
Subject: Re: START_TIMER Parameters
Posted by [T0tNI](#) on Thu, 12 Aug 2010 18:50:46 GMT
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I have fixed the code(I think(it compiles without errors)) but does not work. Do you see anything wrong? I just change to the "CnC_Nod_FlameThrower_2SF" preset and thats it.

MySwapCharScript.cpp

```
#include "scripts.h"
#include "engine.h"
#include "MySwapCharScript.h"

void MySwapCharScript::Created(GameObject *obj)
{
    float maxH = Commands->Get_Max_Health(obj);
    float curH = Commands->Get_Health(obj);
    float maxS = Commands->Get_Max_Shield_Strength(obj);
    float curS = Commands->Get_Shield_Strength(obj);

    Change_Character(obj, "clown"); //Change preset

    Commands->Set_Health(obj,curH); //Set health to that of the previous preset
    Commands->Set_Shield_Strength(obj,curS); //Set shield to that of the previous preset
    Set_Max_Health(obj, maxH); //Set max health to that of the previous preset
    Set_Max_Shield_Strength(obj, maxS); //Set max shield to that of the previous preset
}
```

MySwapCharScript.h

```
class MySwapCharScript : public ScriptImpClass
{
    void Created(GameObject *obj);
};
```

gmmain.cpp

```
class testChatCommand : public ChatCommandClass {
    void Triggered(int ID,const TokenClass &Text,int ChatType) {
        GameObject *obj = Get_GameObj(ID);
        float Credits = Commands->Get_Money(obj);
        int Team = Get_Object_Type(obj);
        Vector3 position;
        position = Commands->Get_Position(obj);
        {
            if(Credits >= 10 && (Team == 0) ){
                Commands->Give_Money(obj,-10,false);
            }
        }
    }
};
```

```
char message[256];
Change_Character(obj, "CnC_Nod_FlameThrower_2SF");
Commands->Attach_Script(obj, "MySwapCharScript" , "");
sprintf(message,"msg %s has bought a test character.", Get_Player_Name_By_ID(ID));
Console_Input(message);
Commands->Set_Position(obj,position);
}
else{
Console_Input(StrFormat("ppage %d You need 10 credits for this
selection!.",Get_Player_ID(obj)).c_str());
}
}
}
};
ChatCommandRegistrant<testChatCommand>
testChatCommandReg("!test",CHATTYPE_ALL,0,GAMEMODE_AOW);
```
