
Subject: attach vehicle

Posted by [robbyke](#) on Sat, 07 May 2011 17:32:39 GMT

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I have made a vetach script and it works if there is a driver in it BUT i also want to be able to pick up empty vehicles.

I've tried to code it and nowwhen i'm almost solved it i get stuck with this:

start as NOD

buy all vehicles pick em up drop em (unentered) NP

change to GDI buy all vehicles can pick em up and drop them (unentered)

go to nod side as GDI try to pick up those empty vehicles but i cant or it says i did but i didnt

switch back to nod cant pick up nod vehicles but i can pick up gdi vehicles

all of picking up is done with orca/apache

below you can check the code if you want to try

Toggle Spoiler

```
void KB_CarryAll::Created(GameObject *obj)
{
    GameObject *driver = Get_Vehicle_Occupant(obj, 0);
    int team = Get_Object_Type(driver);
    int pID = Get_Player_ID(driver);
    Vector3 CurPosition = Commands->Get_Position(obj);
    bool test=false;

    GenericSLNode *x = BaseGameObjList->HeadNode;
    while (x)
    {
        GameObject *o = (GameObject *)x->NodeData;
        if (o && As_ScriptableGameObj(o) && Is_Vehicle(o) && o!=obj)
        {
            if(Is_VTOLVehicle(o)||Is_Script_Attached(o,"KB_CARRYALL_ATTACHED")|| !Is_Vehicle(o))
            {
                Remove_Script(obj,"KB_CarryAll");
                return;
            }
            else
            {
                GameObject *driver2 = Get_Vehicle_Occupant(o, 0);
                if(driver2)
                {
                    if(Get_Object_Type(driver2) == team && !Is_Script_Attached(driver2,"KB_Carrytest"))
                    {
```

```

Vector3 CurPositiono = Commands->Get_Position(o);
float DistX = Commands->Get_Distance(CurPosition.X, CurPositiono.X);
float DistY = Commands->Get_Distance(CurPosition.Y, CurPositiono.Y);
float DistZ =Commands->Get_Distance(CurPosition.Z, CurPositiono.Z);
if(DistX <= 10.0f && DistY<=10.0f && DistZ<=7.0f)
{
    //do some shit
    Commands->Attach_To_Object_Bone(o, obj, "v_fuselage3");
    Commands->Disable_Physical_Collisions(o);
    Console_Input(StrFormat("CMSGP %d 208,104,0 You have attached a friendly
vehicle",pID).c_str());
    Attach_Script_Once(o,"KB_CARRYALL_ATTACHED2","!");
    return;
}
}
}
else if (!(Is_Script_Attached(o,"KB_CARRYALL_ATTACHED")))
{
    Vector3 CurPositiono = Commands->Get_Position(o);
    float DistX = Commands->Get_Distance(CurPosition.X, CurPositiono.X);
    float DistY = Commands->Get_Distance(CurPosition.Y, CurPositiono.Y);
    float DistZ =Commands->Get_Distance(CurPosition.Z, CurPositiono.Z);
    if(DistX <= 10.0f && DistY<=10.0f && DistZ<=7.0f)
    {
        const char *preset = Commands->Get_Preset_Name(o);
        if(!isin(preset,"Harvester")&&!isin(preset,"Emplacement")){
            if(isin(preset,"Tank")||isin(preset,"Humm")||isin(preset,"APC")||isin(preset,"MRLS")||isin(prese
t,"Buggy")||isin(preset,"Mobile"))*/{
                Commands->Attach_To_Object_Bone(o, obj, "v_fuselage3");
                CurPositiono = Commands->Get_Position(o);
                Commands->Disable_Physical_Collisions(o);
                Attach_Script_Once(o,"KB_CARRYALL_ATTACHED2","!");
                Console_Input(StrFormat("CMSGP %d 208,104,0 You have attached a neutral
vehicle",pID).c_str());
                return;
            }
        }
    }
}
}
}
}

x = x->NodeNext;
}
if(test == false)
{
    Remove_Script(obj,"KB_CarryAll");
}
}

```

};

edit: problem solved
