
Subject: Re: Vector3 pos

Posted by [Gen_Blacky](#) on Sat, 23 Jan 2010 09:57:44 GMT

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Can some one tell me why this chat command isn't working correctly> I don't understand how gdiplayer == nodplayer does not = even teams.

```
class TeamChangeChatCommand : public ChatCommandClass
{
void Triggered(int ID,const TokenClass &Text,int ChatType)
{
    GameObject *obj = Get_GameObj(ID);
    int gdiPlayers = (Tally_Team_Size(1));
    int nodPlayers = (Tally_Team_Size(0));
    int team = Get_Object_Type(obj);
    if (team == 1)
    {
        printf("GDI\n");
        nodPlayers++;
        if (nodPlayers < gdiPlayers)
        {
            printf("Change Team GDI to Nod\n");
            Change_Team_By_ID(ID,0);
            char message[256];
            sprintf(message,"msg Player %s has changed to Team Nod to make the teams even.",Get_Player_Name_By_ID(ID));
            Console_Input(message);
        }
        else if (nodPlayers == 0)
        {
            char message[256];
            sprintf(message,"msg You are the only player on GDI", Get_Player_Name_By_ID(ID));
            Console_Input(message);
        }
        else if (nodPlayers == gdiPlayers)
        {
            char message[256];
            sprintf(message,"msg Teams are Even", Get_Player_Name_By_ID(ID));
            Console_Input(message);
            //Console_Input(StrFormat("msg Teams are Even.",Get_Player_ID(obj)).c_str());
        }
        else
        {
            //Console_Input(StrFormat("msg Sorry GDI doesn't have enough
            Players!",Get_Player_ID(obj)).c_str());
            char message[256];
            sprintf(message,"msg Sorry GDI doesn't have enough Players!",Get_Player_Name_By_ID(ID));
        }
    }
}
```

```

    Console_Input(message);
}

}

if (team == 0)
{
printf("NOD\n");
gdiPlayers++;
if (gdiPlayers < nodPlayers)
{
printf("Change Team Nod to GDI\n");
Change_Team_By_ID (ID,1);
char message[256];
sprintf(message,"msg Player %s has changed to Team GDI to make the teams even.",

Get_Player_Name_By_ID(ID));
Console_Input(message);
}
else if (gdiPlayers == 0)
{
char message[256];
sprintf(message,"msg You are the only player on Nod.", Get_Player_Name_By_ID(ID));
Console_Input(message);
//Console_Input(StrFormat("msg You are the only player on Nod.",Get_Player_ID(obj)).c_str());
}
else if (gdiPlayers == nodPlayers)
{
char message[256];
sprintf(message,"msg Teams are Even", Get_Player_Name_By_ID(ID));
Console_Input(message);
}
else
{
//Console_Input(StrFormat("msg Sorry NOD doesn't have enough
Players!.",Get_Player_ID(obj)).c_str());
char message[256];
sprintf(message,"msg Sorry NOD doesn't have enough Players!",

Get_Player_Name_By_ID(ID));
Console_Input(message);
}
}
}
};

ChatCommandRegistrant<TeamChangeChatCommand>
TeamChangeChatCommandReg("!TeamChange;!tc;!switch;",CHATTYPE_TEAM,0,GAMEMODE_ALL);

```

File Attachments

1) [Untitled-2.jpg](#), downloaded 1015 times

Blacky: !tc

Host: Teams are Even

Blacky3: !tc

Host: Sorry GDI doesn't have enough Players!

