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Subject: Re: Having problems with Attach\_Script\_Once  
Posted by [Jerad2142](#) on Fri, 08 Jun 2012 12:44:20 GMT  
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For starters:

```
char params[256];
sprintf(params,
"%d,%s,%s,%s,%s,%s,%s,%s",params,Get_Parameter("0.0"),Get_Parameter("300.0"),Get_Parameter("10.0"),Get_Parameter("CnC_GDI_Orca"),Get_Parameter("CnC_GDI_Transport"),Get_Parameter("CnC_Nod_Apache"),Get_Parameter("CnC_Nod_Transport"));
Attach_Script_Once(nsam,"JFW_Base_Defence_Aircraft_Only",params);
```

Should probably be like this:

```
char params[256];
sprintf(params,"0.0,300.0,10.0,CnC_GDI_Orca,
CnC_GDI_Transport,CnC_Nod_Apache,CnC_Nod_Transport");
Attach_Script_Once(nsam,"JFW_Base_Defence_Aircraft_Only",params);
```

Or even better

```
Attach_Script_Once(nsam,"JFW_Base_Defence_Aircraft_Only","0.0,300.0,10.0,CnC_GDI_Orca,
CnC_GDI_Transport,CnC_Nod_Apache,CnC_Nod_Transport");
```

Also, feeding params back into params is a bad idea:

```
sprintf(params,"%d",params);
```

plus it won't work like that, because params is a char and %d is for int.

The only time feeding a string back into itself is useful is if you have the original string set to something, otherwise you risk filling it with junk.

IE:

```
char params[256];
sprintf(params,"stuff");
sprintf(params,"%s is stuff",params);
Console_Input(params);
```

would give you:

```
stuff is stuff
```

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