Subject: Code Release - God Crate
Posted by ExEric3 on Thu, 07 Feb 2008 19:12:04 GMT
View Forum Message <> Reply to Message

Maybe others have another codes but I decide release my own. This code was taken from SSAOW v1.3.4 but I added here something.

This is for people who like to mod their server scripts.dll and are running SSGM.
Main Code:

```
  else if ((RandomIntCrate <= (percent+=Settings->CrateGod)) && (Settings->CrateGod > 0)) {
   StrFormat2(message2,"%ls picked up a God Crate.",Get_Wide_Player_Name(sender));
   if (Commands->Get_Player_Type(sender) == 1) {
    Change_Character(sender,"CnC_GDI_RocketSoldier_2SF_Secret");
    Commands->Clear_Weapons(sender);
    Commands->Give_Powerup(sender,"POW_VoltAutoRifle_Player",true);
    Commands->Give_Powerup(sender,"POW_RamjetRifle_Player",true);
    Commands->Give_Powerup(sender,"POW_Railgun_Player",true);
    Commands->Select_Weapon(sender,"Weapon_RamjetRifle_Player");
    StrFormat2(message1,"ppage %d [Crate]: You just got a God Crate. You will be have more
power to kill others.",Get_Player_ID(sender));
    Console_Input(StrFormat("msg [Crate]: Warning! A %ls player just got a God Crate, better
watch your base
%ls!",Get_Wide_Team_Name(Team),Get_Wide_Team_Name(PTTEAM(Team))).c_str());
   }
   else if (Commands->Get_Player_Type(sender) == 0) {
    Change_Character(sender,"CnC_Nod_RocketSoldier_3Boss_Secret");
    Commands->Clear_Weapons(sender);
    Commands->Give_Powerup(sender,"POW_VoltAutoRifle_Player",true);
    Commands->Give_Powerup(sender,"POW_RamjetRifle_Player",true);
    Commands->Give_Powerup(sender,"POW_Railgun_Player",true);
    Commands->Select_Weapon(sender,"Weapon_RamjetRifle_Player");
    StrFormat2(message1,"ppage %d [Crate]: You just got a God Crate. You will be have more
power to kill others.",Get_Player_ID(sender));
    Console_Input(StrFormat("msg [Crate]: Warning! A %ls player just got a God Crate, better
watch your base
%ls!",Get_Wide_Team_Name(Team),Get_Wide_Team_Name(PTTEAM(Team))).c_str());
   }

   Commands->Set_Health(sender,800);
   Commands->Set_Shield_Strength(sender,800);

   Commands->Give_Powerup(sender,"POW_Pistol_Player",true);
   Commands->Give_Powerup(sender,"CnC_POW_MineRemote_02",true);
   Commands->Give_Powerup(sender,"CnC_POW_MineTimed_Player_02",true);
   Commands->Give_Powerup(sender,"CnC_MineProximity_05",true);
```

```
  Commands->Give_Powerup(sender,"CnC_POW_Ammo_ClipMax",false);
  Commands->Give_Powerup(sender,"CnC_POW_Ammo_ClipMax",false);
  Commands->Give_Powerup(sender,"CnC_POW_Ammo_ClipMax",false);
  Commands->Give_Powerup(sender,"CnC_POW_Ammo_ClipMax",false);

  if (Settings->Gamelog) {
   Vector3 pos = Commands->Get_Position(sender);
   StrFormat2(message3,"CRATE;God;;%d;%s;%f;%f;%f;%f;%f;%f;%d",
Commands->Get_ID(sender), Commands->Get_Preset_Name(sender), pos.Y,pos.X,pos.Z,
Commands->Get_Facing(sender),
Commands->Get_Max_Health(sender),Commands->Get_Max_Shield_Strength(sender),Get_Obj
ect_Type(sender));
  }
 }
```

