

BikeNBat v1.0 – By Nome Skavinski

Allows the user to wield a baseball bat and attack pedestrians/cars whilst on a bike

Tested Working on: GTA IV 1.0.7.0 and EFLC 1.1.2.0

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What it does

Approach a motorbike with a baseball bat in the player's hand, when on the bike press the allocated Swing Left or Right keys/buttons (see the Settings section or the BikeNBat.ini). I made it so the player had to have a bat in their hand before they get on so you still have the option to ride normally.

By holding the swing buttons it 'charges' up, eventually a flame will appear on the bat to indicate it will set pedestrians on fire when they hit them (this can be disabled). Pedestrians will ignore you, put their hands up or run away when struck.

The strength can either be based on how long you hold down the swing key or two set levels of strength (see Settings section).

When the player attacks a car it will randomly smash windows and doors just to add a bit of interaction I know it's not accurate but it's better than no reaction. After so many hits the vehicle will set on fire. The driver will sometimes flee as well.

To Install

I Only Use a Keyboard

If you use the keyboard just copy the contents in 'BikeNBat Keyboard' folder to your script folder.

I Only Use a Controller

If you use a controller copy the contents of 'BikeNBat Controller' folder into your GTA 4/EFLC folder. So the two Microsoft.Xna.Framework files are with GTAIV.exe/EFLC.exe and BikeNBat.net.dll and BikeNBat.ini is in the scripts folder.

What do I do with missbike_combat.wad?

This is imperative to this script. If you are not playing on TLAD, then you will need to put the missbike_combat.wad file in:

GTA 4: GTAIV/pc/anim/anim.img

TBOGT: Episodes/TBOGT/pc/anim/anim.img

Use SparkIV or OpenIV to put the animation file within the anim.img.

Settings

Change any setting in the BikeNBat.ini file. This section will describe what each section does:

- **SwingLeft** – Denotes the key or button required to perform the action
- **SwingRight** – Denotes the key or button required to perform the action
- **DisableCinematicAndHeadLightButton** – This is mostly for the controller users, but if your key/button you wish to use coincides with the Cinematic button or Headlight button, set this to true to disable whilst on a bike with a bat equipped. Note: if you get on a bike without bat this will not deactivate the two features.
- **UseSetStrength** – If this is set to true it will use set strengths for the two levels of charging up. However if this is set to false, the strength is determined via time therefore the longer you hold it, the more ridiculous the power is.
- **SetPedsOnFire** – If set to true, when the swing key/button has been held long enough the bat will ignite and allow you to set pedestrians on fire. If set to false the bat will not ignite and no pedestrians will set on fire.
- **TimeToCharge** – This is the time before you reach the second stage of charging. This expects the time in milliseconds, 1500 = 1.5 seconds.
- **TimeToSetOnFire** – This is the time before the bat ignites. Note: This time only starts when you reach stage two of charging up. Example, if TimeToCharge = 1500 (1.5 seconds) and TimeToSetOnFire = 3500 (3.5 seconds), it will take a total of 5 seconds before the bat will ignite. This expects the time in milliseconds, 3500 = 3.5 seconds.

Here is a list of keyboard keys you can use, just ensure you only use a single key or a key combined with a modifier(Control, Shift, Alt) and the name is from the 'Member Name' Column:

<http://msdn.microsoft.com/en-GB/library/system.windows.forms.keys.aspx>

Here is a list of XBOX buttons:

What to type in the .ini file	Which button it represents
LB	LeftShoulder
RB	RightShoulder
DPAD_UP	DPadUp
DPAD_DOWN	DPadDown
DPAD_LEFT	DPadLeft
DPAD_RIGHT	DPadRight
BACK	Back
START	Start
HOME	Home
Y	Y
B	B
A	A
LS	LeftStick Button
RS	RightStick Button
LS-Left	Left stick, left direction

LS-Up	Left stick, up direction
LS-Right	Left stick, right direction
LS-Down	Left stick, down direction
RS-Left	Right stick, left direction
RS-Up	Right stick, up direction
RS-Right	Right stick, right direction
RS-Down	Right stick, down direction
LT	Left trigger
RT	Right trigger

Example:

SwingLeft=RB, RT, A

The script will expect the above combination before it will execute a left swing. These combinations can be any length of buttons; just do not repeat them as it only waits until they are all pressed down at once.

Default controls:

XBOX - Swing left = X, Swing Right = B

Keyboard - Swing left = Q, Swing Right = E

Troubleshooting

In case there are any further issues with the controller version of the script, you may need this redistributable:

<http://www.microsoft.com/en-us/download/details.aspx?id=20914>

Any other issues, post a comment on the GTA4-Mods.com page you downloaded this, I will try to get back to you as soon as possible with a solution.

Compiling Source Code

You will need the following:

- Microsoft Visual Studio 2010 or 2012 Express
- Optional XNA Game Studio 4.0 – If you want a controller version

Go to '*source/BikeNbat*' and open BikeNBat.sln. You should be able to press F7 and compile straight away, if there are any problems compiling check you have the .net framework and any other dependable dependencies (pretty sure these all come with VS, but i have the Ultimate edition and I am not sure if they are supplied with the express edition).

If you want to compile a controller version, go into the '*Solution Explorer*' on the right or left (depending on your configuration) whilst the project is open. And right click '*References*' and select '*Add Reference*'. Now look for '*Microsoft.Xna.Framework*' in the .Net tab, there will be loads of Microsoft.Xna.Framework.XXXX pick the one as typed here.

Now go back to the solution explorer and right click '*BikeNBat*' not the top one, the one below it (with the green icon next to it) and select '*Properties*'. Go to '*Build*' and you will see '*Conditional compilation symbols*' with this text after it: USING_XBOX_PAD!. Delete the '!', save the file and compile. You should now have activated the controller code and deactivated the keyboard code. To make sure this has worked, look in the bin folder of the project you should not only see '*BikeNBat.net.dll*' but also '*Microsoft.Xna.Framework.dll*' and an xml file.

Feel free to use any of the code created by myself in this source code (**apart from XNA or the scripthook you must ask the authors of them first to modify or check their license agreement**). All I ask for is a little credit and let me know what project you will use it in.

Also, if someone was to create a script which used the SwingBat class, they would be able to create an AI bike race with bats (I know TLAD doe it already). Just hold an array of SwingBat objects. And within the update loop keep checking if each ped in is close enough to the player, if they are check which side of the bike they are on by retrieving the right or left vector and then call swingLeft/swingRight. Just an idea.