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Subject: [script]drop mod

Posted by [Jamie or NuneGa](#) on Sun, 10 Aug 2008 14:27:22 GMT

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Wondering if anyone could provide a drop mod for a server so that with a admin command you can drop an orca onto you...

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Subject: Re: drop mod

Posted by [mr£Ä&Ä·z](#) on Sun, 10 Aug 2008 16:20:29 GMT

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i gave many peoples my script but cant find it yet lol

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Subject: Re: drop mod

Posted by [MackKinsey](#) on Sun, 10 Aug 2008 18:25:09 GMT

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madrackz wrote on Sun, 10 August 2008 11:20i gave many peoples my script but cant find it yet lol

I am one of them ^^, ty very much again!

```
class OrcaChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    GameObject *obj = Get_GameObj(ID);
    Vector3 position;
    position = Commands->Get_Position(obj);
    position.Z += 3.00;
    position.X += (float)(5*cos(Commands->Get_Facing(Get_GameObj(ID))*(3.14 / 180)));
    position.Y += (float)(5*sin(Commands->Get_Facing(Get_GameObj(ID))*(3.14 / 180)));
    const char * name = Get_Player_Name(obj);
    if (strcmp(name, "MonkeyX01") == 0)
    {
        GameObject *X = Commands->Create_Object("CnC_GDI_Orca", position);
        Commands->Set_Player_Type(X, 3);
        Commands->Set_Facing(X, Commands->Get_Facing(obj)-180);
        char message[1000];
        const char *Player = Get_Player_Name(obj);
        sprintf(message,"msg %s has Dropped a GDI Orca.", Player);
        Console_Input(message);
    }
};

ChatCommandRegistrant<OrcaChatCommand>
OrcaChatCommandReg("!orca",CHATTYPE_ALL,0,GAMEMODE_AOW);
The one above is only for 1 Nickname, MonkeyX01, just edit it.
This one is for everyone, and costs 900 creds
```

```

class OrcaChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    GameObject *obj = Get_GameObj(ID);
Vector3 position;
position = Commands->Get_Position(obj);
position.Z += 3.00;
position.X += (float)(5*cos(Commands->Get_Facing(Get_GameObj(ID))*(3.14 / 180)));
position.Y += (float)(5*sin(Commands->Get_Facing(Get_GameObj(ID))*(3.14 / 180)));
if(Credits >= 900){
    Commands->Give_Money(obj,-900,false);
    GameObject *X = Commands->Create_Object("CnC_GDI_Orca", position);
    Commands->Set_Player_Type(X, 3);
    Commands->Set_Facing(X, Commands->Get_Facing(obj)-180);
    char message[1000];
    const char *Player = Get_Player_Name(obj);
    sprintf(message,"msg %s has Dropped a GDI Orca.", Player);
    Console_Input(message);
}
else {
Console_Input(StrFormat("ppage %d You need 900 credits to spawn an Orca.",ID).c_str());
}
}
};

```

ChatCommandRegistrant<OrcaChatCommand>  
OrcaChatCommandReg("!orca",CHATTYPE\_ALL,0,GAMEMODE\_AOW);  
And this one is only for mods and costs nothing again.

Add this on top of the file

```
#include<fstream>
```

```
usingnamespace std;
```

and this can be at every position (at gmmain.cpp)

```
//Mod App
```

```
bool Is_Mod(const char *Name)
```

```

{
    fstream file("mods.txt", ios::in);
    string tmp;
    while(file >> tmp)
    {
        if(strcmp(Name, tmp.c_str()) == 0)
        {
            return 1;
        }
    }
    return 0;
}

```

```
//Orca Command
```

```

class OrcaChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {

```

```

GameObject *obj = Get_GameObj(ID);
Vector3 position;
position = Commands->Get_Position(obj);
position.Z += 3.00;
position.X += (float)(5*cos(Commands->Get_Facing(Get_GameObj(ID))*(3.14 / 180)));
position.Y += (float)(5*sin(Commands->Get_Facing(Get_GameObj(ID))*(3.14 / 180)));
if(Is_Mod(Get_Player_Name_By_ID(ID))) {
    GameObject *X = Commands->Create_Object("CnC_GDI_Orca", position);
    Commands->Set_Player_Type(X, 3);
    Commands->Set_Facing(X, Commands->Get_Facing(obj)-180);
    char message[1000];
    const char *Player = Get_Player_Name(obj);
    sprintf(message,"msg %s has Dropped a GDI Orca.", Player);
    Console_Input(message);
}
else {
    Console_Input(StrFormat("ppage %d You need to be a mod to use that command.",ID).c_str());
}
};
ChatCommandRegistrant<OrcaChatCommand>
OrcaChatCommandReg("!orca",CHATTYPE_ALL,0,GAMEMODE_AOW);

```

You need to edit the Chat Command Registrants that u can use them all at one time, for example  
class Orca1ChatCommand : public ChatCommandClass {

```

.....
ChatCommandRegistrant<Orca1ChatCommand>
Orca1ChatCommandReg("!orca1",CHATTYPE_ALL,0,GAMEMODE_AOW);
class Orca2ChatCommand : public ChatCommandClass {
.....
ChatCommandRegistrant<Orca2ChatCommand>
Orca2ChatCommandReg("!orca2",CHATTYPE_ALL,0,GAMEMODE_AOW);

```

EDIT: For the Modlist based Variant, u need a mods.txt in your FDS Folder

EDIT2: Nice Photoshop Skills, NuneGa!

(And if you need help, ask Madrockz or contact me via pm here or at blackintel ^^)

Subject: Re: drop mod

Posted by [mr£Ä&Ä·z](#) on Sun, 10 Aug 2008 19:24:46 GMT

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or you want my command that a heli puts down a Orca

Subject: Re: drop mod

Posted by [Sn1per74\\*](#) on Tue, 12 Aug 2008 15:57:17 GMT

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That's not a drop mod though...

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