You can add it under this crate code in gmcrate.cpp:

```
  else if ((RandomIntCrate <= (percent+=Settings->CrateThief)) && (Settings->CrateThief > 0)) {
  Commands->Give_Money(sender,(Commands->Get_Money(sender) * -1),false);
  StrFormat2(message2,"%ls picked up a Thief Crate.",Get_Wide_Player_Name(sender));
  StrFormat2(message1,"ppage %d [Crate]: You got the Thief Crate, you have lost all of your
credits.",Get_Player_ID(sender));
  Console_Input(StrFormat("msg [Crate]: %ls picked up a Thief Crate and he lost all
credits.",Get_Wide_Player_Name(sender)).c_str());
  Create_2D_Sound_Player(sender,"m00evag_dsgn0028i1evag_snd.wav");
  if (Settings->Gamelog) {
   Vector3 pos = Commands->Get_Position(sender);
   StrFormat2(message3,"CRATE;THIEF;;%d;%s;%f;%f;%f;%f;%f;%f;%d",
Commands->Get_ID(sender), Commands->Get_Preset_Name(sender), pos.Y,pos.X,pos.Z,
Commands->Get_Facing(sender),
Commands->Get_Max_Health(sender),Commands->Get_Max_Shield_Strength(sender),Get_Obj
ect_Type(sender));
  }
 }
```

Now, inside the definition of "void CrateSettings::Load()" copy and paste the following: (next under
"CrateThief = INI->Get_Int("Crates","Thief",0);")

CrateGod = INI->Get_Int("Crates","God",0);

Now, inside the definition of "void Crate_Defaults()" copy and paste the following: (change any
values needed to make them all add up to 100. Again next unde "Settings->CrateThief = 2;")

Settings->CrateGod = 1;

Now, inside the definition of "void Crate_Level_Loaded()" copy and paste the following: (next "+ Settings->ThiefCrate" and if its your last crate in your scripts)

+ Settings->CrateGod;

So thats all in gmcrate.cpp No we must edit gmcrate.h So now, inside the definition of "struct CrateSettings" copy and paste the following: (again next under "int CrateThief;")

int CrateThief;

You'll need to add some entries to the Crate Section in ssgm.ini So under [Crate] add (you can set higher number max to 100:

God=1

Thanks to reborn for help and his time.
I hope you will enjoy this.

Thanks.

ExEric3

Subject: Re: Code Release - God Crate
Posted by _SSnipe_ on Thu, 07 Feb 2008 19:38:15 GMT
View Forum Message <> Reply to Message

omg u ripped us off...

Subject: Re: Code Release - God Crate
Posted by Genesis2001 on Thu, 07 Feb 2008 23:45:05 GMT
View Forum Message <> Reply to Message

SSnipe wrote on Thu, 07 February 2008 12:38omg u ripped us off...

Wtf?

~Zack

Subject: Re: Code Release - God Crate
Posted by Hex on Fri, 08 Feb 2008 00:09:01 GMT
View Forum Message <> Reply to Message

Out of ssaow (1.4?)

Subject: Re: Code Release - God Crate
Posted by _SSnipe_ on Fri, 08 Feb 2008 00:25:38 GMT
View Forum Message <> Reply to Message

thats the same god crate we had at xpz that matt3yk or what ever made it salmsot or pretty much the extact same lol but im jsut joking its a cool crate

---

Subject: Re: Code Release - God Crate
Posted by BlueThen on Fri, 08 Feb 2008 02:12:32 GMT
View Forum Message <> Reply to Message

What does it do? Give a better description please. :/

Does it make you temporarily invincible or give you some kind of special character...?

Subject: Re: Code Release - God Crate
Posted by _SSnipe_ on Fri, 08 Feb 2008 04:47:11 GMT
View Forum Message <> Reply to Message

gives u a secret char with lot of health and lot of armor and lot of weps enough to kill the building

---

Subject: Re: Code Release - God Crate
Posted by halo2pac on Thu, 21 Feb 2008 01:34:03 GMT
View Forum Message <> Reply to Message

yes he ripped us off.. and got it wrong... and i just started C++ 5 min ago

ExEric3
So thats all in gmcrate.cpp No we must edit gmcrate.h So now, inside the definition of "struct

---

CrateSettings" copy and paste the following: (again next under "int CrateThief;")

int CrateThief;

shouldnt that be:

int CrateGod;

???

