
Subject: Is it possible to send player tag updates to select players

Posted by [BillieJoe67](#) on Sat, 08 Sep 2012 13:43:05 GMT

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What I'm trying to do is create an improved spectate mode, and I had this idea where players who are scoped have the tag Scoping or whatever. Obviously, the tag should only be sent to players that are in spectate mode, but would it be possible to do a select update? `Send_Object_Update` doesn't work.

This is the basic code I have so far, but it sends the tag to all players

```
DynamicVectorClass<int> SpectatingPlayers;
```

```
void ExamplePlugin::OnThink()
```

```
{
for(SLNode<cPlayer>* PlayerIter = Get_Player_List()->Head(); (PlayerIter != NULL); PlayerIter =
PlayerIter->Next())
{
cPlayer* cP = PlayerIter->Data();
if(cP && cP->IsActive)
{
GameObject* PlayerObj = Get_GameObj(cP->PlayerId);
if(PlayerObj)
{
if(PlayerObj->As_SoldierGameObj()->Is_Sniping() == true)
{
cP->customTag.Format(L"Sniping");
cP->Set_Object_Dirty_Bit(NetworkObjectClass::BIT_CREATION, true); //remove this line
for(int i = 0; i < SpectatingPlayers.Length(); i++)
{
//Do the update here
}
}
else
{
cP->customTag.Format(L"");
cP->Set_Object_Dirty_Bit(NetworkObjectClass::BIT_CREATION, true); //remove this line
for(int i = 0; i < SpectatingPlayers.Length(); i++)
{
//Do the update here
}
}
}
}
}
}
}
```

Subject: Re: Is it possible to send player tag updates to select players

Posted by [Ethenal](#) on Sat, 08 Sep 2012 15:58:20 GMT

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That's actually quite a neat idea. I'm curious as to see if you can pull that off. I do not know the answer to your question, however - I would presume it's unlikely that you can do this, but obviously a TT developer would be able to answer this better.

Subject: Re: Is it possible to send player tag updates to select players

Posted by [iRANian](#) on Sat, 08 Sep 2012 16:02:55 GMT

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Simplify it first so it runs for only one guy in spectate.

Try:

```
cP->customTag.Format(L"Sniping");  
Send_Object_Update(obj, PlayerID);  
cP->customTag.Format(L"");
```

Or:

```
cP->customTag.Format(L"Sniping");  
cP->Set_Object_Dirty_Bits(PlayerID, NetworkObjectClass::BIT_CREATION);  
Send_Object_Update(obj, PlayerID);  
cP->customTag.Format(L"");
```

Otherwise you can attach an object or float an object above sniping players for one second and only have these shown for spectating players. I recommend you add a simple check at the start of OnThink() to make the code only run every second or so. Use GetTickCount64().

Subject: Re: Is it possible to send player tag updates to select players

Posted by [BillieJoe67](#) on Sat, 08 Sep 2012 20:49:03 GMT

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Thanks Ethenal

Iran, the second code works, thanks so much

For anyone interested, this is the current, working code.

```
DynamicVectorClass<int> SpectatingPlayers;
```

```

bool IsSniping[128];
int LastCheck = 0;

int Seconds_Difference(int time1, int time2)
{
    time_t Time1(time1);
    time_t Time2(time2);

    return (int)difftime(Time1, Time2);
}

ExamplePlugin::ExamplePlugin()
{
    RegisterEvent(EVENT_THINK_HOOK,this);

    for(int i = 0; i < 127; i++)
    {
        IsSniping[i] = false;
    }
}

ExamplePlugin::~~ExamplePlugin()
{
    UnregisterEvent(EVENT_THINK_HOOK,this);
}

void ExamplePlugin::OnThink()
{
    int Seconds = Seconds_Difference((int)time(NULL), LastCheck);
    if(Seconds >= 1)
    {
        LastCheck = (int)time(NULL);
        for(SLNode<cPlayer>* PlayerIter = Get_Player_List()->Head(); (PlayerIter != NULL); PlayerIter =
PlayerIter->Next())
        {
            cPlayer* cP = PlayerIter->Data();
            if(cP && cP->IsActive)
            {
                GameObject* PlayerObj = Get_GameObj(cP->PlayerId);
                if(PlayerObj)
                {
                    if(PlayerObj->As_SoldierGameObj()->Is_Sniping() == true)
                    {
                        if(!IsSniping[cP->PlayerId])
                        {
                            IsSniping[cP->PlayerId] = true;
                            cP->customTag.Format(L"Scoped");
                            for (int i = 0;i < SpectatingPlayers.Count();i++)

```

```
{
    int id = SpectatingPlayers[i];
    cP->Set_Object_Dirty_Bit(id, NetworkObjectClass::BIT_CREATION, true);
    Send_Object_Update(cP, id);
}
cP->customTag.Format(L"");
}
}
else
{
    if(IsSniping[cP->PlayerId])
    {
        IsSniping[cP->PlayerId] = false;
        cP->customTag.Format(L"");
        cP->Set_Object_Dirty_Bit(NetworkObjectClass::BIT_CREATION, true);
    }
}
}
}
}
}
}
```

Subject: Re: Is it possible to send player tag updates to select players
Posted by [iRANian](#) on Sat, 08 Sep 2012 21:19:30 GMT
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You should modify this for-loop from:

```
for (int i = 0;i < SpectatingPlayers.Count();i++)
```

To:

```
for (int i = 0, e = SpectatingPlayers.Count();i < e;i++)
```

The latter is more efficient, the ::Count() function gets called for every iteration of the loop. This is the reason why this is done in the clang compiler source code.

Also you should use GetTickCount64(), it's a more efficient (the engine uses GetTickCount() in a few places, but that one rolls around every 45 days or so, GetTickCount64() rolls around every 5 million years).

Subject: Re: Is it possible to send player tag updates to select players
Posted by [jonwil](#) on Sun, 09 Sep 2012 00:16:00 GMT
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Be aware that GetTickCount64 is NOT supported on Windows XP.

Subject: Re: Is it possible to send player tag updates to select players

Posted by [Sir Kane](#) on Tue, 11 Sep 2012 12:06:03 GMT

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Be aware that only a retard would still use Windows XP.

Subject: Re: Is it possible to send player tag updates to select players

Posted by [halo2pac](#) on Sun, 23 Sep 2012 00:25:34 GMT

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Its free though.... Check your local trash for serial numbers... I have like 50... AND IT STILL IS STABLE...so worth it.

But yes, if you don't have a copy of Win7 on your main machine, your mentally retarded.

Subject: Re: Is it possible to send player tag updates to select players

Posted by [iRANian](#) on Sun, 23 Sep 2012 08:28:10 GMT

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the same could be said about windows 95
