
Subject: [CODE] SCAnnouncement class definition
Posted by [iRANian](#) on Thu, 05 Apr 2012 15:52:43 GMT
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This is what the engine uses to send out radio commands to players after a player sends a radio command to the server. If an invalid player ID (e.g. ID = -1) is used, the radio command will be shown as if it were an announcement, which basically means that 'AnnouncementID' (an ID from strings.tdb) will be shown in a white colour and if it has a sound ID it will be played, the same as with normal radio commands, but with a white colour and with no player name prepended to it.

IconID needs to be between 0 or 1 and 30 or 31 or the radio command won't be sent.

PlayerType is the team of the player, this appears to be ignored.

AnnouncementType seems to be ignored too, no idea what it's for.

AnnouncementID is an ID from strings.tdb, it's the string ID to be displayed and if the strings.tdb ID has a sound ID attached it'll also play a sound (not for all strings, probably because the sound file is missing).

ID is the player ID of the player sending the message.

.h

```
class SCAnnouncement : public NetworkObjectClass
{
public:

    int PlayerType;
    int ID;
    int AnnouncementID;
    int IconId;
    uint8 AnnouncementType;

    SCAnnouncement* Constructor();

    void Init(int PlayerType, int ID, int AnnouncementID, uint8 AnnouncementType, int IconId );
    void Act();
};
```

.cpp (without the header #includes)

```
void* HookupAT3x(void* a, void* b, void* c, void* patch_start, void* patch_end, int
(*version_selector)())
{
    return HookupAT3(a,b,c,patch_start,patch_end,version_selector);
}
```

```
}
```

```
RENEGADE_FUNCTION
```

```
uint Send_Object_Update(NetworkObjectClass* object, int remoteHostId)  
AT2(0x00461820,0x004612F0);
```

```
RENEGADE_FUNCTION
```

```
SCAnnouncement* __thiscall SCAnnouncement::Constructor()  
AT2(0x004B38B0, 0x004B38B0);
```

```
RENEGADE_FUNCTION
```

```
void SCAnnouncement::Init(int PlayerType, int ID, int AnnouncementID, uint8  
AnnouncementType, int IconId )  
AT2(0x004B3930, 0x004B3930);
```

```
RENEGADE_FUNCTION
```

```
void SCAnnouncement::Act()  
AT2(0x004B3D10, 0x004B3D10);
```

Example usage:

Code emulating PlayerID sending the ALT+3 (move out) radio command:

```
SCAnnouncement* RadioObj = (SCAnnouncement*)operator new(sizeof(SCAnnouncement));  
RadioObj = RadioObj->Constructor();  
RadioObj->Init(Get_Team(PlayerID), PlayerID, 8547, 1, 12);
```

Show a white coloured message "You have been banned from Westwood Online." for one player:

```
SCAnnouncement* RadioObj = (SCAnnouncement*)operator new(sizeof(SCAnnouncement));  
RadioObj = RadioObj->Constructor();  
  
RadioObj->PlayerType = 0; // Doesn't seem to be checked  
RadioObj->ID = -1; // Invalid player ID, which will cause the radio command to be shown in white  
without a sender  
RadioObj->IconId = 12; // IconId is the same as for the ALT+3 ("Move out.") radio command.  
RadioObj->AnnouncementType = 1; // Doesn't seem to be used  
RadioObj->AnnouncementID = 9757; // strings.tdb ID for "You have been banned from  
Westwood Online."  
  
// Sends the radio command only to PlayerID.  
RadioObj->Set_Object_Dirty_Bits(PlayerID, NetworkObjectClass::BIT_CREATION); // Netcode  
stuff  
Send_Object_Update(RadioObj, PlayerID); // Send an object update for only this player  
  
RadioObj->Set_Delete_Pending();  
delete RadioObj;
```
