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Subject: [SSGM Plugin] EvacPlugin

Posted by [Neijwiert](#) on Tue, 10 Oct 2017 23:11:14 GMT

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This plugin is used to evacuate n amount of soldiers (they will be destroyed once they are evacuated)

It contains the following scripts:

- GK\_Evac\_Monitor

Script parameters:

- NotifyObjId: The ID of an object which receives some customs to react upon what is happening with the evac

GK\_CUSTOM\_EVENT\_EVAC\_FAILED: when the evac failed. The param specifies the reason Param:

GK\_EVAC\_FAILED\_REASON\_CANCELED: when the evac is canceled via custom

GK\_EVAC\_FAILED\_REASON\_PERSON\_FAILED\_TO\_MOVE\_TO\_EVAC\_LOCATION: when an evac person failed to move to the evac location

GK\_EVAC\_FAILED\_REASON\_CHOPPER\_KILLED: when the evac chopper is killed

GK\_EVAC\_FAILED\_REASON\_TOO\_MANY\_EVAC\_PERSON\_DEATHS: when too many evac persons died

GK\_CUSTOM\_EVENT\_EVAC\_PERSON\_KILLED: when an evac person is killed. The param is the person's id.

GK\_CUSTOM\_EVENT\_EVAC\_PERSON\_FAILED\_TO\_MOVE\_TO\_EVAC\_LOCATION: when an evac person failed to move to the evac location. The param is the person's id.

GK\_CUSTOM\_EVENT\_EVAC\_PERSON\_EVACUATED: when an evac person is evacuated. The param is the person's id.

- MaxEvacPersonDeaths: the maximum of evac persons that can die before it is considered failed

- TransportPreset: the preset name for the evac chopper

- CanChopperBeSeen: If objects with Enable\_Enemy\_Seen can see the chopper

- CanChopperBeDamaged: Can the chopper be damaged at all

- GK\_Evac\_Person

Script parameters:

- MonitorObjId: The id of the monitor object (GK\_Evac\_Monitor)

Below scripts are also included, but they are used internally and don't need to be manually attached. I will not explain their script parameters.

GK\_Evac\_Anim\_Cinematic

GK\_Evac\_Chopper\_Cinematic\_Item

GK\_Evac\_Generic\_Cinematic\_Item

GK\_Evac\_Troop\_Bone

Example:

```
GameObject *evacMonitor = Commands->Create_Object("Invisible_Object", Vector3());
int evacMonitorId = Commands->Get_ID(evacMonitor);
Commands->Attach_Script(evacMonitor, "GK_Evac_Monitor", "0, 1,
```

```
GDI_Transport_Helicopter_Flyover, 1, 0");
```

```
GameObject *evacPerson1 = Commands->Create_Object("GDI_MiniGunner_0", Vector3())  
Commands->Attach_Script(evacPerson1, "GK_Evac_Person",  
StringClass::getFormattedString("%d", evacMonitorId));
```

```
GameObject *evacPerson2 = Commands->Create_Object("GDI_MiniGunner_0", Vector3())  
Commands->Attach_Script(evacPerson2, "GK_Evac_Person",  
StringClass::getFormattedString("%d", evacMonitorId));
```

Then all you need to do is send a custom to the evac monitor  
GK\_CUSTOM\_EVENT\_EVAC\_INITIATE\_EVAC

I based this on the logic of the evacuations in M01 and I improved it. The scripts should be singleplayer compatible. (Save/Loading working). You also have the ability to cancel an ongoing evacuation with the custom GK\_CUSTOM\_EVENT\_EVAC\_CANCEL\_EVAC.

SOURCE CODE: <https://github.com/Neijwiert/C-C-Renegade-EvacPlugin>

EDIT: Oh the evac will take place at the location of the monitor.

UPDATE:

Fixed issue where an evac person could be killed/destroyed during evac and then the evac would not continue

Fixed an issue where the troop bone and evac person could get out of sync and the troop bone would finish before the evac person. This would cause a freeze in the evac sequence.

Also a nice video: <https://youtu.be/Nifmw1LRoJI>

Ignore the soldiers sometimes doing weird animations when being evacuated, that's just the Renegade engine. I first evacuate a lot of people and the second time I'm canceling the evacuation

## File Attachments

1) [EvacPlugin.dll](#), downloaded 340 times

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