
Subject: Can you spot the glitch?

Posted by [Stallion](#) on Tue, 04 Feb 2014 03:24:10 GMT

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Ok, so I have a script I made (more of reversed engineered and altered). I finally got it to compile and it shows up in level editor, but the spot that is supposed to drop down in the scripts selection section won't show the Get_parameter().

Can you spot the glitch?

*****The intent is to stop a weapon from being able to be used via selection in i.e. scripts drop down setting of "Deployable_Beacon_Preset_Name"

My script:

Stallion.h:

```
class ST_Deployable_Prevention_Zone : public ScriptImpClass {
void Entered(GameObject *obj,GameObject *enter);
void Timer_Expired(GameObject *obj,int number);
void Remove_Weapon_Safely(GameObject *obj,const char *WeaponName);
};
```

Stallion.cpp:

```
#include "general.h"

#include "scripts.h"
#include "engine.h"
#include "VehicleGameObj.h"
#include "Stallion.h"
```

```

void ST_Deployable_Prevention_Zone::Entered(GameObject *obj,GameObject *enter)
{
Commands->Start_Timer(obj,this,0.1f,Commands->Get_ID(enter));
}

```

```

void ST_Deployable_Prevention_Zone::Timer_Expired(GameObject *obj,int number)
{
const char *i;
i = Get_Parameter("Deployable_Beacon_Preset_Name");
GameObject* checkplayerobj = Commands->Find_Object(number);

if ( IsInsideZone(obj,checkplayerobj))
{
if (Get_Total_Bullets(checkplayerobj, i))
{
const char* currentweapon = Get_Current_Weapon(checkplayerobj);
if (strcmp(currentweapon, i) == 0 && Get_Current_Bullets(checkplayerobj) > 0)
{
Commands->Select_Weapon(checkplayerobj,"");
Commands->Select_Weapon(checkplayerobj,i);
}
}
Commands->Start_Timer(obj,this,0.5,number);
}
}
}

```

```

void ST_Deployable_Prevention_Zone::Remove_Weapon_Safely(GameObject *obj,const char
*WeaponName)
{
const char *CurrentWeapon = Get_Current_Weapon(obj);
if (CurrentWeapon)
{
if (!_strcmp(CurrentWeapon,WeaponName))
{
if (Has_Weapon(obj,"Weapon_Pistol_Player"))
{
Commands->Select_Weapon(obj,"Weapon_Pistol_Player");
Remove_Weapon(obj,WeaponName);
Commands->Select_Weapon(obj,"Weapon_Pistol_Player");
}
}
}
}
}
}

```

```
ScriptRegistrant<ST_Deployable_Prevention_Zone>  
ST_Deployable_Prevention_Zone_Registrant("ST_Deployable_Prevention_Zone", "");
```

Subject: Re: Can you spot the glitch?
Posted by [Whitedragon](#) on Tue, 04 Feb 2014 04:01:55 GMT
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You have to declare the parameters in the script registrant.

```
ScriptRegistrant<ST_Deployable_Prevention_Zone>  
ST_Deployable_Prevention_Zone_Registrant("ST_Deployable_Prevention_Zone",  
"Deployable_Beacon_Preset_Name:string");
```

Subject: Re: Can you spot the glitch?
Posted by [Stallion](#) on Tue, 04 Feb 2014 04:24:13 GMT
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You fuckin rock Thanks!

Subject: Re: Can you spot the glitch?
Posted by [danpaul88](#) on Tue, 04 Feb 2014 12:30:07 GMT
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You should fix the following problems;

```
GameObject* checkplayerobj = Commands->Find_Object(number);  
  
if ( IsInsideZone(obj,checkplayerobj))
```

You passed <number> as a timer parameter, so at this point you don't know that the gameobject referenced by that number still exists. Your code will crash if checkplayerobj is NULL after the call to Find_Object. Change it to

```
GameObject* checkplayerobj = Commands->Find_Object(number);  
  
if ( NULL != checkplayerobj && IsInsideZone(obj,checkplayerobj))
```

```
const char* currentweapon = Get_Current_Weapon(checkplayerobj);
if (strcmp(currentweapon, i) == 0 && Get_Current_Bullets(checkplayerobj) > 0)
```

NULL is a valid return value from Get_Current_Weapon, again leading to a potential crash. Fix it by checking for NULL before using currentweapon

```
const char* currentweapon = Get_Current_Weapon(checkplayerobj);
if (NULL != currentweapon && strcmp(currentweapon, i) == 0 &&
Get_Current_Bullets(checkplayerobj) > 0)
```

Also fix this in your Remove_Weapon_Safely function (which doesn't appear to be called anywhere?)

```
Commands->Select_Weapon(checkplayerobj, "");
Commands->Select_Weapon(checkplayerobj, i);
```

This would appear to be redundant, why call Select_Weapon twice?

