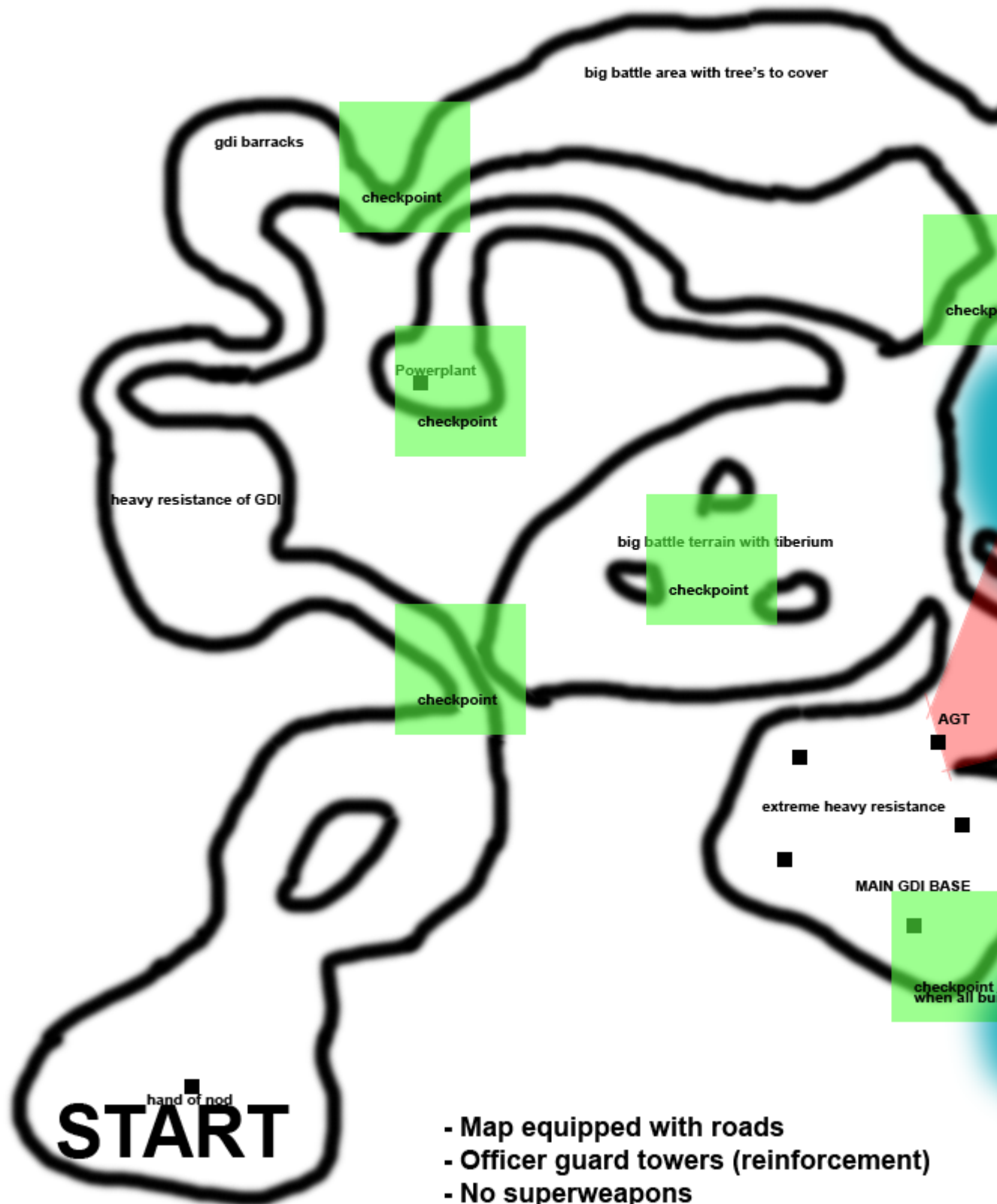

Subject: Coopmap lhavenoname
Posted by [renalpha](#) on Mon, 23 May 2011 12:29:48 GMT
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Its a wip.

