Subject: Script Request
Posted by _SSnipe_ on Sun, 11 May 2008 19:24:54 GMT
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does anyone have a fog crate or fog command or anything to know so i can tyr to make a fog crate? like xpz server used to have

---

Subject: Re: Script Request
Posted by reborn on Sun, 11 May 2008 19:27:39 GMT
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The fog function needs bhs.dll on the client, players without bhs.dll would not have the effect. Players do not need another reason to not use the scripts.dll made by BHS.

Subject: Re: Script Request
Posted by _SSnipe_ on Sun, 11 May 2008 20:22:18 GMT
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reborn wrote on Sun, 11 May 2008 12:27The fog function needs bhs.dll on the client, players without bhs.dll would not have the effect. Players do not need another reason to not use the scripts.dll made by BHS.
i know....im aware its not for a server....well it is...but not to play on a test server for the video im making and i got this bad add idea but i need some fog and rain in a command i can use so please?

Subject: Re: Script Request
Posted by reborn on Sun, 11 May 2008 23:06:30 GMT
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Erm, this should work then...

```
class fogChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType) {
  Commands->Set_Fog_Enable(1);
  Commands->Set_Fog_Range (0.5,25.0f,3.5f);
 }
};
ChatCommandRegistrant<fogChatCommand>
fogChatCommandReg("!fog",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

Subject: Re: Script Request
Posted by _SSnipe_ on Mon, 12 May 2008 04:30:54 GMT

can u add just a lil bit oF rain...no lighting plz :Dc

Subject: Re: Script Request
Posted by cAmpa on Mon, 12 May 2008 07:32:47 GMT

Eherm, where is that problem to search in scripts for the ready useable script functions?

In "scripts.h" is all what you need about weather.

Subject: Re: Script Request
Posted by reborn on Mon, 12 May 2008 09:36:17 GMT

Try this

```
class fogChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType) {
  Commands->Set_Fog_Enable(1);
  Commands->Set_Fog_Range (0.5,25.0f,3.5f);
        Commands->Set_Rain(10.0f,3.5f,true);
 }
};
ChatCommandRegistrant<fogChatCommand>
fogChatCommandReg("!fog",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

Subject: Re: Script Request
Posted by _SSnipe_ on Mon, 12 May 2008 17:15:04 GMT

ok ty ill test it soon as i figure out why my server wont load up =/

Subject: Re: Script Request
Posted by _SSnipe_ on Tue, 13 May 2008 03:06:19 GMT

itworks now how i turn it off lol?
will this work

```
class fogChatCommand : public ChatCommandClass {
```

```
 void Triggered(int ID,const TokenClass &Text,int ChatType) {
  Commands->Set_Fog_Enable(o);
  Commands->Set_Fog_Range (0.5,25.0f,3.5f);
          Commands->Set_Rain(10.0f,3.5f,false);
 }
};
ChatCommandRegistrant<fogChatCommand>
fogChatCommandReg("!fogoff",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

Subject: Re: Script Request
Posted by ExEric3 on Tue, 13 May 2008 05:01:16 GMT
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SSnipe wrote on Tue, 13 May 2008 05:06itworks now how i turn it off lol?
will this work

```
class fogChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType) {
  Commands->Set_Fog_Enable(o);
  Commands->Set_Fog_Range (0.5,25.0f,3.5f);
          Commands->Set_Rain(10.0f,3.5f,false);
 }
};
ChatCommandRegistrant<fogChatCommand>
fogChatCommandReg("!fogoff",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

And what about timers?

It's harder but if you look better on reborn's codes Im sure you will know it.

Subject: Re: Script Request
Posted by _SSnipe_ on Tue, 13 May 2008 08:11:25 GMT
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ExEric3 wrote on Mon, 12 May 2008 22:01SSnipe wrote on Tue, 13 May 2008 05:06itworks now
how i turn it off lol?
will this work

```
class fogChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType) {
  Commands->Set_Fog_Enable(o);
  Commands->Set_Fog_Range (0.5,25.0f,3.5f);
          Commands->Set_Rain(10.0f,3.5f,false);
 }
};
```

ChatCommandRegistrant<fogChatCommand>
fogChatCommandReg("!fogoff",CHATTYPE_ALL,0,GAMEMODE_ALL);

And what about timers?

