Subject: Re: crate question
Posted by reborn on Thu, 05 Jul 2007 08:08:46 GMT
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joe937465 wrote on Thu, 05 July 2007 03:14a)then how can i make this 200 sec code?

Use "The_Game()->GameDuration_Seconds " so that if the duration is > 200 then it destroys the crate if it is a money crate.

There is a far better way to do it, but this I think would be the simplest for you.

joe937465 wrote on Thu, 05 July 2007 03:14
b) well i guess i cant use mutants?

You can, just don't mess around with there speed. Or use a mutant that has the right speed you want (they vary).

joe937465 wrote on Thu, 05 July 2007 03:14
c)back to the mod vech crate what about those
GDIRVC_buggy.txt type files change present as well? in them along with in the scripts?

change the preset name in this part of the code to your modified one:

```
char *RandomVehicle[12][3] =
{
 { "GDI Humvee", "humvee", "CnC_GDI_Humm-vee" },
 { "Nod Buggy", "buggy", "CnC_Nod_Buggy" },
 { "GDI APC", "gdiapc", "CnC_GDI_APC" },
 { "Nod APC", "nodapc", "CnC_Nod_APC" },
 { "GDI MRLS", "mrls", "CnC_GDI_MRLS" },
 { "Nod Mobile Artillery", "arty", "CnC_Nod_Mobile_Artillery"},
 { "GDI Medium Tank", "med", "CnC_GDI_Medium_Tank" },
 { "Nod Light Tank", "lighttank", "CnC_Nod_Light_Tank" },
 { "Nod Flame Tank", "flamer", "Nod_Flame_Tank_Player" },
 { "Nod Stealth Tank", "stank", "Nod_Stealth_Tank_Player" },
 { "GDI Mammoth Tank", "mammy", "CnC_GDI_Mammoth_Tank" },
 { "Nod Recon Bike", "recon", "Nod_Recon_Bike_Player"}
};
```

I would also make sure to have a look at the cinematic file for each one, there might be something happenening in there too that you need to look at.

joe937465 wrote on Thu, 05 July 2007 03:14
d)well what i mean is i know i would have to make that script inside the crate custom section right? what else would i have to look for change edit or add?

First places I would start would be:

void crate_defaults()
void crate_init()
void M00_CNC_Crate