File Attachments

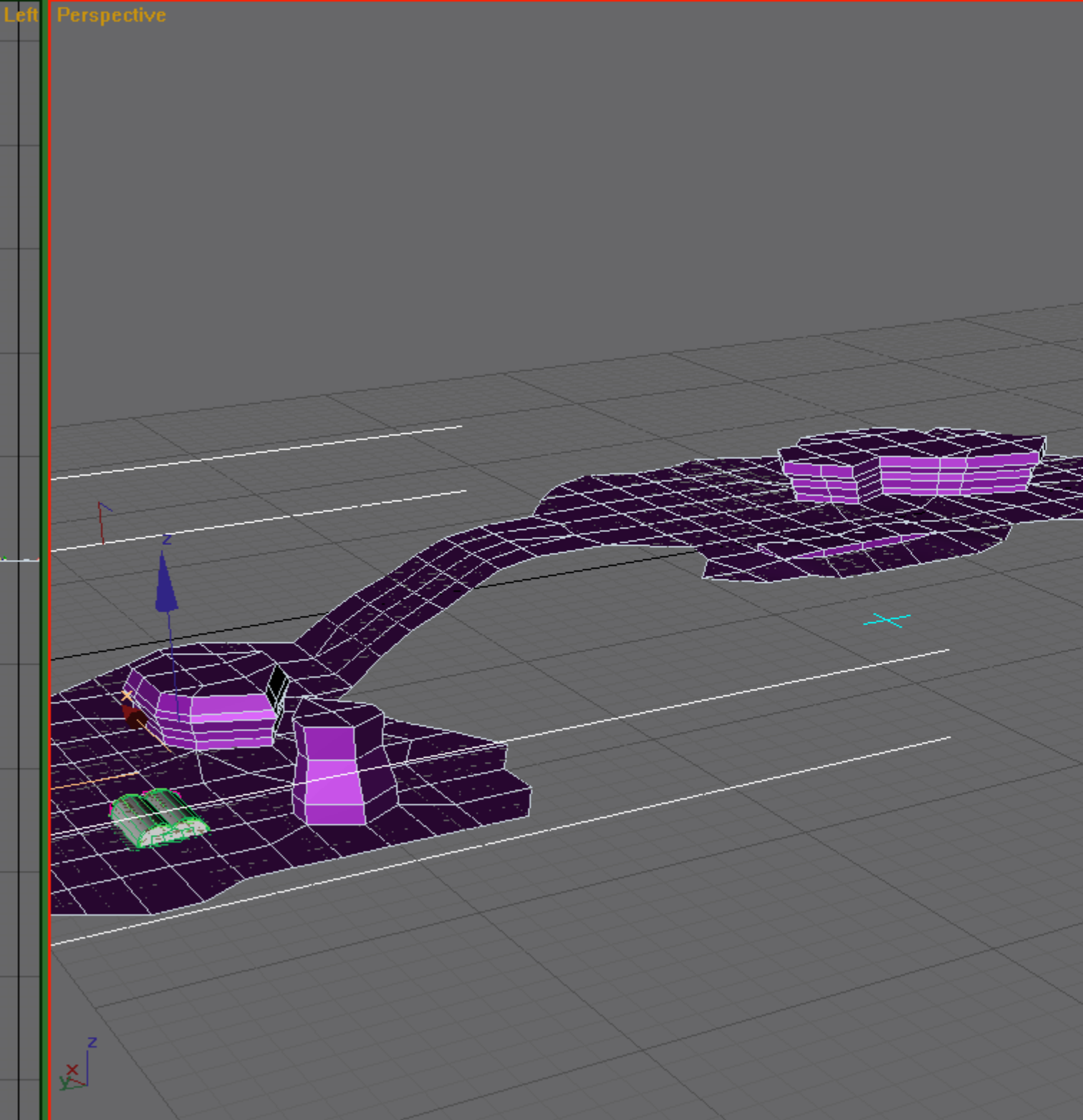
1) [coopmapcomingsoon.png](#), downloaded 678 times



An enemy GDI base has been spotted in this sector.
This zone is essential for deploying a NOD base.

- Map equipped with roads
- Officer guard towers (reinforcement)
- No superweapons
- Enemy airstrikes

2) [coopmap.png](#), downloaded 651 times



Subject: Re: Coopmap Ihavenoname
Posted by [zunnie](#) on Mon, 23 May 2011 12:30:48 GMT
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Nice

