Subject: vtach/detach command
Posted by robbyke on Thu, 23 Sep 2010 19:59:11 GMT

well i started searching and found the command JFW_CarryAll
now my problem is that i need to attach to a bone but how do i find the bone that i have to attach

its the orca that doing vtach and it should only be up close any help is appreciated

---

Subject: Re: vtach/detach command
Posted by reborn on Fri, 24 Sep 2010 05:04:30 GMT

robbyke wrote on Thu, 23 September 2010 15:59well i started searching and found the command JFW_CarryAll
now my problem is that i need to attach to a bone but how do i find the bone that i have to attach

its the orca that doing vtach and it should only be up close any help is appreciated

I once started work some time ago on a carry-all plugin. It never got finished and this doesn't work, but with some time it might...

```
#include "scripts.h"
#include <stdarg.h>
#ifdef WIN32
#define WIN32_LEAN_AND_MEAN
#include <windows.h>
#endif
#include "engine.h"
#include "gmmain.h"
#include "CarryAll.h"

bool Activated[128];
bool HasAgreed[128];

ExampleSettingsStruct *ExampleSettings = 0;

void ExampleSettingsStruct::Load()
{
 SettingsLoader::Load();
}


int ObjectHookID = 0;
ObjectCreateHookStruct *ObjectHookStruct = 0;
```

```cpp
void ObjectHookCall(void *data,GameObject *obj)
{
 if(Is_Vehicle(obj))
 {
  if (strstr(Commands->Get_Preset_Name(obj),"CnC_Nod_Transport") ||
strstr(Commands->Get_Preset_Name(obj),"CnC_GDI_Transport"))
  {
   Attach_Script_Once(obj,"CarryAll","");
  }
 }
 else if(Commands->Is_A_Star(obj))
 {
  Attach_Script_Once(obj,"carryvarsetter","");
 }
}


void Plugin_Load()
{
 ExampleSettings = new ExampleSettingsStruct("Example.ini");

 ObjectHookStruct = new ObjectCreateHookStruct;
 ObjectHookStruct->hook = ObjectHookCall;
 ObjectHookStruct->data = 0;
 ObjectHookID = AddObjectCreateHook(ObjectHookStruct);
}


void CarryAll::Custom(GameObject *obj, int message, int param, GameObject *sender)
{
 if (message == CUSTOM_EVENT_VEHICLE_ENTER)
 {
  if (Get_Vehicle_Owner(obj))
  {
   Console_Input(StrFormat("ppage %d This vehicle has been modified to be a \"Carry-All\", when
you get close to a team-mate's vehicle you'll be able to transport them if they type \"!carryme\" in
team chat.", Get_Player_ID(sender)).c_str());
   Console_Input(StrFormat("ppage %d To activate the Carry-All and grant permission to carry
passengers, you must type \"!activate\" in team chat.", Get_Player_ID(sender)).c_str());
   Commands->Start_Timer(obj, this, 1.0f, 1);
  }
 }
}


void CarryAll::Timer_Expired(GameObject *obj, int number)
```

```cpp
{
 if(number == 1)
 {
  GameObject *driver = Get_Vehicle_Owner(obj);
  if(driver && Activated[Get_Player_ID(driver)] == true)
  {
   int team = Get_Object_Type(obj);
   Vector3 CurPosition = Commands->Get_Position(obj);

   GenericSLNode *x = BaseGameObjList->HeadNode;
   while (x)
   {
    GameObject *o = (GameObject *)x->NodeData;
    if (o && As_ScriptableGameObj(o) && Is_Vehicle(o))
    {
     if (Get_Object_Type(o) == team)
     {
      printf("Found someone.\n");
      Vector3 CurPositiono = Commands->Get_Position(o);
      float Dist = Commands->Get_Distance(CurPosition, CurPositiono);
      if(Dist <= 10.0f)
      {
       printf("Found someone in distance.\n");
       GameObject *driver2 = Get_Vehicle_Occupant(o, 0);
       if(driver2)
       {
        printf("Found someone in distance and a driver.\n");
        if(HasAgreed[Get_Player_ID(driver2)] == true)
        {
         printf("Found someone in distance and a driver and has agreed.\n");
         //do some shit
         GameObject *Harness = Commands->Create_Object_At_Bone(obj, "Invisible_Object",
"v_fuselage3");
         Commands->Set_Model(Harness,"XG_HD_Harness");
         Commands->Attach_To_Object_Bone(Harness, obj, "v_fuselage3");
         Console_Input(StrFormat("ppage %d You have just picked up aa vehicle, to release the
vehicle type \"!release\".", Get_Player_ID(driver2)).c_str());
         Destroy_Script();
        }
       }
      }
     }
    }
    x = x->NodeNext;
   }
  }
  Commands->Start_Timer(obj, this, 1.0f, 1);
 }
```

```
}

ScriptRegistrant<CarryAll> CarryAll_Registrant("CarryAll","");


void carryvarsetter::Killed(GameObject *obj, GameObject *shooter)
{
 Activated[Get_Player_ID(obj)] = false;
 HasAgreed[Get_Player_ID(obj)] = false;
}

ScriptRegistrant<carryvarsetter> carryvarsetter_Registrant("carryvarsetter","");


void Plugin_Unload()
{
 delete ExampleSettings;
 RemoveObjectCreateHook(ObjectHookID);
 delete ObjectHookStruct;
}


class AChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType)
 {
  Activated[ID] = true;
  Console_Input(StrFormat("ppage %d You have just activated the Carry-All feature of this
transport helicopter, any team mates in vehicles who have agreed to be transported can now be
carried and wil attach when you approach them.",ID).c_str());
  Console_Input(StrFormat("ppage %d To de-activate the Caary-All feature, type \"!deactivate\" in
team chat.",ID).c_str());
 }
};
ChatCommandRegistrant<AChatCommand>
AChatCommandReg("!ACTIVATE;!Activate;!activate",CHATTYPE_ALL,0,GAMEMODE_ALL);


class DChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType)
 {
  Activated[ID] = false;
  Console_Input(StrFormat("ppage %d You have just removed permission for passengers to be
carried.",ID).c_str());
 }
};
ChatCommandRegistrant<DChatCommand>
DChatCommandReg("!DEACTIVATE;!Deactivate;!deactivate",CHATTYPE_ALL,0,GAMEMODE_
ALL);
```

```cpp
class CMChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType)
 {
  HasAgreed[ID] = true;
  Console_Input(StrFormat("ppage %d You have agreed to be carried by a team mate using a
transport helicopter, to remove permission type \"!cancelcarry\".",ID).c_str());
 }
};
ChatCommandRegistrant<CMChatCommand>
CMChatCommandReg("!carryme;!CARRYME;!Carryme;!CarryMe",CHATTYPE_ALL,0,GAMEMO
DE_ALL);


class CCChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType)
 {
  HasAgreed[ID] = false;
  Console_Input(StrFormat("ppage %d You have removed permission for you to be
carried.",ID).c_str());
 }
};
ChatCommandRegistrant<CCChatCommand>
CCChatCommandReg("!CANCELCARRY;!cancelcarry;!Cancelcarry;!CancelCarry",CHATTYPE_A
LL,0,GAMEMODE_ALL);


extern "C"
{
 DLLEXPORT void SSGM_Level_Loaded_Hook()
 {
  ExampleSettings->Load();
  for(int i = 0; i < 128; i++)
  {
   Activated[i] = false;
   HasAgreed[i] = false;
  }
 }
 DLLEXPORT void SSGM_Player_Leave_Hook(int ID)
 {
  Activated[ID] = false;
  HasAgreed[ID] = false;
 }
}
```

