preset for the strong repair gun,

Any help to get those working?

Subject: Re: Scripting help

Posted by [danpaul88](#) on Thu, 16 Sep 2010 07:47:36 GMT

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I am not home at the moment so I can't get you the exact names but if you look in engine_game.h you should find functions like;

```
GetRefineryByTeam
GetHarvesterByTeam
```

etc...

Subject: Re: Scripting help

Posted by [Sladewill](#) on Thu, 16 Sep 2010 12:11:31 GMT

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There is Get_Refinery(team); i believe

Subject: Re: Scripting help

Posted by [reborn](#) on Thu, 16 Sep 2010 13:45:22 GMT

You'll need a way to actually call the function you're making to attach that script...

For example, in SSGM there is the level_loaded event, which looks like this:

```
void Level_Loaded() {
    strncpy(Data->CurrMap,The_Game()->MapName,29);
    Settings->Load();

    Attach_Script_All_Buildings_Team(2,"MDB_SSGM_Building","",true);
    Attach_Script_All_Turrets_Team(2,"MDB_SSGM_Base_Defense","",true);

    if (Settings->EnableNewCrates) {
        Crate_Level_Loaded();
    }
    if (Settings->Gamelog) {
        Gamelog_Level_Loaded();
    }
    if (Settings->GameMode == 2) {
        CTF_Level_Loaded();
    }

    if (Settings->LogPlayerPurchase) {
        Data->PlayerPurchaseHookID = AddCharacterPurchaseMonHook(SSGM_Purchase_Hook,0);
    }
    if (Settings->LogPowerupPurchase) {
        Data->PowerupPurchaseHookID = AddPowerupPurchaseMonHook(SSGM_Purchase_Hook,0);
    }
    if (Settings->LogVehiclePurchase) {
        Data->VehiclePurchaseHookID = AddVehiclePurchaseMonHook(SSGM_Purchase_Hook,0);
    }

    if (!Data->Plugins.empty()) {
        std::vector<PluginInfo*>::const_iterator it;
        for (it = Data->Plugins.begin();it != Data->Plugins.end(); ++it) {
            if ((*it)->Type == Plugin) {
                if ((*it)->LevelLoadedHookHandle) {
                    (*it)->LevelLoadedHookHandle();
                }
            }
        }
    }
}
```

And in the SSGM plugin, there is a level_loaded event which looks like this (although you may wish to remove the settings loader part if you're not using it):

```
DLLEXPORT void SSGM_Level_Loaded_Hook() {
    ExampleSettings->Load();
}
```

Depending on whether you're putting this in a plugin, or SSGM directly, I would recomend using One of the above locations to put your function call in.

Your function may look like this:

```
void Wubs_Tick();

void Wubs_Tick()
{
    GameObject *ref = Find_Refinery(0);
    {
        Attach_Script_Once(ref, "JFW_Tiberium_Refinery", "5,1.00");
    }
    ref = Find_Refinery(1);
    if (ref)
    {
        Attach_Script_Once(ref, "JFW_Tiberium_Refinery", "5,1.00");
    }
}
```

So then after the level_loaded line in either SSGM or the plugin, you could simply call your function, like this:

```
DLLEXPORT void SSGM_Level_Loaded_Hook() {
    Wubs_Tick();
}
```

I made a simple extra tick rae plugin a little while ago, you can download the binary and source from my download page.

<http://spencerelliott.co.uk/downloads.html>

Subject: Re: Scripting help

Posted by [wubwub](#) on Thu, 16 Sep 2010 20:25:21 GMT

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Thanks for the reply guys,

That info was helpful but Reborn that is written in c++ if i am not mistaken, i am trying to write it in lua but cant seem to get the script right.

(Sorry i didn't mention that beforehand)

this is what i got so far, but i dont know how to translate c++ into lua

```
function OnLevelLoaded(target)
    Find_Refinery(Building_Type(0,3))
    Attach_Script_Building(Building_Type(3), "JFW_Tiberium_Refinery", "10,01.00")
end

end
```

This is what i am trying to base it off of in the engine.h:

```
int Building_Type(GameObject *obj); //returns the type of a BuildingGameObj
//type values for building objects
#define NONE -1
#define POWER_PLANT 0 //note that this list reflects the list in leveledit
#define SOLDIER_FACTORY 1
#define VEHICLE_FACTORY 2
#define REFINERY 3
#define COM_CENTER 4
#define REPAIR_BAY 5
#define SHRINE 6
#define HELIPAD 7
#define CONYARD 8
#define BASE_DEFENSE 9
GameObject *Find_Building(int team,int type); //Find a building by team and type
```

I am writing this as a plugin for lua

Everytime i load the server it gives error saying "bad argument #1 'Attach Script' <number expected, got string>"

p.s. i had previously attempted to use your tickrate plugin, but i didn't like that it gave creds ontop of the ref giving creds.

EDIT: could i just disable the refinery's and use your plugin to generate creds instead? or does te plugin still generate creds even after the ref is dead?

Subject: Re: Scripting help

Posted by [reborn](#) on Fri, 17 Sep 2010 12:30:11 GMT

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The plugin carries on giving a tick rate even after the ref is dead, although it's easily changed to stop that behaviour.

You mentioned you didn't like it giving creds on top of the ref giving creds... Your LUA plugin using that jfw script is going to do exactly the same thing.

I would like to help with your LUA script, unfortunately it's not anything I'm familiar with.