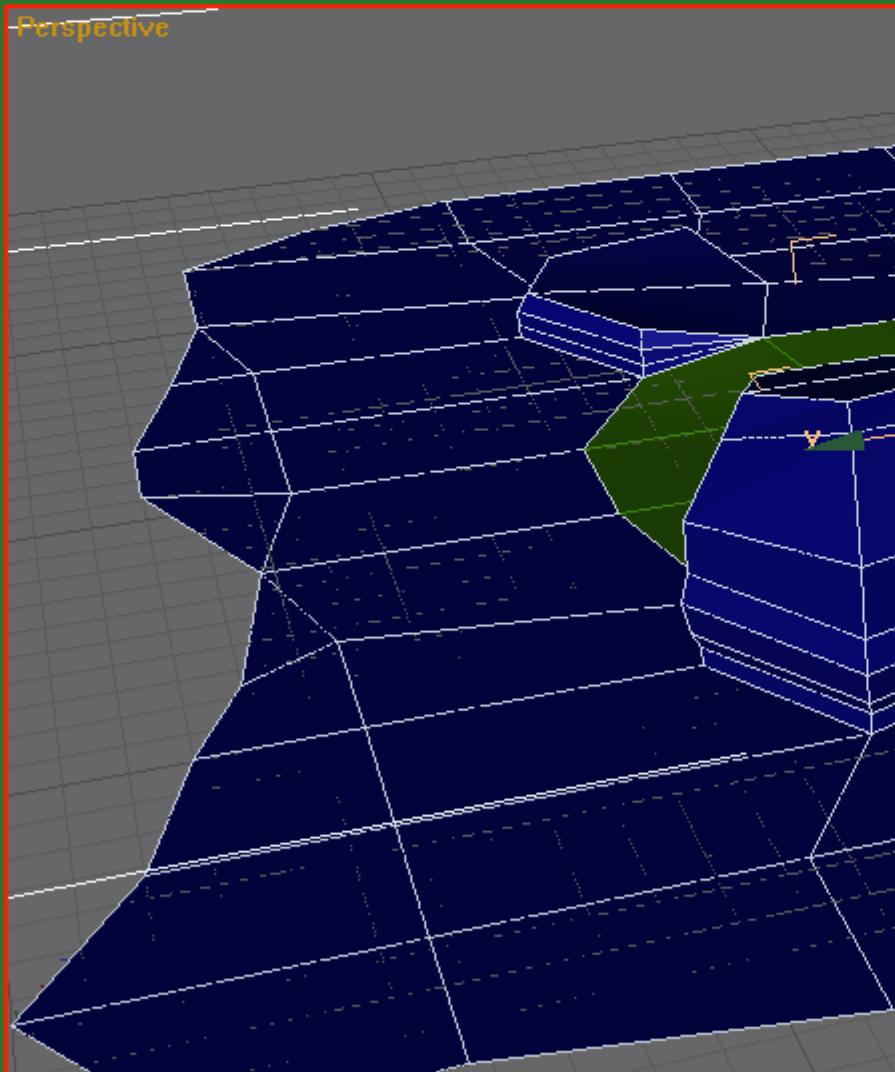
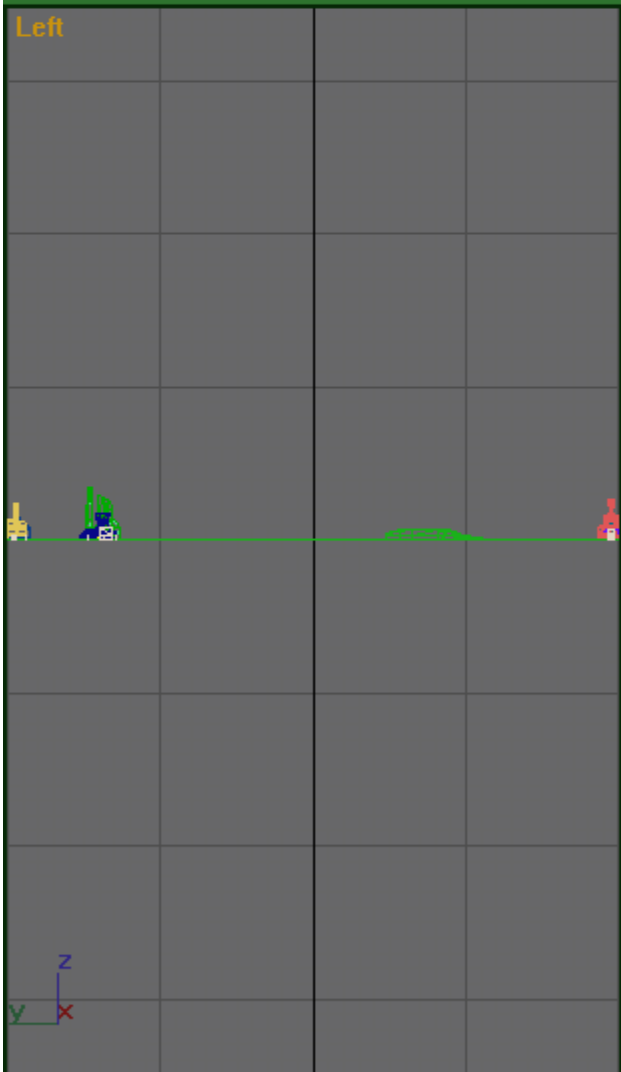
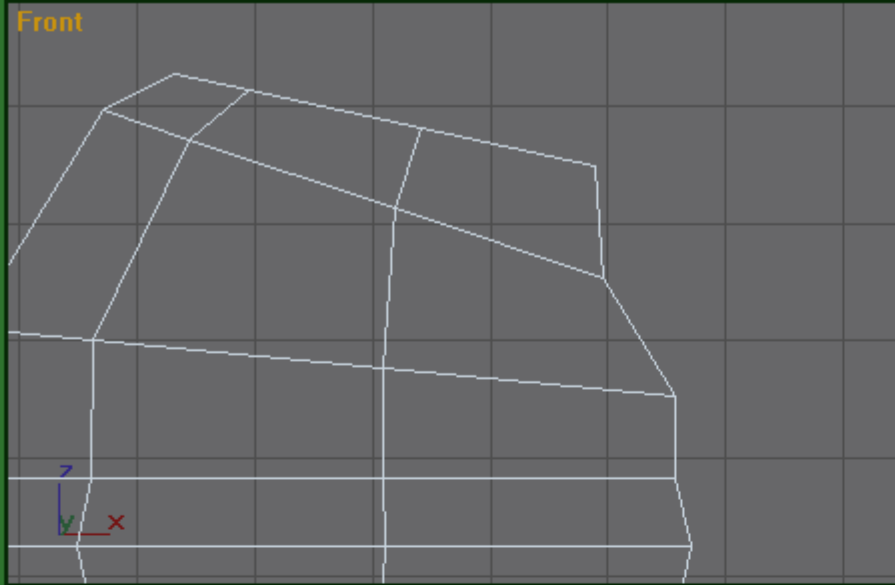
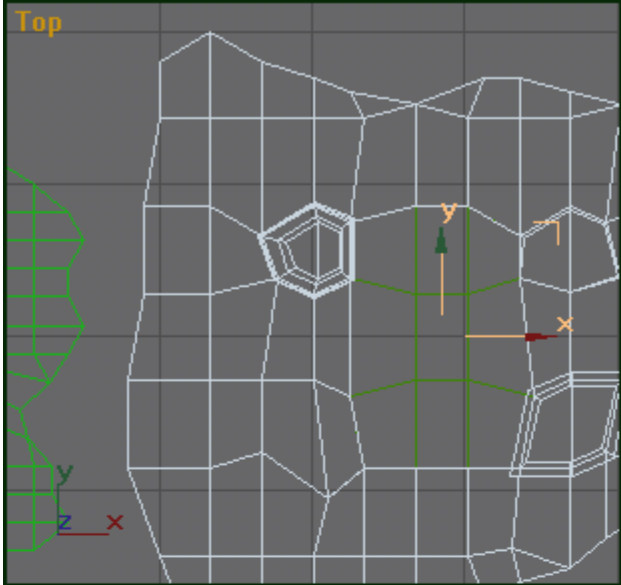
Looks like this will be a fun mission to play

Subject: Re: Coopmap Ihavenoname
Posted by [renalpha](#) on Mon, 23 May 2011 12:54:36 GMT
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tiberiumfield in center

