Subject: Proximity C4 Damage
Posted by Xpert on Mon, 27 Dec 2010 19:45:01 GMT
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I did this a couple years ago but it's been so long that I don't remember how to do it anymore.

Does anyone know how to increase the damage radius of Proxy C4s? Like, I know I seen in some servers that 2-3 proxies can take out, lets say a Deadeye.

Subject: Re: Proximity C4 Damage
Posted by raven on Tue, 28 Dec 2010 06:08:30 GMT
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const char *nick = "Xpert";
Commands->IncreaseKnowledgeLevel(Get_Part_Nick(nick),100iq);

Use that. No need to thank me.

Subject: Re: Proximity C4 Damage
Posted by Xpert on Tue, 28 Dec 2010 06:09:32 GMT
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raven wrote on Tue, 28 December 2010 01:08const char *nick = "Xpert";
Commands->IncreaseKnowledgeLevel(Get_Part_Nick(nick),100iq);

Use that. No need to thank me.

I hate you so much.

Subject: Re: Proximity C4 Damage
Posted by Hex on Tue, 28 Dec 2010 10:14:52 GMT
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he forgot to delete[] nick;, nice memory management..

Subject: Re: Proximity C4 Damage
Posted by reborn on Tue, 28 Dec 2010 11:50:44 GMT
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I imagine that the simplest and most reliable way to do it (although obviously a dirty hack) would be to attach a script to proxy c4 when they are created (using the object created hook) and when

the c4 is ::killed add another explosion event at it's location, or perhaps some ranged damage script that effects only enemies of the placer type (and also gives the place the points).

If you get stuck, then post.

Subject: Re: Proximity C4 Damage
Posted by cAmpa on Tue, 28 Dec 2010 12:33:04 GMT
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raven wrote on Tue, 28 December 2010 07:08const char *nick = "Xpert";
Commands->IncreaseKnowledgeLevel(Get_Part_Nick(nick),100iq);

Use that. No need to thank me.

const char *nick = "Xpert";
if (!Commands->IncreaseKnowledgeLevel(Get_Part_Nick(nick),100iq))
{
Console_Input("kick %d hopeless case", Get_Player_ID("Xnerdsgameobject"());
}

Subject: Re: Proximity C4 Damage
Posted by Sir Kane on Mon, 03 Jan 2011 01:31:23 GMT
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Hex wrote on Tue, 28 December 2010 02:14he forgot to delete[] nick;, nice memory management..
Yeah, delete[] nick; and enjoy your crash.

Subject: Re: Proximity C4 Damage
Posted by Jerad2142 on Fri, 07 Jan 2011 00:17:46 GMT
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Hex wrote on Tue, 28 December 2010 03:14he forgot to delete[] nick;, nice memory management..
Wonder who's teaching all these people that you need to use delete char arrays -.-

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Subject: Re: Proximity C4 Damage
Posted by cAmpa on Fri, 07 Jan 2011 01:14:50 GMT
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kane did!

Subject: Re: Proximity C4 Damage
Posted by Jerad2142 on Fri, 07 Jan 2011 01:21:57 GMT

cAmpa wrote on Thu, 06 January 2011 18:14kane did!
Damn you Kane!
Already had that same question asked by 3 people because of you!!!
XP