Subject: Re: How to Turn the Ped on after a specific time
Posted by Jerad2142 on Thu, 11 Aug 2011 03:59:09 GMT
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Here you go then.

```
void JMG_Prevent_Ped_Beacons_Time::Created(GameObject *obj)
{
 for (int x = 0;x < 128;x++)
 {
      ion[x] = false;
  nuke[x] = false;
 }
 Commands->Start_Timer(obj,this,Get_Float_Parameter("Time_Seconds"),1003943);
}

void JMG_Prevent_Ped_Beacons_Time::Entered(GameObject *obj, GameObject *enter)
{
 int PlayerID = Get_Player_ID(enter);
 if (!PlayerID)
  return;
 if (Has_Weapon(enter,"CnC_Weapon_IonCannonBeacon_Player") &&
Get_Current_Bullets(enter) > 0)
 {
  if
(!Remove_Weapon_Safely(enter,"CnC_Weapon_IonCannonBeacon_Player","CNC_Weapon_Pist
ol_Player "))
   return;
  ion[PlayerID] = true;
 }
 if (Has_Weapon(enter,"CnC_Weapon_NukeBeacon_Player") && Get_Current_Bullets(enter) > 0)
 {
  if
(!Remove_Weapon_Safely(enter,"CnC_Weapon_NukeBeacon_Player","CNC_Weapon_Pistol_Pl
ayer "))
   return;
  nuke[PlayerID] = true;
 }
}

void JMG_Prevent_Ped_Beacons_Time::Exited(GameObject *obj, GameObject *exit)
{
 int PlayerID = Get_Player_ID(exit);
 if (!PlayerID)
  return;
 if (ion[PlayerID])
  Commands->Give_Powerup(exit,"CnC_POW_IonCannonBeacon_Player",false);
```

```cpp
 if (nuke[PlayerID])
  Commands->Give_Powerup(exit,"CnC_POW_Nuclear_Missle_Beacon",false);
 ion[PlayerID] = false;
 nuke[PlayerID] = false;
}

void JMG_Prevent_Ped_Beacons_Time::Timer_Expired(GameObject *obj, int number)
{
 if (number == 1003943)
 {
  for (int x = 1;x < 128;x++)
  {
   GameObject *Player = Get_GameObj(x);
   if (!Player)
    continue;
   if (ion[x])
    Commands->Give_Powerup(Player,"CnC_POW_IonCannonBeacon_Player",false);
   if (nuke[x])
    Commands->Give_Powerup(Player,"CnC_POW_Nuclear_Missle_Beacon",false);
  }
  Remove_Script(obj,"z_Prevent_Ped_Beacons_Time");
 }
}

bool JMG_Prevent_Ped_Beacons_Time::Remove_Weapon_Safely(GameObject *obj,const char
*WeaponName,const char *SelectWeapon)
{
 const char *CurrentWeapon = Get_Current_Weapon(obj);
 if (CurrentWeapon)
  if (!_stricmp(CurrentWeapon,WeaponName))
  {
   if (Has_Weapon(obj,SelectWeapon))
   {
    Commands->Select_Weapon(obj,SelectWeapon);
    Remove_Weapon(obj,WeaponName);
    Commands->Select_Weapon(obj,SelectWeapon);
    return true;
   }
  }
  else
  {
   Remove_Weapon(obj,WeaponName);
   return true;
  }
 return false;
}

ScriptRegistrant<JMG_Prevent_Ped_Beacons_Time>
```

```
JMG_Prevent_Ped_Beacons_Time("JMG_Prevent_Ped_Beacons_Time","Time_Seconds=60000
0:float ");

class JMG_Prevent_Ped_Beacons_Time : public ScriptImpClass {
 bool ion[128];
 bool nuke[128];
 void Created(GameObject *obj);
 void Timer_Expired(GameObject *obj, int number);
 void Entered(GameObject *obj, GameObject *enter);
 void Exited(GameObject *obj, GameObject *exit);
 bool Remove_Weapon_Safely(GameObject *obj,const char *WeaponName,const char
*SelectWeapon);
};
```

But there you go beings you are so picky, a version that checks for ammo and does not give you a beacon if its empty, in addition, it does potentially 3,599 less useless checks in a 30 minute game per player in zone.

I will admit I did not really read though your original post, and though you called the timer originally from created instead of entered.

And yours still can crash the fds if the player/entering object has no weapon.
And will fail to do anything if they are not holding the beacon, and if they are the server can crash when it removes the beacon.

Also, if you could time jumping or walking in and out of the zone you could set off multiple copies of the timer that slowly flooding the server with more and more pointless checks.

Finally, your script doesn't deactivate after a certain amount of time, which was rather the point of this thread in the first place...