File Attachments

1) [coopmap2.png](#), downloaded 571 times

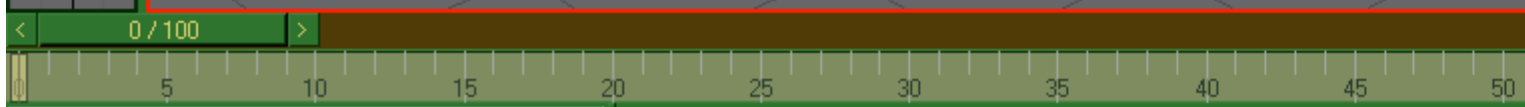
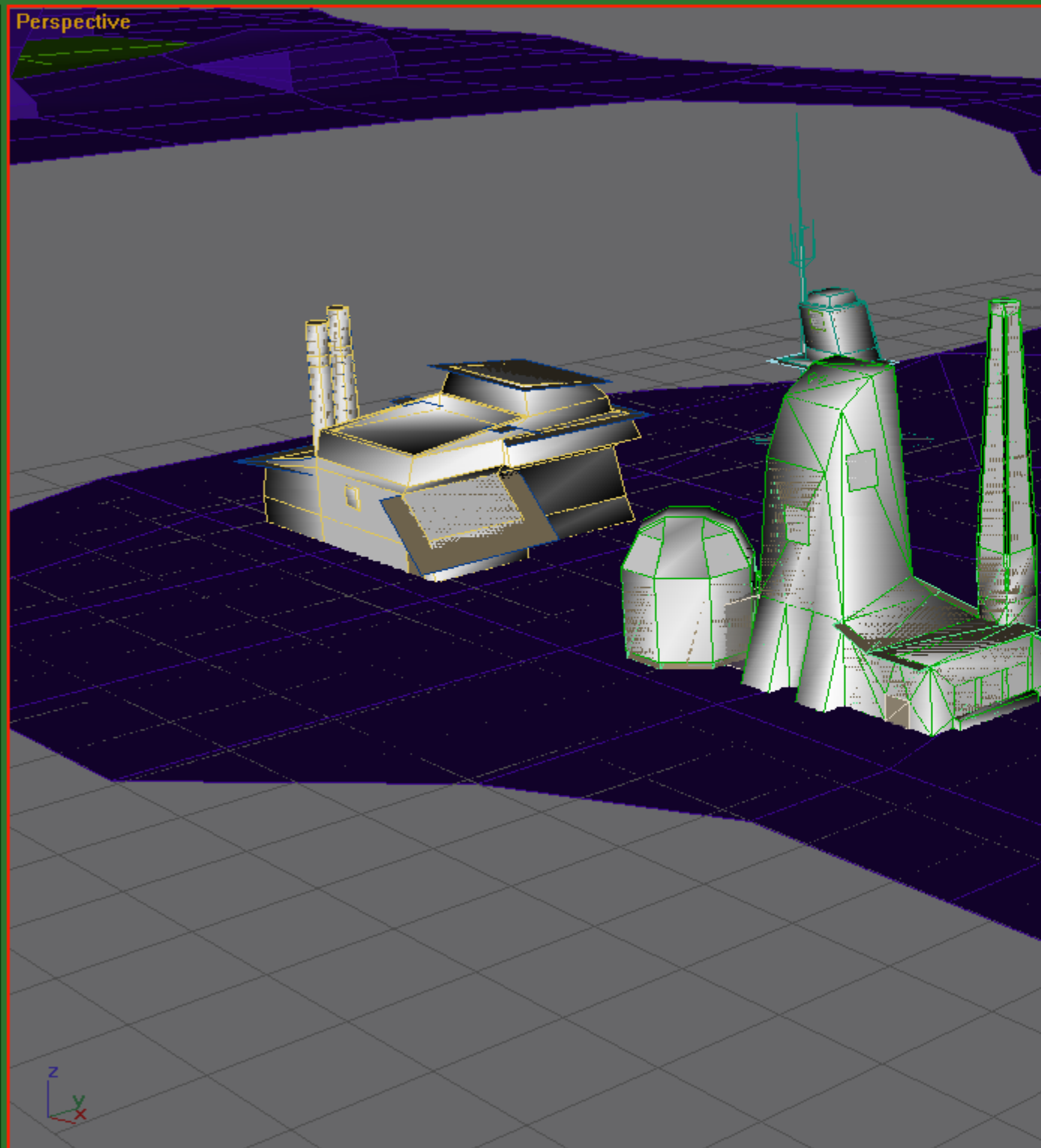
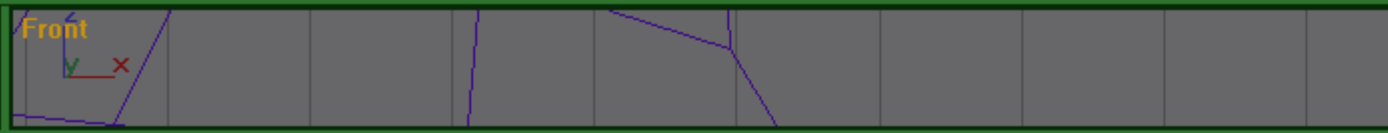


Subject: Re: Coopmap Ihavenoname
Posted by [renalpha](#) on Mon, 23 May 2011 13:02:47 GMT
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GDI base

