
Subject: Re: Scripting Help

Posted by [Omar007](#) on Sat, 23 Jan 2010 10:39:09 GMT

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@Your script zone questions;

Gen_Blacky wrote on Sat, 23 January 2010 07:10 Thank you how would i set the size of the script zone and did I use the xyz cords wrong.

```
GameObject *zone =  
Commands->Create_Object("Script_Zone_All",Vector3(-83.531f,-89.294f,-0.589f));
```

How do i use

Attach_Script_Once

or

Attach_Script

with more then 3 peramters ?

Would i do it like this ?

```
Commands->Attach_Script(zone,"script",team,msg);
```

The use of the Vector3 seems OK. You just have to make sure the coords are right

Also im not sure it works with creating script zones. It does work with PhysicalGameObjects.

Never tried it on zones

I dont know how you can set the size, sorry

```
Attach_Script_Once(obj,"script","param1,param2,param3");  
Commands->Attach_Script(obj,"script","param1,param2,param3");
```

@Your code;

Well the first thing i dont get is why you would increase nodplayers when GDI uses the command;

```
if (team == 1)  
{  
    printf("GDI\n");  
    nodPlayers++;  
    ....
```

and gdiplayers when nod uses it.

```
if (team == 0)  
{  
    printf("NOD\n");  
    gdiPlayers++;  
    ....
```

No wonder it says TEAMS EVEN when you used !tc on Nod. GDI had only 1 player and Nod 2 but

you increased GDI first meaning both teams have 2 according to your code

This piece of code is in both teams useless because you increased it by 1 first AND because you check for `gdiPlayers < nodPlayers` first it will never reach this.

```
else if (gdiPlayers == 0) //or nodPlayers in GDI ;)
{
    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());
}
```

And you are letting it say 'You are the only player on Nod/GDI' while you didn't even check for that

What I would do is remove

```
nodPlayers++;
gdiPlayers++;
```

and change

```
else if (gdiPlayers == 0) //or nodPlayers in GDI ;)
{
    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());
}
```

To

```
else if (gdiPlayers == 0 && nodPlayers == 1) //or nodPlayers && gdiPlayers in GDI ;)
{
    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());
}
```

and put this as the first action (before the `if(gdiPlayers < nodPlayers)`)

Or just leave it out. Why wouldn't the player have rights to swap when he is the only one?

I hope this helped you