It's harder but if you look better on reborn's codes Im sure you will know it.

naw its for testing something and some filming...on and off command well do

---

Subject: Re: Script Request
Posted by reborn on Tue, 13 May 2008 08:39:46 GMT

Try this

```
class fogoffChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType) {
  Commands->Set_Fog_Enable(0);
          Commands->Set_Rain(0.0f,1.0f,true);
 }
};
ChatCommandRegistrant<fogoffChatCommand>
fogoffChatCommandReg("!fogoff",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

Subject: Re: Script Request
Posted by _SSnipe_ on Tue, 13 May 2008 17:20:55 GMT

reborn wrote on Tue, 13 May 2008 01:39Try this

```
class fogoffChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType) {
  Commands->Set_Fog_Enable(0);
          Commands->Set_Rain(0.0f,1.0f,true);
 }
};
ChatCommandRegistrant<fogoffChatCommand>
fogoffChatCommandReg("!fogoff",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

forgot to say also inclusing turning rain off to =/ I THINK ill i ahve to do is trun the true to false on the rain string correct reborn?

Subject: Re: Script Request
Posted by _SSnipe_ on Tue, 13 May 2008 21:09:29 GMT
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nvm i got it thanks....now what other weather is there?

how about snow?
lighting? wats the command for those? off and on?

Subject: Re: Script Request
Posted by reborn on Wed, 14 May 2008 09:48:27 GMT
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typedef void (*_Set_Clouds) (float Cover,float Gloominess,float Transition);
typedef void (*_Set_Lightning) (float Intensity,float StartDistance,float EndDistance,float
Heading,float Distribution,float Transition);
typedef void (*_Set_War_Blitz) (float Intensity,float StartDistance,float EndDistance,float
Heading,float Distribution,float Transition);
typedef void (*_Set_Wind) (float Heading,float Speed,float Variability,float Transition);
typedef void (*_Set_Rain) (float Density,float Transition,bool Unused);
typedef void (*_Set_Snow) (float Density,float Transition,bool Unused);
typedef void (*_Set_Ash) (float Density,float Transition,bool Unused);
typedef void (*_Set_Fog_Enable) (bool Enable);
typedef void (*_Set_Fog_Range) (float StartDistance,float EndDistance,float Transition);

Subject: Re: Script Request
Posted by _SSnipe_ on Wed, 14 May 2008 18:44:20 GMT
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reborn wrote on Wed, 14 May 2008 02:48typedef void (*_Set_Clouds) (float Cover,float
Gloominess,float Transition);
typedef void (*_Set_Lightning) (float Intensity,float StartDistance,float EndDistance,float
Heading,float Distribution,float Transition);
typedef void (*_Set_War_Blitz) (float Intensity,float StartDistance,float EndDistance,float
Heading,float Distribution,float Transition);
typedef void (*_Set_Wind) (float Heading,float Speed,float Variability,float Transition);
typedef void (*_Set_Rain) (float Density,float Transition,bool Unused);
typedef void (*_Set_Snow) (float Density,float Transition,bool Unused);
typedef void (*_Set_Ash) (float Density,float Transition,bool Unused);
typedef void (*_Set_Fog_Enable) (bool Enable);
typedef void (*_Set_Fog_Range) (float StartDistance,float EndDistance,float Transition);

lol so im guessing thats all the weather changes.....now i got to figure out how to put them in a
chat hook....sorry i know im c++ retarted but im guessing the way it is now wont work?
i think i understand some so let me try it out