File Attachments

1) [coopmap3.png](#), downloaded 573 times



1 Group Selected

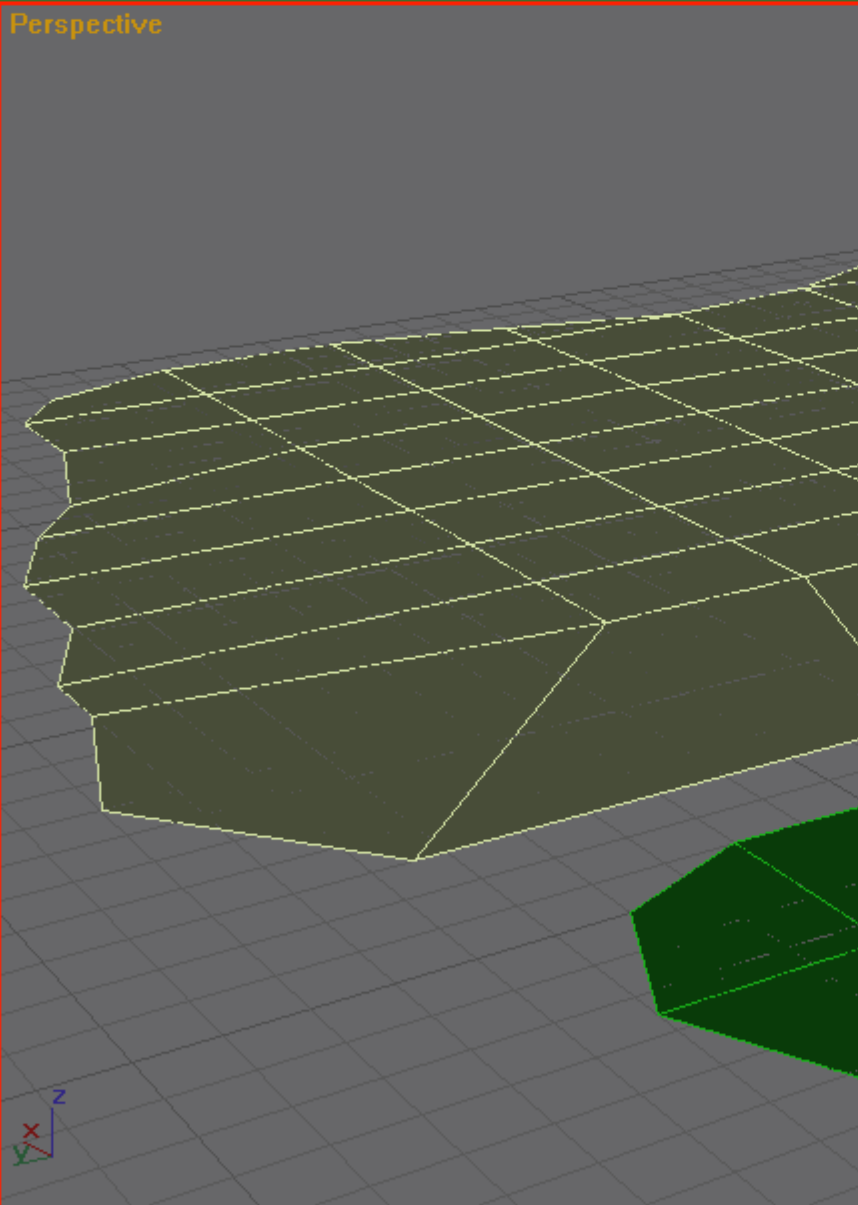
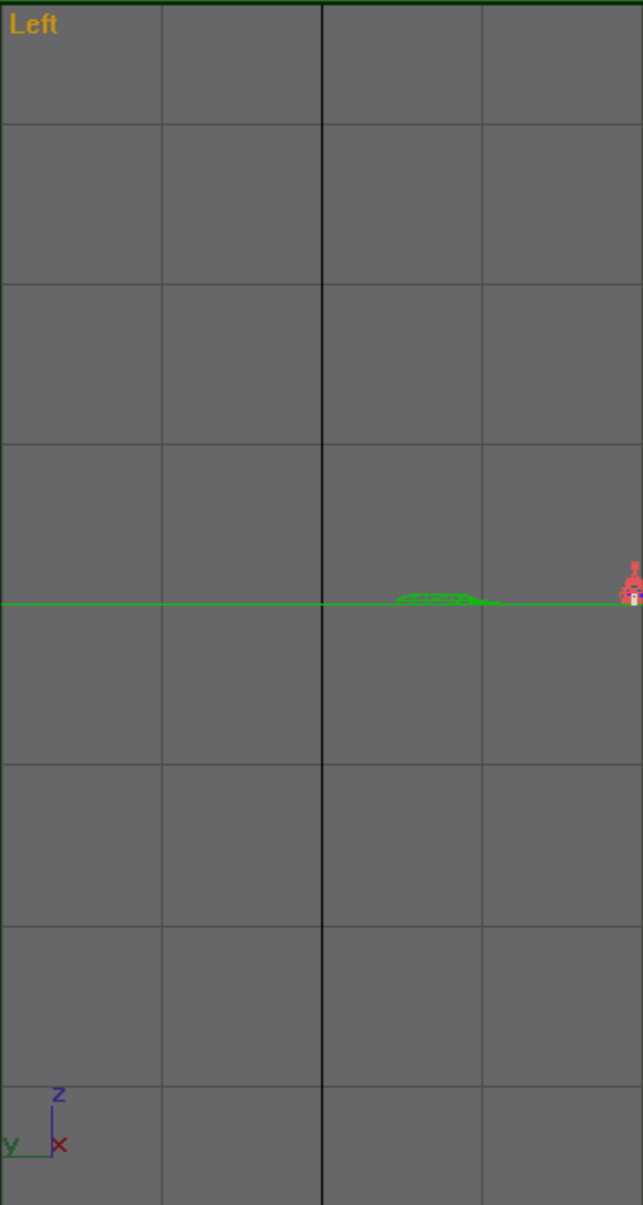
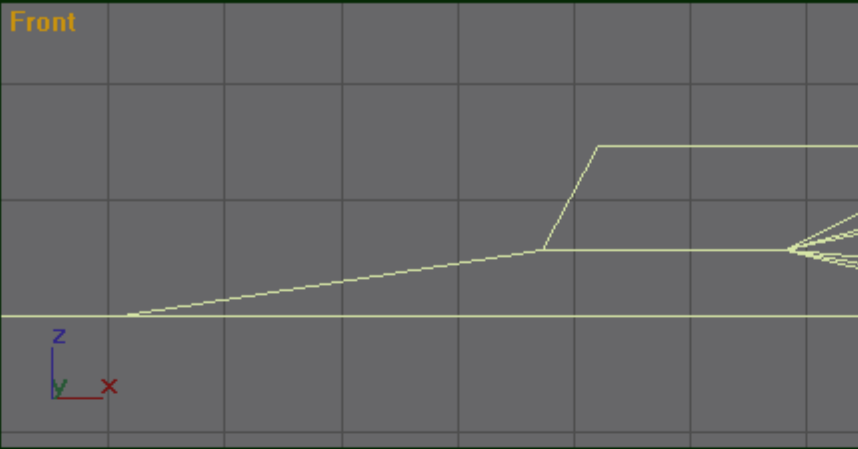
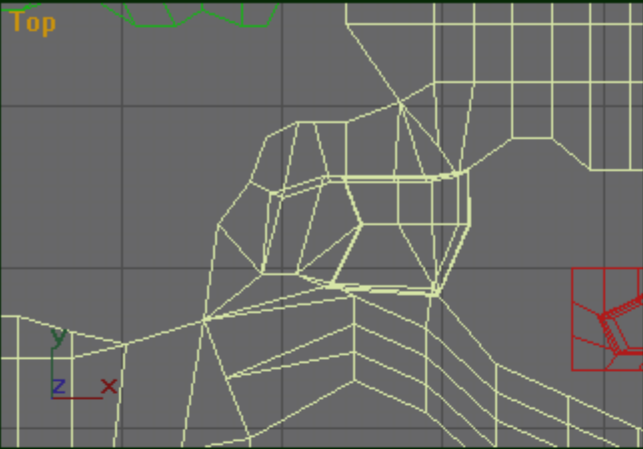
Click and drag to select and move objects

