
Subject: Re: Ingame Error?

Posted by [dead6re](#) on Sun, 15 Jul 2007 12:56:21 GMT

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a100 wrote on Sun, 15 July 2007 04:31 Are you sure they have enabled collision properties?

PS. Looking at the code, dont continuasly open the file and read from it everytime the command is called on because it will lag the server and will crash it sometimes. Or atleast thats what happned to me.

Opening/Closing a file won't crash your server. I always did that until I wrote my "cache ini class".

```
class testChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    if (Is_Mod("Test_Mods.txt",Get_Player_Name_By_ID(ID))) {
        GameObject *obj = Get_GameObj(ID); // Gets GameObj using Player ID
        Change_Character(obj, "GDI_MP");
        Commands->Attach_Script(obj, "JFW_Permanent_No_Falling_Damage", ""); // Prevent obj
from recieving falling damage
        Commands->Give_Powerup(obj,"CnC_POW_AutoRifle_Player_GDI", ""); // Give GDI Auto Rifle

        SimpleDynVecClass<GameObject*> List = Get_All_Objects_By_Preset(2,"Signal_Flares"); //
Get a list of all the flares (MAKE SURE THE TEAM IS SET TO 2! WILL NOT WORK
OTHERWISE)
        int id = Commands->Get_Random_Int(0, List.Count()-1) // C++ always starts at 0, not 1
therefore -1 :)
        GameObject *RandObj = List[id]; // Pick the GameObj
        Commands->Set_Position(obj, Commands->Get_Position(RandObj)); // Move the position of
your GameObj to the flare!
    }
    else {
        char Bad[256];
        sprintf(Bad, "ppage %d You do not have access to this command", ID);
        Console_Input(Bad);
    }
}
}
```