Subject: Re: vtach/detach command
Posted by robbyke on Fri, 24 Sep 2010 16:30:13 GMT
View Forum Message <> Reply to Message

thanks this really helps this gives me an idea of how to do it

if you still check perhaps
i found a way to attach the vehicle but with the bools you made i cant get it detached or even without i think but do you know a way perhaps
 i didnt try to continue on your project mainly because im just a starter and cant start own projects yet and didnt have header file wich might have contained neccesary data

---

Subject: Re: vtach/detach command
Posted by robbyke on Thu, 30 Sep 2010 19:09:58 GMT
View Forum Message <> Reply to Message

isnt there some command to remove an object from bone?

Subject: Re: vtach/detach command
Posted by Jerad2142 on Thu, 30 Sep 2010 19:13:47 GMT
View Forum Message <> Reply to Message

Attaching it to itself does the trick.
Commands->Attach_To_Bone(AttachedVehicle,AttachedVehicle,"origin");
Also make sure to disable the vehicle's collisions once its attached or else it will collide with the attacher's bounding box.

Subject: Re: vtach/detach command
Posted by robbyke on Fri, 01 Oct 2010 17:19:49 GMT
View Forum Message <> Reply to Message

well it works to detach only thing is how do i get the attached veh back on the ground without stucking it in my veh because i "detach" and then set collisions back results in 2 veh stuck into eachother

---

Subject: Re: vtach/detach command
Posted by reborn on Sat, 02 Oct 2010 11:20:11 GMT
View Forum Message <> Reply to Message

Set the position of the 2 vehicle objects apart from eachother before you re-enable collisions.

Subject: Re: vtach/detach command
Posted by robbyke on Sat, 02 Oct 2010 18:42:08 GMT
View Forum Message <> Reply to Message

yea reborn thats obvious but i have no idea how otherwise i wouldnt ask everything is fine exept the stupid detaching

Subject: Re: vtach/detach command
Posted by reborn on Sat, 02 Oct 2010 21:30:42 GMT
View Forum Message <> Reply to Message

Commands->Set_Position

Subject: Re: vtach/detach command
Posted by robbyke on Sat, 02 Oct 2010 23:08:08 GMT
View Forum Message <> Reply to Message

I had found a way thnx anyway =D