Subject: Re: Coopmap Ihavenoname
Posted by [renalpha](#) on Mon, 23 May 2011 13:21:18 GMT
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civillian terrain and a ridge where gdi soldiers can guard that area

File Attachments

1) [coopmap4.png](#), downloaded 579 times



Subject: Re: Coopmap Ihavenoname
Posted by [renalpha](#) on Mon, 23 May 2011 13:30:47 GMT
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powerplant

File Attachments

1) [coopmap5.png](#), downloaded 533 times

Subject: Re: Coopmap Ihavenoname
Posted by [iRANian](#) on Mon, 23 May 2011 14:26:51 GMT
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how are you gonna implement the checkpoint logic?

Subject: Re: Coopmap Ihavenoname
Posted by [renalpha](#) on Mon, 23 May 2011 14:36:55 GMT
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iRANian wrote on Mon, 23 May 2011 16:26how are you gonna implement the checkpoint logic?
tbh
i have no clue yet...

Subject: Re: Coopmap Ihavenoname
Posted by [zunnie](#) on Mon, 23 May 2011 15:07:30 GMT
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I've got an idea how to do that with a teleporter, simular way i did it for MCV Escort map in APB, except this will have more checkpoints.

Edit: Somethig like this will work:

```
void z_jret_CheckpointControl::Created(GameObject *obj)
{
    Commands->Enable_HUD_Pokable_Indicator(obj, true);
    PokerGuy = 0;
    AllowPoke = true;
    Check1Locked = true;
    Check2Locked = true;
    Check3Locked = true;
    Check4Locked = true;
    Check5Locked = true;
    Check6Locked = true;
}
void z_jret_CheckpointControl::Poked(GameObject *obj, GameObject *poker)
{
    if (AllowPoke)
    {
        Commands->Enable_HUD_Pokable_Indicator(obj, false);
        AllowPoke = false;
        PokerGuy = poker;
        if (Check1Locked == false)
        {
            Commands->Start_Timer(obj,this,0.0f,101);//teleport the guy
```

```

}
else if (Check2Locked == false)
{
    Commands->Start_Timer(obj,this,0.0f,102);//teleport the guy
}
else if (Check3Locked == false)
{
    Commands->Start_Timer(obj,this,0.0f,103);//teleport the guy
}
else if (Check4Locked == false)
{
    Commands->Start_Timer(obj,this,0.0f,104);//teleport the guy
}
else if (Check5Locked == false)
{
    Commands->Start_Timer(obj,this,0.0f,105);//teleport the guy
}
else if (Check6Locked == false)
{
    Commands->Start_Timer(obj,this,0.0f,106);//teleport the guy
}
else
{
    Send_Message(104,234,40,"Access Denied");
    Commands->Create_2D_WAV_Sound("accessdenied.wav");
}
Commands->Start_Timer(obj,this,2.0f,107);//allowpoke true
}
}
void z_jret_CheckpointControl::Timer_Expired(GameObject *obj, int number)
{
    if (number == 101)
    {
        Send_Message_Player(PokerGuy,104,234,40,"Access Granted");
        Create_2D_WAV_Sound_Player(PokerGuy,"accessgranted.wav");
        int random = Commands->Get_Random_Int(1,3);
        int cp1id1 = 1234;
        int cp1id2 = 1234;
        int cp1id3 = 1234;
        GameObject *gotoObjectcp1id1 = Commands->Find_Object(cp1id1);
        GameObject *gotoObjectcp1id2 = Commands->Find_Object(cp1id2);
        GameObject *gotoObjectcp1id3 = Commands->Find_Object(cp1id3);
        Vector3 gotoLocationcp1id1 = Commands->Get_Position(gotoObjectcp1id1);
        Vector3 gotoLocationcp1id2 = Commands->Get_Position(gotoObjectcp1id2);
        Vector3 gotoLocationcp1id3 = Commands->Get_Position(gotoObjectcp1id3);
        if (random == 1)
        {
            Commands->Set_Position(PokerGuy,gotoLocationcp1id1);