Subject: Re: Code Release - God Crate
Posted by Genesis2001 on Thu, 21 Feb 2008 05:26:33 GMT
View Forum Message <> Reply to Message

halo2pac wrote on Wed, 20 February 2008 18:34yes he ripped us off..

No one cares but you and SSnipe...

~Zack

Subject: Re: Code Release - God Crate
Posted by crazfulla on Thu, 21 Feb 2008 07:57:35 GMT
View Forum Message <> Reply to Message

SSnipe wrote on Thu, 07 February 2008 13:38omg u ripped us off...
Dear forum member,

Thank you for your post! I, crazfulla, have evaluated it and provide the following report as a courtosey to you:

I found that your post was...
[ ] Incomprehensible due to spelling and gramatical errors.
[ ] Offensive towards other members of this community.
[ ] Adequately portraying your limited vocabulary.
[ ] Very convincing that you wish to remain banned.
[ ] A complete waste of time- why did I bother evaluating?
[ ] Inspiring to get ingame with you sometime.
[X] Attempting to make others look like idiots & backfiring.
[ ] In blatant disregard to the Sticky Threads.
[ ] Somewhat too revealing of your sexual fantasies.

[ ] Without the relevant facts or information required.
[X] So n00bish it makes the Anti-Cheat clan look cool.

You could improve your postings considerably by...
[ ] Including a few actual facts.
[ ] Taking remedial English lessons.
[X] Mentioning how pointless or idiotic your post is.
[ ] Refraining from screaming 'Mod Abuse'.
[ ] Using Leet Speak more often.
[ ] Including Screenshots, IRC logs and other such media.
[ ] Swearing more.
[ ] Reducing your rant to 5,000 words or less.
[ ] Previewing your posts before submitting.
[ ] Running your posts through a spellchecker.
[ ] Using famous quotes like "I am the master" or "Join our powerful clan".
[ ] Using religious or racial slurs so we can ban you now.
[ ] Using "O RLY", "OMGWTFBBQ", "ROFLCOPTER", "AYBABTU" etc more frequently.
[X] Using childish insults such as "silly mod person".
[X] Pretending to be a pirate.
[ ] Putting more than one emoticon/word in it.
[ ] Not trying to change the rules of a server which you do not pay for.
[ ] Actually finishing a map before you post a thread about it.
[ ] Using all capital letters.
[ ] Not dodging 1v1's.
[ ] Not double posting.

Please get...
[ ] A life.
[X] A grip.
[ ] A job.
[ ] A clue.
[ ] A girlfriend.
[X] Some balls.
[ ] Some lube for your dildo.
[ ] A basic knowledge of the game.

You should...
[ ] Not be so concerned about your recommendations or statistics.
[ ] Post this thread five more times in different sections.
[X] Take your medications.
[ ] Actually read the tutorials on RenHelp.net before saying they are of no value.
[ ] Always read the Sticky Threads before posting somthing that dumb/rude/obnoxious.
[ ] Contribute towards the n00bless servers.
[ ] Join the Renegade 1942 Development Team.
[ ] Join the Anti-Cheat clan.
[ ] Stop kicking/banning people for things like swearing or using CAPITALS.
[ ] Not imitate the ACK reply.
[X] Come out of the closet.

[ ] Realize that RenGuard doesn't work for everyone and it doesn't stop cheats.
[ ] Download Renegade IP to avoid the WOL bug rather than acusing mods of banning you.
[ ] Pay USBsatan for his services last night.
[ ] Not encourage cpjok.
[ ] Not use cheats.

Suggested other activities besides such posting:
[ ] Joining or starting a clan that isn't full of retards.
[ ] Actually learning how to make a map or mod, then making one.
[ ] Joining the NAVY.
[X] Watching Monty Python's "The Meaning Of Life".
[ ] Whoring Facebook applications or playing Runescape.
[X] Jumping out of a plane without a parachute
[ ] Playing in a different server.

You have...
[ ] passed.
[X] failed.
[ ] Five minutes to live.

Subject: Re: Code Release - God Crate
Posted by halo2pac on Thu, 21 Feb 2008 12:51:53 GMT
View Forum Message <> Reply to Message

ROFLCOPTER i love linkin park!~

and that was teh gayest reply i have ever seen o.0
silly noobs replies are for pros XD.