1>.\gmmain.cpp(1592) : error C2039: 'Set_lightning' : is not a member of 'ScriptCommands'
1>   c:\users\lil blueyes\desktop\ssgm source\ssgm source\ssgm source\scripts.h(695) : see
declaration of 'ScriptCommands'
1>.\gmmain.cpp(1600) : error C2039: 'Set_lightning' : is not a member of 'ScriptCommands'
1>   c:\users\lil blueyes\desktop\ssgm source\ssgm source\ssgm source\scripts.h(695) : see
declaration of 'ScriptCommands'
1>.\gmmain.cpp(1642) : fatal error C1071: unexpected end of file found in comment

i get that message when i try to do lightning
how can i fix it?

```
class cloudsChatCommand : public ChatCommandClass {
  void Triggered(int ID,const TokenClass &Text,int ChatType) {
  Commands->Set_Clouds(10.5f,20.0f,9.5f);
  }
};

ChatCommandRegistrant<cloudsChatCommand>
cloudsChatCommandReg("!clouds",CHATTYPE_ALL,0,GAMEMODE_ALL);

class cloudsoffChatCommand : public ChatCommandClass {
  void Triggered(int ID,const TokenClass &Text,int ChatType) {
  Commands->Set_Clouds(0.0f,0.0f,0.0f);
  }
};

ChatCommandRegistrant<cloudsoffChatCommand>
cloudsoffChatCommandReg("!cloudsoff",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

for the clouds.....the !clouds wont work but the !cloudsoff works....how can i get the !clouds to work

```
 class windChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType) {
Commands->Set_Wind(20.7f,15.0f,5.0f,3.5f);
 }
};

ChatCommandRegistrant<windChatCommand>
```

```
windChatCommandReg("!wind",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

is there something im missing?

ps sorry its kinda alot i really am trying my best i got !snow to work and understood a little bit of it but im still...well...ya please and thank you[/size]

Subject: Re: Script Request
Posted by EA-DamageEverything on Wed, 14 May 2008 22:16:41 GMT
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A helpful resource getting some values for the weather is LevelEdit. Make a new mod package, place a .lvl file into the levels dir and load up your mod.

The rest is shown in the picture. In LE click on EDIT -> Background settings and fiddle around with the values.

BTW back to the fog crate, I can help you with that. Thanks to Reborn, it's quite easy to create one based on his code.
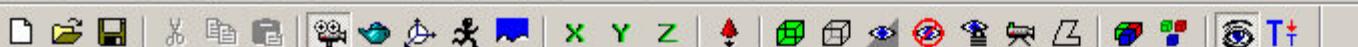
File Attachments
1) weather.jpg, downloaded 389 times

File   Edit   View   Object   Vis   Pathfinding   Lighting   Sounds   Camera   Strings   Presets

Background Settings

Music | Sky | Weather
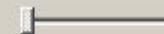
☑ Fog

Color:

Start: 1 ↕ m

End: 80 ↕ m

Precipitation

⦿ None   ○ Snow
○ Rain   ○ Volcanic ash

Density: 0.000 ↕ particles/s /unit area

Lightning

⦿ None   ○ Lightning   ○ War Blitz

Intensity: 0.00
Start Distance: 0.00
End Distance: 1.00
Heading: 0.00
Distribution: 0.50

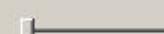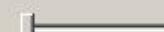Wind

Heading: 0.00
Speed: 0.000 ↕ m/s
Variability: 0.00

OK   Abbrechen   Übernehmen

Subject: Re: Script Request
Posted by _SSnipe_ on Wed, 14 May 2008 22:20:19 GMT

EA-DamageEverything wrote on Wed, 14 May 2008 15:16A helpful resource getting some values for the weather is LevelEdit. Make a new mod package, place a .lvl file into the levels dir and load up your mod.

The rest is shown in the picture. In LE click on EDIT -> Background settings and fiddle around with the values.

BTW back to the fog crate, I can help you with that. Thanks to Reborn, it's quite easy to create one based on his code.
helped a lot have not tested it yet but i have no yet found way to do the clouds

quick question when i put in a number like
180.0f

do i put it like this
180f
180.0f
 or
180.00f
or
180.000f

Subject: Re: Script Request
Posted by jonwil on Thu, 15 May 2008 03:37:23 GMT

It doesn't matter how many zeros you use, the compiler will treat them all the same anyway.

