Subject: C++ help
Posted by Sn1per74* on Wed, 01 Aug 2007 04:07:55 GMT
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Three questions!
1. When ever I make an SSM and set it to the model of a large_blocker, you can walk through it where the SSM part isn't, how do I fix it?

2. I try to make a spy. It costs 150 credits. But, if you have less than 150, it still buys it and goes into negatives. How do you make it so you just can't buy it if its less than 150? Here's my code:
Quote:else if (strncmp(Msg3,"!spy",4) == 0) { // change 12 to how many letters command + ! is change !yourcommand to what you want
   if (obj){ // LEAVE THIS VERY IMPORTANT
   if(Commands->Get_Money(obj) < 150.0f) {
    char message[256];
   sprintf(message,"ppage %d You need 150 credits!",ID);
   Console_Input(message);
   }
   else(Commands->Get_Money(obj) >= 150.0f){
   Commands->Give_Money(obj,-150,false);
   }
   if(Get_Team(ID) == 1) {
    Change_Character(obj,"CnC_Nod_MiniGunner_0");
    }
   else Change_Character(obj,"CnC_GDI_Minigunner_0");
   char message[256];
   sprintf(message,"message The player has %f credits",Commands->Get_Money(obj));
   Console_Input(message);

  }
   }

3. Is there someway to make your name the other teams color, like your tag when you walk around. NOT in the scoreboard.

File Attachments
1) meh.JPG, downloaded 882 times

---

for the ssml launcher um heres a guess check the model in lvl and make sure its the right one?

It is. Otherwise why would one be created?

Subject: Re: C++ help
Posted by reborn on Wed, 01 Aug 2007 15:07:37 GMT
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1) Pretty sure it's using the world box of the SSM.

2) I'm pretty sure it's just the else should be else if, but...

Declare the variable "PlayerCreds" as type int, and then.. oh fuck it, it's easier to show you:

```
int PlayerCreds = Commands->Get_Money(obj);
```

This will make it easier for you write and follow, so it would look something like (havn't tried it, most likely will give erros, but you get the idea):

```
if (PlayerCreds > 150) {
Commands->Give_Money(obj, -150, false);
 if(Get_Team(ID) == 1) {
Change_Character(obj,"CnC_Nod_MiniGunner_0");}
}
else if (PlayerCreds < 150) {
//blah blah blah
```

3) I'm sure it's possible, as there is a weird bug that can cause it, but I havn't ever tried to do it on purpose

Subject: Re: C++ help
Posted by jnz on Wed, 01 Aug 2007 16:03:06 GMT
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```
if(!Purchase_Item(<player GameObject *>, <cost>))
{
 //not enough
}
else
{
 //buy the item
}
```

Although the spy thing is possible, it required ASM hacks afaik.

Subject: Re: C++ help
Posted by Sn1per74* on Wed, 01 Aug 2007 16:14:09 GMT
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RoShamBo wrote on Wed, 01 August 2007 11:03
if(!Purchase_Item(<player GameObject *>, <cost>))
{
 //not enough
}
else
{
 //buy the item
}

Although the spy thing is possible, it required ASM hacks afaik.
Could I make a script or something? It doesn't seem to complicated. I mean, if somebody can
make a boat and submarine script, how hard could it be to make something change color? Then
again, I've never made a script before.

Subject: Re: C++ help
Posted by Cat998 on Wed, 01 Aug 2007 16:22:42 GMT
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3) Not without ugly hacks, I wouldn't recommend to do that without
a client modification.

I also recommend you to use a string tokenizer for the command
checking, it's a pain to always use strncmp

Subject: Re: C++ help
Posted by BlueThen on Wed, 01 Aug 2007 19:03:37 GMT
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Use a destroyed vech's preset for the wall. But it would seem like the clients are lagging out of it
when they try to go through it, it'd be completely solid though.

Subject: Re: C++ help
Posted by jnz on Wed, 01 Aug 2007 21:20:43 GMT
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all they did for the sub script was use a flying vehicle and probably a script zone for the water

Subject: Re: C++ help
Posted by Genesis2001 on Wed, 01 Aug 2007 22:42:48 GMT
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For the spy script, look at the gmcrate.cpp (or gmcrates.cpp - whichever it is)

-MathK1LL

Subject: Re: C++ help
Posted by Sn1per74* on Wed, 01 Aug 2007 23:41:59 GMT
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Cat998 wrote on Wed, 01 August 2007 11:22
I also recommend you to use a string tokenizer for the command
checking, it's a pain to always use strncmp
What do you mean string tokenizer. BTW, Thanks for all the help guys!
And what's the difference between true and false?

Subject: Re: C++ help
Posted by Cat998 on Thu, 02 Aug 2007 00:34:29 GMT
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Sn1per74* wrote on Thu, 02 August 2007 01:41Cat998 wrote on Wed, 01 August 2007 11:22
I also recommend you to use a string tokenizer for the command
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What do you mean string tokenizer. BTW, Thanks for all the help guys!
And what's the difference between true and false?

You can use my char string tokenizer. It's awesome

It splits any strings into pieces, you can define the delimiter it uses for splitting (for example a
space), and you can define the maximum number of pieces, the last one contains the rest of the
string.

http://www.blackintel.org/Cat998/strtokenizer.txt

strtokenizer takes 4 arguments:

char *message: The message you want to split into pieces
char *buf: It needs a memory buffer, where it can copy the tokens into, for ingame chat messages
512 bytes is enough I think
unsigned int n: The max number of tokens (The last one contains the rest of the string)
char delimiter: The delimiter character

Example:

Quote:char *message "!kick Sn1per74 C++ newb";
char buf[512]; //buffer for the function
char **toks;
toks = strtokenizer(message, buf, 3, ' '); //function call
Console_Output("%s has been kicked out of the game for: %s", toks[1], toks[2]);

//kick code here

delete[] toks; //cleanup

So toks[0] contains word1 (!kick), toks[1] contains word2 (Sn1per74) and toks[2] contains the rest
of the string

Subject: Re: C++ help
Posted by Sn1per74* on Thu, 02 Aug 2007 01:28:00 GMT
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[quote title=Cat998 wrote on Wed, 01 August 2007 19:34][quote title=Sn1per74* wrote on Thu, 02
August 2007 01:41]Cat998 wrote on Wed, 01 August 2007 11:22

Example:

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Console_Output("%s has been kicked out of the game for: %s", toks[1], toks[2]);

//kick code here

delete[] toks; //cleanup

So toks[0] contains word1 (!kick), toks[1] contains word2 (Sn1per74) and toks[2] contains the rest
of the string
Good example.

Subject: Re: C++ help
Posted by jnz on Thu, 02 Aug 2007 04:48:20 GMT
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It was

Subject: Re: C++ help
Posted by Whitedragon on Thu, 02 Aug 2007 05:10:44 GMT
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Use SSGM's ChatCommandClass, it has automatic tokenizing. I showed you this in one of your other topics.

Subject: Re: C++ help
Posted by Cat998 on Thu, 02 Aug 2007 09:07:14 GMT
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From what I know, it's using std:: strings and it's very bloated.