Subject: Re: Code Release - God Crate
Posted by Gen_Blacky on Thu, 21 Feb 2008 15:10:02 GMT
View Forum Message <> Reply to Message

crazfulla wrote on Thu, 21 February 2008 01:57SSnipe wrote on Thu, 07 February 2008
13:38omg u ripped us off...
Dear forum member,

Thank you for your post! I, crazfulla, have evaluated it and provide the following report as a
courtosey to you:

I found that your post was...
[ ] Incomprehensible due to spelling and gramatical errors.
[ ] Offensive towards other members of this community.
[ ] Adequately portraying your limited vocabulary.
[ ] Very convincing that you wish to remain banned.

[ ] A complete waste of time- why did I bother evaluating?
[ ] Inspiring to get ingame with you sometime.
[X] Attempting to make others look like idiots & backfiring.
[ ] In blatant disregard to the Sticky Threads.
[ ] Somewhat too revealing of your sexual fantasies.
[ ] Without the relevant facts or information required.
[X] So n00bish it makes the Anti-Cheat clan look cool.

You coluld improve your postings considerably by...
[ ] Including a few actual facts.
[ ] Taking remedial English lessons.
[X] Mentioning how pointless or idiotic your post is.
[ ] Refraining from screaming 'Mod Abuse'.
[ ] Using Leet Speak more often.
[ ] Including Screenshots, IRC logs and other such media.
[ ] Swearing more.
[ ] Reducing your rant to 5,000 words or less.
[ ] Previewing your posts before submitting.
[ ] Running your posts through a spellchecker.
[ ] Using famous quotes like "I am the master" or "Join our powerful clan".
[ ] Using religious or racial slurs so we can ban you now.
[ ] Using "O RLY", "OMGWTFBBQ", "ROFLCOPTER", "AYBABTU" etc more frequently.
[X] Using childish insults such as "silly mod person".
[X] Pretending to be a pirate.
[ ] Putting more than one emoticon/word in it.
[ ] Not trying to change the rules of a server which you do not pay for.
[ ] Actually finishing a map before you post a thread about it.
[ ] Using all capital letters.
[ ] Not dodging 1v1's.
[ ] Not double posting.

Please get...
[ ] A life.
[X] A grip.
[ ] A job.
[ ] A clue.
[ ] A girlfriend.
[X] Some balls.
[ ] Some lube for your dildo.
[ ] A basic knowledge of the game.

You should...
[ ] Not be so concerned about your recommendations or statistics.
[ ] Post this thread five more times in different sections.
[X] Take your medications.
[ ] Actually read the tutorials on RenHelp.net before saying they are of no value.
[ ] Always read the Sticky Threads before posting somthing that dumb/rude/obnoxious.
[ ] Contribute towards the n00bless servers.

[ ] Join the Renegade 1942 Development Team.
[ ] Join the Anti-Cheat clan.
[ ] Stop kicking/banning people for things like swearing or using CAPITALS.
[ ] Not imitate the ACK reply.
[X] Come out of the closet.
[ ] Realize that RenGuard doesn't work for everyone and it doesn't stop cheats.
[ ] Download Renegade IP to avoid the WOL bug rather than acusing mods of banning you.
[ ] Pay USBsatan for his services last night.
[ ] Not encourage cpjok.
[ ] Not use cheats.

Suggested other activities besides such posting:
[ ] Joining or starting a clan that isn't full of retards.
[ ] Actually learning how to make a map or mod, then making one.
[ ] Joining the NAVY.
[X] Watching Monty Python's "The Meaning Of Life".
[ ] Whoring Facebook applications or playing Runescape.
[X] Jumping out of a plane without a parachute
[ ] Playing in a different server.

You have...
[ ] passed.
[X] failed.
[ ] Five minutes to live.

It's even sadder when take time to post something like this.... but lol

---

Subject: Re: Code Release - God Crate
Posted by F1r3st0rm on Thu, 21 Feb 2008 19:07:31 GMT
View Forum Message <> Reply to Message

I'm pretty sure he copy-pasted it...