Subject: Re: Script Request
Posted by _SSnipe_ on Thu, 15 May 2008 04:57:59 GMT

well it seems likees evrtyhing fine but i cant get my
clouds
war blitz
lightning
wind

as for the lightning and war blitz or how ever you say iti did the command the way

---

EA-DamageEverything posted above with that info i made the chat hook

heres what i got

```
 class LightningChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
 Set_Lightning(0.80f,0.00f,1.00f,239.0f,0.80f,3.5f);
}
};

ChatCommandRegistrant<LightningChatCommand>
LightningChatCommandReg("!Lightning",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

```
 class warChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
 Set_War_Blitz(0.80f,0.00f,1.00f,239.0f,0.80f,3.5f);
}
};

ChatCommandRegistrant<warChatCommand>
warChatCommandReg("!war",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

another problem is how cna i get the sky to change color? iv seen it on kamuix serv...they done it
blue and green and red....i tryed to ask them but no one answers i think they used

commands->Set_Screen_Fade_Color

if not can someone tell me what they used?
 with that i tryed to make this but no luck ether

```
class greenfogChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType) {
 commands->Set_Screen_Fade_Color(Get_Float_Parameter("green"),0.0f);
 }
};

ChatCommandRegistrant<greenfogChatCommand>
greenfogChatCommandReg("!greenfog",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

but im mostly sure im complelty wrong

pleas ehelp and thank you

Subject: Re: Script Request
Posted by reborn on Thu, 15 May 2008 10:02:44 GMT
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Set_Lightning and Set_War_Blitz are part of the script Commands class, you need to put "Commands->" before them when using them. You compilers error message earlier was miss-leading, but I checked and it is part of that class.

I also checked these functions out at some point last year and noticed the effects seemed to do very little, if not nothing at all. Perhaps the distance and spread stuff is very sensitive, try diffrent float values ranging from very large to very small.

Subject: Re: Script Request
Posted by _SSnipe_ on Thu, 15 May 2008 16:56:13 GMT
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reborn wrote on Thu, 15 May 2008 03:02Set_Lightning and Set_War_Blitz are part of the script Commands class, you need to put "Commands->" before them when using them. You compilers error message earlier was miss-leading, but I checked and it is part of that class.

I also checked these functions out at some point last year and noticed the effects seemed to do very little, if not nothing at all. Perhaps the distance and spread stuff is very sensitive, try diffrent float values ranging from very large to very small.
i have added commands-> and yet i get a new error

1>.\gmmain.cpp(1599) : error C2065: 'commands' : undeclared identifier
1>.\gmmain.cpp(1599) : error C2227: left of '->Set_War_Blitz' must point to class/struct/union/generic type
1>   type is ''unknown-type''
1>.\gmmain.cpp(1608) : error C2065: 'commands' : undeclared identifier
1>.\gmmain.cpp(1608) : error C2227: left of '->Set_Lightning' must point to class/struct/union/generic type
1>   type is ''unknown-type''

Subject: Re: Script Request
Posted by _SSnipe_ on Fri, 16 May 2008 08:52:24 GMT

What You think reborn?

Subject: Re: Script Request
Posted by jnz on Fri, 16 May 2008 08:55:57 GMT

"Commands", not "commands".

Subject: Re: Script Request
Posted by _SSnipe_ on Fri, 16 May 2008 09:00:30 GMT

RoShamBo wrote on Fri, 16 May 2008 01:55"Commands", not "commands".
omfg so simple...let me try it out

Subject: Re: Script Request
Posted by _SSnipe_ on Fri, 16 May 2008 19:06:54 GMT

can u tell me why this wont work?

class greenChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType) {
 Commands->Set_Screen_Fade_Color(0.0f,255.0f,0.0f,3.5f);
 }
};

ChatCommandRegistrant<greenChatCommand>
greenChatCommandReg("!green",CHATTYPE_ALL,0,GAMEMODE_ALL);

heres how i try to learn from

typedef void (*_Set_Screen_Fade_Color_Player) (GameObject *obj,float red,float green,float blue,float transition);

im guessing it may make shit green like iv seen servers turn the sky green and red and blue

---

Subject: Re: Script Request

