Subject: [CODE]Beaconing prevention script zone
Posted by iRANian on Fri, 10 Jun 2011 19:13:20 GMT
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You need to compile a version of scripts.dll with this to be able to use it within LevelEdit, and of course the server needs to have this script.

In the header:

```
class Iran_Beaconing_Prevention_Zone : public ScriptImpClass {
 void Entered(GameObject *obj,GameObject *enter);
 void Timer_Expired(GameObject *obj,int number);
};
```

In the .cpp:

```
void Iran_Beaconing_Prevention_Zone::Entered(GameObject *obj,GameObject *enter)
{
 Commands->Start_Timer(obj,this,0.1,Commands->Get_ID(enter));
}

void Iran_Beaconing_Prevention_Zone::Timer_Expired(GameObject *obj,int number)
{
 GameObject* checkplayerobj = Commands->Find_Object(number);
 if ( IsInsideZone(obj,checkplayerobj))
 {
  if (Get_Total_Bullets(checkplayerobj, "CnC_Weapon_NukeBeacon_Player"))
  {
   const char* currentweapon = Get_Current_Weapon(checkplayerobj);
   if (strcmp(currentweapon, "CnC_Weapon_NukeBeacon_Player") == 0 &&
Get_Current_Bullets(checkplayerobj) > 0)
   {
    Remove_Weapon(checkplayerobj,"CnC_Weapon_NukeBeacon_Player");
    Grant_Powerup(checkplayerobj,"CnC_POW_Nuclear_Missle_Beacon");
   }
  Commands->Start_Timer(obj,this,0.1,number);
  }
  else if (Get_Total_Bullets(checkplayerobj, "CnC_Weapon_IonCannonBeacon_Player"))
  {
   const char* currentweapon = Get_Current_Weapon(checkplayerobj);
   if(strcmp(currentweapon,"CnC_Weapon_IonCannonBeacon_Player") == 0 &&
Get_Current_Bullets(checkplayerobj) > 0)
   {
    Remove_Weapon(checkplayerobj,"CnC_Weapon_IonCannonBeacon_Player");
    Grant_Powerup(checkplayerobj,"CnC_POW_IonCannonBeacon_Player");
```

```
  }
  Commands->Start_Timer(obj,this,0.5,number);
 }
 }
}
```

ScriptRegistrant<Iran_Beaconing_Prevention_Zone>
Iran_Beaconing_Prevention_Zone_Registrant("Iran_Beaconing_Prevention_Zone", "");

EDIT: Forgot to credit Blacky for helping me out and testing it, lol sorry dude

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Subject: Re: [CODE]Beaconing prevention script
Posted by Hex on Sat, 11 Jun 2011 08:26:13 GMT
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It's easier to just block beacon purchases in the purchases hook

---

Subject: Re: [CODE]Beaconing prevention script
Posted by renalpha on Sat, 11 Jun 2011 09:27:05 GMT
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what is the grand powerup. you take something away buy you give a pow version of the powerup.
dont understand :S

Subject: Re: [CODE]Beaconing prevention script zone
Posted by iRANian on Sat, 11 Jun 2011 14:23:27 GMT
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@Hex: It's a script zone script.

@renalpha: it has something to do with when a man loves a woman

---

Subject: Re: [CODE]Beaconing prevention script zone
Posted by iRANian on Sun, 12 Jun 2011 10:58:53 GMT
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Here's a video:

http://www.youtube.com/watch?v=NMmyAhLyYM0

The BHS.DLL documentation states that Remove_Weapon() only works when the client has

bhs.dll, but from my testing with the WW scripts that's not the case.

Subject: Re: [CODE]Beaconing prevention script zone
Posted by reborn on Wed, 15 Jun 2011 06:29:48 GMT
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It's very specific, but does was it's supposed to do for that specific purpose. It wouldn't work for APB or the 10 second beacons, but for stock renegade on an unmodified server it seems to do what it says on the tin.

Vloktboky would be proud.

Subject: Re: [CODE]Beaconing prevention script zone
Posted by iRANian on Wed, 15 Jun 2011 21:23:10 GMT
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Thanks, I'm not sure about the APB beacons but it'll more than likely be really easy to modify the script to work with those beacons.

Subject: Re: [CODE]Beaconing prevention script zone
Posted by Jerad2142 on Wed, 17 Aug 2011 06:44:55 GMT
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Alternatively, you could have just moved the zones so the players could not plant in them, but clearly, it was easier to ignore my advice so, have fun with that.

Regardless if you were looking for a beacon prevent zone you should have done select weapon instead of adding and removing it, beings the server can still randomly crash if you are landed with empty hands when your beacon is removed.