```

```

}
else if (random == 2)
{
    Commands->Set_Position(PokerGuy,gotoLocationcp1id2);
}
else if (random == 3)
{
    Commands->Set_Position(PokerGuy,gotoLocationcp1id3);
}
}
else if (number == 102)
{
    Send_Message_Player(PokerGuy,104,234,40,"Access Granted");
    Create_2D_WAV_Sound_Player(PokerGuy,"accessgranted.wav");
    int random = Commands->Get_Random_Int(1,3);
    int cp2id1 = 1234;
    int cp2id2 = 1234;
    int cp2id3 = 1234;
    GameObject *gotoObjectcp2id1 = Commands->Find_Object(cp2id1);
    GameObject *gotoObjectcp2id2 = Commands->Find_Object(cp2id2);
    GameObject *gotoObjectcp2id3 = Commands->Find_Object(cp2id3);
    Vector3 gotoLocationcp2id1 = Commands->Get_Position(gotoObjectcp2id1);
    Vector3 gotoLocationcp2id2 = Commands->Get_Position(gotoObjectcp2id2);
    Vector3 gotoLocationcp2id3 = Commands->Get_Position(gotoObjectcp2id3);
    if (random == 1)
    {
        Commands->Set_Position(PokerGuy,gotoLocationcp2id1);
    }
    else if (random == 2)
    {
        Commands->Set_Position(PokerGuy,gotoLocationcp2id2);
    }
    else if (random == 3)
    {
        Commands->Set_Position(PokerGuy,gotoLocationcp2id3);
    }
}
else if (number == 103)
{
    Send_Message_Player(PokerGuy,104,234,40,"Access Granted");
    Create_2D_WAV_Sound_Player(PokerGuy,"accessgranted.wav");
    int random = Commands->Get_Random_Int(1,3);
    int cp3id1 = 1234;
    int cp3id2 = 1234;
    int cp3id3 = 1234;
    GameObject *gotoObjectcp3id1 = Commands->Find_Object(cp3id1);
    GameObject *gotoObjectcp3id2 = Commands->Find_Object(cp3id2);
    GameObject *gotoObjectcp3id3 = Commands->Find_Object(cp3id3);
}
}

```

```

Vector3 gotoLocationcp3id1 = Commands->Get_Position(gotoObjectcp3id1);
Vector3 gotoLocationcp3id2 = Commands->Get_Position(gotoObjectcp3id2);
Vector3 gotoLocationcp3id3 = Commands->Get_Position(gotoObjectcp3id3);
if (random == 1)
{
    Commands->Set_Position(PokerGuy, gotoLocationcp3id1);
}
else if (random == 2)
{
    Commands->Set_Position(PokerGuy, gotoLocationcp3id2);
}
else if (random == 3)
{
    Commands->Set_Position(PokerGuy, gotoLocationcp3id3);
}
}
else if (number == 104)
{
    Send_Message_Player(PokerGuy, 104, 234, 40, "Access Granted");
    Create_2D_WAV_Sound_Player(PokerGuy, "accessgranted.wav");
    int random = Commands->Get_Random_Int(1, 3);
    int cp4id1 = 1234;
    int cp4id2 = 1234;
    int cp4id3 = 1234;
    GameObject *gotoObjectcp4id1 = Commands->Find_Object(cp4id1);
    GameObject *gotoObjectcp4id2 = Commands->Find_Object(cp4id2);
    GameObject *gotoObjectcp4id3 = Commands->Find_Object(cp4id3);
    Vector3 gotoLocationcp4id1 = Commands->Get_Position(gotoObjectcp4id1);
    Vector3 gotoLocationcp4id2 = Commands->Get_Position(gotoObjectcp4id2);
    Vector3 gotoLocationcp4id3 = Commands->Get_Position(gotoObjectcp4id3);
    if (random == 1)
    {
        Commands->Set_Position(PokerGuy, gotoLocationcp4id1);
    }
    else if (random == 2)
    {
        Commands->Set_Position(PokerGuy, gotoLocationcp4id2);
    }
    else if (random == 3)
    {
        Commands->Set_Position(PokerGuy, gotoLocationcp4id3);
    }
}
}
else if (number == 105)
{
    Send_Message_Player(PokerGuy, 104, 234, 40, "Access Granted");
    Create_2D_WAV_Sound_Player(PokerGuy, "accessgranted.wav");
    int random = Commands->Get_Random_Int(1, 3);

```

```

int cp5id1 = 1234;
int cp5id2 = 1234;
int cp5id3 = 1234;
GameObject *gotoObjectcp5id1 = Commands->Find_Object(cp5id1);
GameObject *gotoObjectcp5id2 = Commands->Find_Object(cp5id2);
GameObject *gotoObjectcp5id3 = Commands->Find_Object(cp5id3);
Vector3 gotoLocationcp5id1 = Commands->Get_Position(gotoObjectcp5id1);
Vector3 gotoLocationcp5id2 = Commands->Get_Position(gotoObjectcp5id2);
Vector3 gotoLocationcp5id3 = Commands->Get_Position(gotoObjectcp5id3);
if (random == 1)
{
    Commands->Set_Position(PokerGuy,gotoLocationcp5id1);
}
else if (random == 2)
{
    Commands->Set_Position(PokerGuy,gotoLocationcp5id2);
}
else if (random == 3)
{
    Commands->Set_Position(PokerGuy,gotoLocationcp5id3);
}
}
else if (number == 106)
{
    Send_Message_Player(PokerGuy,104,234,40,"Access Granted");
    Create_2D_WAV_Sound_Player(PokerGuy,"accessgranted.wav");
    int random = Commands->Get_Random_Int(1,3);
    int cp6id1 = 1234;
    int cp6id2 = 1234;
    int cp6id3 = 1234;
    GameObject *gotoObjectcp6id1 = Commands->Find_Object(cp6id1);
    GameObject *gotoObjectcp6id2 = Commands->Find_Object(cp6id2);
    GameObject *gotoObjectcp6id3 = Commands->Find_Object(cp6id3);
    Vector3 gotoLocationcp6id1 = Commands->Get_Position(gotoObjectcp6id1);
    Vector3 gotoLocationcp6id2 = Commands->Get_Position(gotoObjectcp6id2);
    Vector3 gotoLocationcp6id3 = Commands->Get_Position(gotoObjectcp6id3);
    if (random == 1)
    {
        Commands->Set_Position(PokerGuy,gotoLocationcp6id1);
    }
    else if (random == 2)
    {
        Commands->Set_Position(PokerGuy,gotoLocationcp6id2);
    }
    else if (random == 3)
    {
        Commands->Set_Position(PokerGuy,gotoLocationcp6id3);
    }
}
}