Subject: Re: Can you spot the glitch?
Posted by [Stallion](#) on Tue, 04 Feb 2014 21:48:09 GMT
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This script is in the process of being reverse engineered from Iran_Beaconing_Prevention_Zone which functions properly for the ions and nukes. It would seem I have a lot to do in order to get it functioning even though I changed so little. I got the registrant worked out so now it'll let me put in the preset, but you guys see some of the other stuff.

I'll look into the stuff you guys put, and see what I can do.

here's a copy of his script:

```
#include "general.h"
```

```
#include "scripts.h"
```

```

#include "VehicleGameObj.h"
#include "engine.h"
#include "iran_scripts.h"

void Iran_Beaconing_Prevention_Zone::Entered(GameObject *obj,GameObject *enter)
{
    Commands->Start_Timer(obj,this,0.1f,Commands->Get_ID(enter));
}

void Iran_Beaconing_Prevention_Zone::Timer_Expired(GameObject *obj,int number)
{
    GameObject* checkplayerobj = Commands->Find_Object(number);
    if ( !IsInsideZone(obj,checkplayerobj))
    {
        if (Get_Total_Bullets(checkplayerobj, "CnC_Weapon_NukeBeacon_Player"))
        {
            const char* currentweapon = Get_Current_Weapon(checkplayerobj);
            if (strcmp(currentweapon, "CnC_Weapon_NukeBeacon_Player") == 0 &&
Get_Current_Bullets(checkplayerobj) > 0)
            {
                Commands->Select_Weapon(checkplayerobj,"");
                Commands->Select_Weapon(checkplayerobj,"CnC_Weapon_NukeBeacon_Player");
            }
            Commands->Start_Timer(obj,this,0.5,number);
        }
        else if (Get_Total_Bullets(checkplayerobj, "CnC_Weapon_IonCannonBeacon_Player"))
        {
            const char* currentweapon = Get_Current_Weapon(checkplayerobj);
            if(strcmp(currentweapon,"CnC_Weapon_IonCannonBeacon_Player") == 0 &&
Get_Current_Bullets(checkplayerobj) > 0)
            {
                Commands->Select_Weapon(checkplayerobj,"");
                Commands->Select_Weapon(checkplayerobj,"CnC_Weapon_IonCannonBeacon_Player");
            }
            Commands->Start_Timer(obj,this,0.5,number);
        }
    }
}

void Iran_Beaconing_Prevention_Zone::Remove_Weapon_Safely(GameObject *obj,const char
*WeaponName)
{
    const char *CurrentWeapon = Get_Current_Weapon(obj);
    if (CurrentWeapon)
    {
        if (!_stricmp(CurrentWeapon,WeaponName))
        {

```

```
if (Has_Weapon(obj,"Weapon_Pistol_Player"))
{
  Commands->Select_Weapon(obj,"Weapon_Pistol_Player");
  Remove_Weapon(obj,WeaponName);
  Commands->Select_Weapon(obj,"Weapon_Pistol_Player");
}
else
{
  Grant_Powerup(obj, "POW_Pistol_Player");
  Commands->Select_Weapon(obj,"Weapon_Pistol_Player");
  Remove_Weapon(obj,WeaponName);
  Commands->Select_Weapon(obj,"Weapon_Pistol_Player");
}
}
}
}
```

ScriptRegistrant<Iran_Beaconing_Prevention_Zone>
Iran_Beaconing_Prevention_Zone_Registrant("Iran_Beaconing_Prevention_Zone", "");

Subject: Re: Can you spot the glitch?
Posted by [Jerad2142](#) on Tue, 11 Feb 2014 19:37:16 GMT
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danpaul88 wrote on Tue, 04 February 2014 05:30

```
Commands->Select_Weapon(checkplayerobj,"");
Commands->Select_Weapon(checkplayerobj,i);
```

This would appear to be redundant, why call Select_Weapon twice?

Select weapon is called twice to make it so you can't shoot. It basically relies on the switch time to disable the gun, best way I've found to do it thus far anyways.
