
Subject: Re: Code Release - Kamikaze Suit Crate
Posted by [cpjok](#) on Tue, 11 Mar 2008 10:48:41 GMT
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ok i did what it said but i dont know where this code gose and it has 2 ERRORS

```
Quote:void zbl_Kamikaze_Suit_Crate::Created(GameObject *obj)
{
  Attach_Script_Once(obj, "JFW_Blow_Up_On_Death", "Explosion_IonCannonBeacon");
  float rand = Commands->Get_Random(29,301);
  Team = Get_Object_Type(obj);
  Commands->Start_Timer(obj, this, rand,0);
}
void zbl_Kamikaze_Suit_Crate::Timer_Expired(GameObject *obj, int number)
{
  if (number == 0)
  {
    float rand = Commands->Get_Random(0,100);
    if (rand >= 50.0f)
    {
      // nothing happens
    }
    else {
      Commands->Apply_Damage(obj, 9999.0f, "BlamoKiller", 0);
      Console_Input(StrFormat("msg Crate: Oh no! I guess that experimental kamikaze suit didn't
work too well. I hope that %ls guy didn't get hurt. :(",
Get_Wide_Team_Name(PTTEAM(Team))).c_str());
    }
  }
}
```

```
ScriptRegistrant<zbl_Kamikaze_Suit_Crate>
zbl_Kamikaze_Suit_Crate_Registrant("zbl_Kamikaze_Suit_Crate", "");
```

ERROR 1 says duplicate

ERROR 2 says settings on crate are 91 evan tho there 100

File Attachments

1) [1.JPG](#), downloaded 708 times

Server

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Details

Renegade Master Server - BZcpjok - svrcfg_cnc.ini

```

Renegade Free Dedicated Server v1.037 BH-838 01/23/2003 - 10:59:26
Console mode active
*** Auto starting game. Type 'quit' to abort ***
Initializing Westwood Online Mode
Got server list
Got server pings
Logging onto USA Server
Logged on OK
Applying server settings
Creating game channel...
Channel created OK

```

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```

Tiberium=4
Ammo=5
Armor=5
Health=5
Character=4
ButterFingers=3
Spy=3
Stealth=3
Refill=4
Beacon=4
Thief=2
Kamikaze=9

void zbl_kamikaze_suit_crate::Created(GameObject *obj)
{
    Attach_Script_once(obj, "JFW_Blow_Up_On_Death", "Explosio
    float rand = Commands->Get_Random(29,301);
    Team = Get_object_Type(obj);
    Commands->Start_Timer(obj, this, rand,0);
}
void zbl_kamikaze_suit_crate::Timer_Expired(GameObject *obj, int
{
    if (number == 0)
    {
        float rand = Commands->Get_Random(0,100);
        if (rand >= 50.0f)
        {
            // nothing happens
        }
        else {
            Commands->Apply_Damage(obj, 9999.0f, "Bla
            Console_Input(StrFormat("msg Crate: oh no
        }
    }
}

scriptRegistrant<zbl_kamikaze_suit_crate> zbl_kamikaze_suit_crate

```

Duplicate CRC in INI file.



INIClass::Load - Duplicate Entry "float rand" in section "Crate"

OK



2) [2.JPG](#), downloaded 704 times

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Details

Renegade Master Server - BZcpjok - svrcfg_cnc.ini

Embedded with scripts.dll by RoShamBo
www.dcomproductions.net

Loaded plugin: C:\Westwood\RenegadeFDS\Server\LuaPlugins\Luabot U1.0 Public.lua
Loaded plugin: C:\Westwood\RenegadeFDS\Server\LuaPlugins\Extra Commands.lua
Loaded plugin: C:\Westwood\RenegadeFDS\Server\LuaPlugins\Vehicle.lua
Loaded plugin: C:\Westwood\RenegadeFDS\Server\LuaPlugins\luaplugin.lua
Loaded plugin: C:\Westwood\RenegadeFDS\Server\LuaPlugins\weapons.lua
Loaded plugin: C:\Westwood\RenegadeFDS\Server\LuaPlugins\Sounds.lua
Loading level C&C_FieldTS.mix
Host: Teams have been remixed.
Load 100% complete
Level loaded OK
New settings detected and loaded from ssgm.ini?
Total crate percentages equal 91 instead of 100. Using default percentages.
Gameplay in progress
Map : C&C_FieldTS.mix
Time : 0.00.00
Fps : 1
GDI : 0/16 players 0 points
NOD : 0/16 players 0 points



File Edit Format View Help

```

Tiberium=4
Ammo=5
Armor=5
Health=5
Character=4
ButterFingers=3
Spy=3
Stealth=3
Refill=4
Beacon=4
Thief=2
Kamikaze=9

void zbl_kamikaze_suit_crate::Created(Gameobject *obj)
{
    Attach_Script_once(obj, "JFW_Blow_Up_On_Death", "Explosio
    float rand = Commands->Get_Random(29,301);
    Team = Get_object_Type(obj);
    Commands->Start_Timer(obj, this, rand,0);
}
void zbl_kamikaze_suit_crate::Timer_Expired(Gameobject *obj, int
{
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        else {
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            Console_Input(StrFormat("msg Crate: oh no
        }
    }
}

scriptRegistrant<zbl_kamikaze_suit_crate> zbl_kamikaze_suit_crate

```