```

```

}
else if (number == 107)
{
    AllowPoke = true;
    Commands->Enable_HUD_Pokable_Indicator(obj, true);
}
}
void z_jret_CheckpointControl::Custom(GameObject *obj, int message, int param, GameObject
*sender)
{
    if (message == 1000)
    {
        if (param == 1)
        {
            Check1Locked = false;
            Check2Locked = true;
            Check3Locked = true;
            Check4Locked = true;
            Check5Locked = true;
            Check6Locked = true;
            Send_Message(255,204,0,"Access Granted");
            Send_Message(255,204,0,"Checkpoint One is now UNLOCKED.");
            Send_Message(255,204,0,"Checkpoint One is now UNLOCKED.");
            Send_Message(255,204,0,"Checkpoint One is now UNLOCKED.");
            Commands->Create_2D_WAV_Sound("accessgranted.wav");
        }
        else if (param == 2)
        {
            Check1Locked = true;
            Check2Locked = false;
            Check3Locked = true;
            Check4Locked = true;
            Check5Locked = true;
            Check6Locked = true;
            Send_Message(255,204,0,"Access Granted");
            Send_Message(255,204,0,"Checkpoint Two is now UNLOCKED.");
            Send_Message(255,204,0,"Checkpoint Two is now UNLOCKED.");
            Send_Message(255,204,0,"Checkpoint Two is now UNLOCKED.");
            Commands->Create_2D_WAV_Sound("accessgranted.wav");
        }
        else if (param == 3)
        {
            Check1Locked = true;
            Check2Locked = true;
            Check3Locked = false;
            Check4Locked = true;
            Check5Locked = true;
            Check6Locked = true;

```

```

Send_Message(255,204,0,"Access Granted");
Send_Message(255,204,0,"Checkpoint Three is now UNLOCKED.");
Send_Message(255,204,0,"Checkpoint Three is now UNLOCKED.");
Send_Message(255,204,0,"Checkpoint Three is now UNLOCKED.");
Commands->Create_2D_WAV_Sound("accessgranted.wav");
}
else if (param == 4)
{
Check1Locked = true;
Check2Locked = true;
Check3Locked = true;
Check4Locked = false;
Check5Locked = true;
Check6Locked = true;
Send_Message(255,204,0,"Access Granted");
Send_Message(255,204,0,"Checkpoint Four is now UNLOCKED.");
Send_Message(255,204,0,"Checkpoint Four is now UNLOCKED.");
Send_Message(255,204,0,"Checkpoint Four is now UNLOCKED.");
Commands->Create_2D_WAV_Sound("accessgranted.wav");
}
else if (param == 5)
{
Check1Locked = true;
Check2Locked = true;
Check3Locked = true;
Check4Locked = true;
Check5Locked = false;
Check6Locked = true;
Send_Message(255,204,0,"Access Granted");
Send_Message(255,204,0,"Checkpoint Five is now UNLOCKED.");
Send_Message(255,204,0,"Checkpoint Five is now UNLOCKED.");
Send_Message(255,204,0,"Checkpoint Five is now UNLOCKED.");
Commands->Create_2D_WAV_Sound("accessgranted.wav");
}
else if (param == 3)
{
Check1Locked = true;
Check2Locked = true;
Check3Locked = true;
Check4Locked = true;
Check5Locked = true;
Check6Locked = false;
Send_Message(255,204,0,"Access Granted");
Send_Message(255,204,0,"Checkpoint Six is now UNLOCKED.");
Send_Message(255,204,0,"Checkpoint Six is now UNLOCKED.");
Send_Message(255,204,0,"Checkpoint Six is now UNLOCKED.");
Commands->Create_2D_WAV_Sound("accessgranted.wav");
}
}

```

```
}  
}
```

```
ScriptRegistrant<z_jret_CheckpointControl>  
z_jret_CheckpointControl_Registrant("z_jret_CheckpointControl", "");
```

Subject: Re: Coopmap Ihavenoname
Posted by [iRANian](#) on Mon, 23 May 2011 15:55:06 GMT
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Couldn't you just write a script that destroys all spawners when it receives a custom and creates new spawners objects at the positions from the scripts params? Then you could use a bunch of scripts that send customs and write your own if you need more complex stuff.

Subject: Re: Coopmap Ihavenoname
Posted by [zunnie](#) on Mon, 23 May 2011 16:10:30 GMT
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Nope wont work on startup spawners tried

Subject: Re: Coopmap Ihavenoname
Posted by [iRANian](#) on Mon, 23 May 2011 16:31:12 GMT
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Really? What functions did you use? Does it work with spawners added later with scripts?

Subject: Re: Coopmap Ihavenoname
Posted by [danpaul88](#) on Tue, 24 May 2011 06:51:48 GMT
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You can't add or remove spawners because they are part of the static level information. If zunnie has done it the way I would do it, he has a single set of spawners in a script zone which is setup to teleport you to one of the 'active' start points.

(Not had time to read through his code snippets yet)

Subject: Re: Coopmap Ihavenoname
Posted by [zunnie](#) on Tue, 24 May 2011 07:56:49 GMT
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Yea i could do that too, on zone, but im using a teleport object now which you Poke to get teleported.

Subject: Re: Coopmap lhavenoname
Posted by [renalpha](#) on Tue, 24 May 2011 20:49:10 GMT
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further progress

File Attachments

1) [coopmap6.png](#), downloaded 460 times

Subject: Re: Coopmap Ihavenoname
Posted by [iRANian](#) on Tue, 24 May 2011 22:50:24 GMT
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The layout is starting to shape up pretty well. I could program up some code to do the checkpoint stuff and some scripts to make the amount of bots spawned be determined by player count, if you'd like to.

That's a nice way to work around it, danpaul. I was thinking about doing some 'dynamic' spawner logic for a few things, sadly it'll require maps designed for it then. :/
