Subject: Custom c++ Scripting question
Posted by TheKGBspy on Sun, 04 Apr 2004 22:28:24 GMT
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lately i worked on my scripts for vengeance. they work.. but i have some problem if i do some
stuff.

```
preset = "none";

while (preset == "none")
{
 rand = Commands->Get_Random_Int(1,4);
 switch(rand)
 {
  case 1:      preset = Get_Parameter("Tree1_Preset");
     break;
  case 2:      preset = Get_Parameter("Tree2_Preset");
     break;
  case 3:      preset = Get_Parameter("Tree3_Preset");
     break;
  case 4:      preset = Get_Parameter("Tree4_Preset");
     break;
 }
}
```

this is a part of my code. if i remove this part of the code and i set up the preset value by
Get_Parameter("Tree1_Preset"); (or tree2 or ....) it work, but if i put my while and switch command
the game freze... is that because the while and the switch freeze up the game? i remember in
delphi the while stop the whole program.. until the while is finished.. i want to know if this is the
same problem... and how to fix it.

Subject: Custom c++ Scripting question
Posted by vloktboky on Sun, 04 Apr 2004 22:51:50 GMT
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Put a Sleep() at the end of your while loop.

Subject: Custom c++ Scripting question
Posted by TheKGBspy on Sun, 04 Apr 2004 23:07:42 GMT
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onyl sleep command? no attribute seeting a number of ms?

Subject: Custom c++ Scripting question
Posted by gibberish on Mon, 05 Apr 2004 18:17:52 GMT
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Im not sure what you are trying to do with the while.
I suggest removing the while completely.

Subject: Custom c++ Scripting question
Posted by TheKGBspy on Mon, 05 Apr 2004 21:16:16 GMT
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nah this was only a bad way to compare 2 string that i use. while (preset == "none") is a bad
format. Jonwil told me that we need to use stringcmpr command wich work perfectly. my script
work with my switch and my while without any problem

btw is there someone who know the c++ command for the round? Round or round dont seem to
work.

Subject: Custom c++ Scripting question
Posted by vloktboky on Mon, 05 Apr 2004 21:28:09 GMT
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You mean round a float value?

float x = 3.152;
int y = (int)x;
printf("y = %d\n",y);

Output: y = 3

Subject: Custom c++ Scripting question
Posted by TheKGBspy on Tue, 06 Apr 2004 02:26:54 GMT
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sweet thank!