Posted by danpaul88 on Fri, 16 May 2008 20:57:59 GMT

Well GameObject* obj should be a valid game object, and your just giving it a float with the value 0.0, which will either be translated as NULL by the function and fail safely, or will cause Renegade to crash due to trying to access an invalid pointer.

Assuming Int ID refers to the player ID you should be able to use something like GetPlayerByID (ID) to get the GameObject* to pass to the function. The function name might be slightly different to that, this is just off the top of my head.

EDIT: Wait, nvm, you not even using that first parameter for some reason, so I don't think you have the right function definition there...

Subject: Re: Script Request
Posted by _SSnipe_ on Fri, 16 May 2008 21:07:07 GMT

danpaul88 wrote on Fri, 16 May 2008 13:57

EDIT: Wait, nvm, you not even using that first parameter for some reason, so I don't think you have the right function definition there...
then how i fix it?

Subject: Re: Script Request
Posted by _SSnipe_ on Sun, 18 May 2008 07:46:36 GMT

i have a new question i need an answer to please...
when i do a chat hook i can have an agt gun attached to my characters bone but i want to be able to make an object lets say a tank via chat hook and hook a object to it...the problem is a model or tnak does not have a bone to attach it to so how can i attach a gun or objects to somethign i created via chathook

Subject: Re: Script Request
Posted by reborn on Sun, 18 May 2008 09:48:27 GMT

Tanks do have bones.

Subject: Re: Script Request
Posted by _SSnipe_ on Sun, 18 May 2008 09:57:24 GMT
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reborn wrote on Sun, 18 May 2008 02:48Tanks do have bones.
where can i find the names of the bones in which tanks?

Subject: Re: Script Request
Posted by reborn on Sun, 18 May 2008 10:00:32 GMT
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SSnipe wrote on Sun, 18 May 2008 05:57reborn wrote on Sun, 18 May 2008 02:48Tanks do have
bones.
where can i find the names of the bones in which tanks?
Open the .w3d file up in w3d viewer.

Subject: Re: Script Request
Posted by _SSnipe_ on Sun, 18 May 2008 10:06:06 GMT
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reborn wrote on Sun, 18 May 2008 03:00SSnipe wrote on Sun, 18 May 2008 05:57reborn wrote
on Sun, 18 May 2008 02:48Tanks do have bones.
where can i find the names of the bones in which tanks?
Open the .w3d file up in w3d viewer.
does it also apply for models? like the agt model found inside buildings.ini?

Subject: Re: Script Request
Posted by reborn on Sun, 18 May 2008 10:12:56 GMT
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Not sure, try it dude... You lazy ass

Subject: Re: Script Request
Posted by _SSnipe_ on Sun, 18 May 2008 10:14:34 GMT
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reborn wrote on Sun, 18 May 2008 03:12Not sure, try it dude... You lazy ass
hehe not lazy just tired of spending hours on something you guys do in 2 minutes

---

Subject: Re: Script Request

Posted by reborn on Sun, 18 May 2008 10:29:02 GMT

SSnipe wrote on Sun, 18 May 2008 06:14reborn wrote on Sun, 18 May 2008 03:12Not sure, try it dude... You lazy ass
hehe not lazy just tired of spending hours on something you guys do in 2 minutes

Two minutes, hehe.
Dude, I am like reading the next page of the same book you're reading. Whilst others have had there library cards for years now and have checked out every book twice.

I ask others for help too ya'know. But if we all help eachother with what we know (without the ego's) then this place can become nicer.

Subject: Re: Script Request
Posted by _SSnipe_ on Sun, 18 May 2008 10:40:21 GMT

reborn wrote on Sun, 18 May 2008 03:29SSnipe wrote on Sun, 18 May 2008 06:14reborn wrote on Sun, 18 May 2008 03:12Not sure, try it dude... You lazy ass
hehe not lazy just tired of spending hours on something you guys do in 2 minutes

Two minutes, hehe.
Dude, I am like reading the next page of the same book you're reading. Whilst others have had there library cards for years now and have checked out every book twice.

I ask others for help too ya'know. But if we all help eachother with what we know (without the ego's) then this place can become nicer.
well said........but with all honeslty im trying i really am....not trying to leach of people