Subject: Is this server sided?
Posted by mrÃ£Ã§Ä·z   on Sat, 06 Oct 2007 15:07:10 GMT
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hey guys is this server sided if i change
sprintf(message,"Msg %s Has Purchased A
 to
      sprintf(message,"Tmsg %s Has Purchased A
 (i have it in my Server data folder, its in Kamuix.cpp)
or do the clients need to download it?

```
void Kamuix_Announce_Preset_Buy::Entered(GameObject *obj,GameObject *enter)
{
 const char *preset;
 int x;
 int cost;
 Vector3 spawn_position;
 x = Get_Int_Parameter("Player_Type");
 if (CheckPlayerType(enter,x))
 {
  return;
 }
 char message[1000];
 preset = Get_Parameter("Preset_Name");
 cost = Get_Int_Parameter("Cost");
 if (cost <= Commands->Get_Money(enter))
 {
  cost = -cost;
  spawn_position = Get_Vector3_Parameter("location");
  Commands->Give_Money(enter,(float)cost,0);
```

```
  Commands->Create_Object(preset,spawn_position);
  sprintf(message,"Msg %s Has Purchased A
%s",Get_Player_Name(enter),Get_Parameter("DisplayName"));
  Console_Input(message);
 }
 else
 {
  sprintf(message,"ppage %d You do not have enouph money to purchase
this!!",Get_Player_ID(enter));
  Console_Input(message);
 }
}
```