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Subject: jfw\_attach\_script\_vehicle\_created  
Posted by [robbyke](#) on Sun, 08 May 2011 10:52:26 GMT  
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jfw\_attach\_script\_vehicle\_created

id like to use this but i have no clue how does anyone has an example or something?

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Subject: Re: jfw\_attach\_script\_vehicle\_created  
Posted by [ExEric3](#) on Sun, 08 May 2011 11:04:28 GMT  
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From readme.txt in scripts344.zip:

JFW\_Attach\_Script\_Vehicle\_Created (attaches a script to all objects vehicles when they are created)

Script (script to attach)

Params (parameters to use)

Delim (delimiter, anytime you see this in the "params" string it will be replaced with a comma)

Player\_Type (what player type to attach to, 0 = Nod, 1 = GDI, 2 = any)

Note that all the \_Created scripts won't trigger for objects that are placed on the map at startup, only for those created by the game

This includes the players, vehicles they buy, harvesters etc but not preplaced things like the building controlers.

Although there are a few instances where the Object Create Hook might not trip (e.g. certain spawner objects). This is because those objects don't call through to ScriptableGameObj::Start\_Observers (the place where the scripts get started up and the place I am hooking)

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Subject: Re: jfw\_attach\_script\_vehicle\_created  
Posted by [robbyke](#) on Sun, 08 May 2011 11:09:03 GMT  
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I do read the readme

but that doesnt explain me how i use it only how it works i need to know:

Do i have to attach it to something or do i have to call it as if its a function if so how?

edit:

ive found another way but if i would still like to know for future uses

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Subject: Re: jfw\_attach\_script\_vehicle\_created  
Posted by [Gen\\_Blacky](#) on Sun, 08 May 2011 18:56:33 GMT  
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look at scripts 344 source. Code explains itself.

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Subject: Re: jfw\_attach\_script\_vehicle\_created  
Posted by [zunnie](#) on Mon, 09 May 2011 09:30:14 GMT  
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Put the script on a daves arrow for example

```
Attach_Script_Is_Type(obj,Vehicle,script,params,Get_Int_Parameter("Player_Type"));
```

It attaches the script on all vehicles that are created on the daves arrows ::Created event

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Subject: Re: jfw\_attach\_script\_vehicle\_created  
Posted by [robbyke](#) on Mon, 09 May 2011 09:47:05 GMT  
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OK thnx exactly what i needed to know so i only have to attach it to an object like a normal script

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Subject: Re: jfw\_attach\_script\_vehicle\_created  
Posted by [zunnie](#) on Mon, 09 May 2011 09:52:12 GMT  
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Note that this script does not attach the script to vehicles created later in the game. So say a vehicle is created 5 mins into the game, the script will not be attached to it. You must modify the script and include a timer and loop checking for vehs.

IE something like this:

```
void JFW_Attach_Script_Vehicle_Created::ObjectCreateHook(GameObject *obj)
{
    const char *script;
    const char *paramx;
    char *params;
    char delim;
    script = Get_Parameter("Script");
    paramx = Get_Parameter("Params");
    params = newstr(paramx);
    delim = Get_Parameter("Delim")[0];
```

```

unsigned int x = strlen(params);
for (unsigned int i=0;i<x;i++)
{
    if (params[i] == delim)
    {
        params[i] = ',';
    }
}
Attach_Script_Is_Type(obj,Vehicle,script,params,Get_Int_Parameter("Player_Type"));
delete[] params;
Commands->Start_Timer(obj,this,1.0f,1000);
}
void JFW_Attach_Script_Vehicle_Created::Timer_Expired(GameObject *obj, int number)
{
    if (number == 1000)
    {
        const char *script;
        const char *paramx;
        char *params;
        char delim;
        script = Get_Parameter("Script");
        paramx = Get_Parameter("Params");
        params = newstr(paramx);
        delim = Get_Parameter("Delim")[0];
        unsigned int x = strlen(params);
        for (unsigned int i=0;i<x;i++)
        {
            if (params[i] == delim)
            {
                params[i] = ',';
            }
        }
        Attach_Script_Is_Type(obj,Vehicle,script,params,Get_Int_Parameter("Player_Type"));
        delete[] params;
        Commands->Start_Timer(obj,this,1.0f,1000);
    }
}

```

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**Subject:** Re: jfw\_attach\_script\_vehicle\_created  
**Posted by** [robbyke](#) on Mon, 09 May 2011 09:56:34 GMT  
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doesnt it just attach a script to veh as soon as it it created?

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**Subject:** Re: jfw\_attach\_script\_vehicle\_created

Posted by [zunnie](#) on Mon, 09 May 2011 09:57:27 GMT

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ONLY at mapload, not at later times into the game, unless you modify the code like i showed you.

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Subject: Re: jfw\_attach\_script\_vehicle\_created

Posted by [robbyke](#) on Mon, 09 May 2011 09:59:54 GMT

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ok thnx

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