
Subject: Re: AirStrike function

Posted by [reborn](#) on Wed, 05 Dec 2007 12:54:32 GMT

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I made it specifically for SSGM, so your server would need to be running that.

You need to download the source code to SSGM that comes with the binaries anyway. You can find this on the www.black-cell.net downloads page here

<http://black-cell.net/downloads/index.php?act=category&id=6>

(you will want the win32 version).

Then you open up the .sln file located in the source code folder with microsoft visual studio. If you do not have visual studio installed and set up, then you can see this post here created by JohnWill for exactly that purpose:

http://www.renegadeforums.com/index.php?t=msg&goto=296486&rid=3415&srch=express#msg_296486

You add most of the code to the gm_main.cpp file, but there is some that goes in the gm_main.h file and the engine_gm.cpp and the engine_gm.h file.

Obviously you need to compile it aswell.

The cinematics need to be copy/pasted into there own .txt files and named what I have put just above the code tags and placed in your servers data folder.

You could call the function with a chat hook for testing, but ideally you will call the function some other way to add to gameplay.

chat hook example:

```
class GDla10ChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    GameObject *obj = Get_GameObj(ID);
    Commands->Attach_Script(obj,"reb_GDI_a10_strike","");
}
};
ChatCommandRegistrant<GDla10ChatCommand>
GDla10ChatCommandReg("!a10g",CHATTYPE_TEAM,0,GAMEMODE_AOW);
```

```
class NodjetChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    GameObject *obj = Get_GameObj(ID);
    Commands->Attach_Script(obj,"reb_Nod_Jet_strike","");
}
};
ChatCommandRegistrant<NodjetChatCommand>
NodjetChatCommandReg("!a10n",CHATTYPE_TEAM,0,GAMEMODE_AOW);
```