Subject: Re: It's there a Grant Power Up script?
Posted by iRANian on Sat, 26 May 2012 09:54:05 GMT
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You need to attach the arguments to a script to the last argument of Attach_Script_Once() and related functions, if a script has more than one arguments you need to do something like:

Attach_Script_Once(obj, "script_name", "1024,derp,4.5");

where 1024 is an int, derp is a string and 4.5 is a float. In most cases you want to supply a "params" char buffer that contains the arguments formatted with a sprintf before hand, like so:

```
  char params[256];
  sprintf(params,"%d,%s,%s,%s,%s,%s",param,Get_Parameter("Underwater_Effect_Controller"),
Get_Parameter("Surface_Water_Effect"),Get_Parameter("Underwater_Effect"),Get_Parameter("S
urface_Swim_Sound"),Get_Parameter("Underwater_Swim_Sound"));
  Attach_Script_Once(sender,"JMG_Swimming_Water_Effects_Script",params);
```