
Subject: Script Request

Posted by [Mad Ivan](#) on Fri, 01 Feb 2008 20:52:08 GMT

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Hi guys!

I need a script that changes the player with the highest score's team to GDI and all of the rest players' team to Nod. But i need this to happen two seconds before endgame.
The script should keep the players' score intact.

Some help would be appreciated

Subject: Re: Script Request

Posted by [Zion](#) on Fri, 01 Feb 2008 22:42:22 GMT

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Changing team will reset the score and credits won't it?

Subject: Re: Script Request

Posted by [Genesis2001](#) on Fri, 01 Feb 2008 23:11:35 GMT

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Zion Fox wrote on Fri, 01 February 2008 15:42 Changing team will reset the score and credits won't it?

Not necessarily. ^,^

Console command: team2 <id> <teamid>

or...call it directly ("team2"/"team" console commands just call the following function when they're used)

```
void Change_Team_By_ID(int PlayerID,int Team);
```

Anyway, I'll see if I can do something. :v

~Zack

Subject: Re: Script Request

Posted by [reborn](#) on Sat, 02 Feb 2008 09:56:33 GMT

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There are many ways to win a normal game that cannot be predicted...
For instance, if someone destroys the last building controller the game ends immediately.
Unless the only way to win your map is by the time ending I don't really see how it would be possible.

Subject: Re: Script Request

Posted by [Mad Ivan](#) on Sat, 02 Feb 2008 11:44:37 GMT

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reborn wrote on Sat, 02 February 2008 11:56: There are many ways to win a normal game that cannot be predicted...

For instance, if someone destroys the last building controller the game ends immediately.
Unless the only way to win your map is by the time ending I don't really see how it would be possible.

The current design is time ending-based only.

Subject: Re: Script Request

Posted by [reborn](#) on Sat, 02 Feb 2008 13:41:16 GMT

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Then using the cGameData class ("unsigned int TimeLimit_Minutes;" and "float TimeRemaining_Seconds;" along with "char *MapName;"), you could add some code to the server to determine how long the map has left to play, and if it is 2 seconds left, as well as being your actual map that's being played, then do something similar to what Zack described. If Zack doesn't do it for you then I will. But please note to actually run this map server owners would have you use this custom scripts.dll.

There are probably other ways using irc scripts and such, but this is the only way that I know of to ensure it works properly as you want it to.

Subject: Re: Script Request

Posted by [Genesis2001](#) on Sat, 02 Feb 2008 17:29:06 GMT

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

```
void zbl_MVP_Script::Created(GameObject *obj)
```

```

{
    timeLeft = The_Game()->TimeRemaining_Seconds;
    Commands->Start_Timer(obj, this, 1.0f, 123); //every 30seconds check for time remaining
}
void zbl_MVP_Script::Timer_Expired(GameObject *obj, int number)
{
    if (number == 123)
    {
        timeLeft = The_Game()->TimeRemaining_Seconds;
        if (timeLeft <= 2) {
            float score; int ID;
            for (GenericSLNode* PlayerIter = PlayerList->HeadNode; (PlayerIter != NULL); PlayerIter =
PlayerIter->NodeNext)
            {
                GameObject *Player = (GameObject *)PlayerIter->NodeData;
                int i = Get_Player_ID(Player);
                score = Get_Score(i);
                if (Get_Score(i) > score) {
                    ID = i;
                }
            }
        }

        for (GenericSLNode* PlayerIter = PlayerList->HeadNode; (PlayerIter != NULL); PlayerIter =
PlayerIter->NodeNext)
        {
            GameObject *Player = (GameObject *)PlayerIter->NodeData;
            int i = Get_Player_ID(Player);

            if (i == ID) {
                Change_Team_By_ID(i, 1);
                char Msg1[150];
                sprintf(Msg1, "ppage %d You are being changed to team GDI for being the current MVP", i);
                Console_Input(Msg1);
                delete []Msg1;
            }
            else {
                Change_Team_By_ID(i, 0);
                char Msg1[150];
                sprintf(Msg1, "ppage %d You are being changed to team Nod for not being the MVP for the
current map.", i);
                Console_Input(Msg1);
                delete []Msg1;
            }
        }
    }
    else {
        Commands->Start_Timer(obj, this, 1.0f,123);
    }
}

```

```
}  
}  
}  
  
ScriptRegistrant<zbl_MVP_Script> zbl_MVP_Script_Registrant("zbl_MVP_Script", "");
```

```
-----  
  
class zbl_MVP_Script : public ScriptImpClass {  
void Created(GameObject *obj);  
void Destroyed(GameObject *obj);  
void Timer_Expired(GameObject *obj, int number);  
float timeLeft;  
};
```

**Note: Untested.

Usage: Create an invisible object or a dave's arrow on every map you want to use this script on and attach this script to it.

If it doesn't work, which I doubt , I'm sure reborn will help you out.

~Zack

Subject: Re: Script Request
Posted by [Mad Ivan](#) on Sat, 02 Feb 2008 19:04:01 GMT
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Thank you, Zack and Reborn!

I will see if i can find someone to test it out on LAN tomorrow and see the results but if something turns out wrong (which i doubt) I'll post here. Unfortunately my C++ knowledge is limited to operating with doubles/floats, integers, loops, matrices and strings ("High-School C++" so to say + some VERY limited ASM) as well as vague Structures, Classes and functions knowledge, so making my own scripts or figuring out bugs is currently out of the question (unless i can find some time and someone to tutor me the "advanced" stuff as well as how to actually make my own scripts or do anything programming-related to Renegade).

Reborn, since you noted, will this work if it's client-side only?

Also, Zack, do you mind if I use this in C&C Reborn maps?

Subject: Re: Script Request

Posted by [Genesis2001](#) on Sat, 02 Feb 2008 19:15:38 GMT

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Mad Ivan wrote on Sat, 02 February 2008 12:04Also, Zack, do you mind if I use this in C&C Reborn maps?

Doesn't matter to me. I released the source publicly for anyone to use... :v

~Zack

Subject: Re: Script Request

Posted by [reborn](#) on Sun, 03 Feb 2008 00:28:28 GMT

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Mad Ivan wrote on Sat, 02 February 2008 14:04

Reborn, since you noted, will this work if it's client-side only?

Changing teams and such is server side, this would only work on a server running Zack's script.
