Subject: How do you find owner of a newly bought tank?
Posted by theplague on Thu, 03 Nov 2005 01:44:21 GMT
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i'm just tryiny to find out the owner given the tank which has just been purchused by a player :S i just wanna know the obj, name or ID of that player... ie: how does the log know that "Player purchased a vehicle"?

- lots of thanks

Subject: Re: How do you find owner of a newly bought tank?
Posted by Whitedragon on Thu, 03 Nov 2005 02:08:01 GMT
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At the moment, you cant.

Subject: Re: How do you find owner of a newly bought tank?
Posted by rm5248 on Thu, 03 Nov 2005 02:14:17 GMT
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Though it would be useful to determine who bought a tank, so that you can kick people for GTT. (grand theft tank XD)

Subject: Re: How do you find owner of a newly bought tank?
Posted by ghostSWT on Thu, 03 Nov 2005 06:06:24 GMT
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rm5248 how are you with modifying scripts?

in ssaow 1.3.4

under
void M00_GrantPowerup_Created::Created(GameObject *obj) {
there is a
  if (Settings_ShowPlayerPurchase) {
   char PurchaseMsg[512];
   sprintf(PurchaseMsg,"%s purchased a
%s",Get_Player_Name(obj),Translate_Preset(IsPlayerVehicle(obj)));
   FDSMessage(PurchaseMsg,"_PURCHASE");
  }
Now i can be wrong but I think that can be used to do what you want. You can try something like saving the Get_Player_Name(obj)and IsPlayerVehicle(obj). Then when you need to, check if they match, if they don't then that player is in someone elses tank.

Keep in mind players die, leave, and lose vehicles(death/stolen) so you would have to keep track of those things.

Subject: Re: How do you find owner of a newly bought tank?
Posted by Renardin6 on Thu, 03 Nov 2005 12:06:59 GMT
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theplague wrote on Wed, 02 November 2005 19:44i'm just tryiny to find out the owner given the tank which has just been purchused by a player :S i just wanna know the obj, name or ID of that player... ie: how does the log know that "Player purchased a vehicle"?

- lots of thanks

Why do you need to know that?...

Subject: Re: How do you find owner of a newly bought tank?
Posted by mac on Thu, 03 Nov 2005 12:34:22 GMT
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It's not possible yet..

Subject: Re: How do you find owner of a newly bought tank?
Posted by rm5248 on Thu, 03 Nov 2005 21:12:03 GMT
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ghostSWT wrote on Thu, 03 November 2005 00:06rm5248 how are you with modifying scripts?

If that's C++ then I can't, but if it's Java I'd be able to do it in a few months probably, I'm taking a Java class at school...

So I've got no experience what so ever.

Subject: Re: How do you find owner of a newly bought tank?
Posted by YSLMuffins on Thu, 03 Nov 2005 22:11:50 GMT
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Seems like it would certainly be possible. Or else how does the player lock that reserves the vehicle for the first 30 seconds or so work?

Subject: Re: How do you find owner of a newly bought tank?
Posted by theplague on Thu, 03 Nov 2005 22:12:03 GMT
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nawwww....
i tryed using the:
sprintf(PurchaseMsg,"%s purchased a %s"
,Get_Player_Name(obj),Translate_Preset(IsPlayerVehicle(obj)));
block, no luck...

but how does brenbot do it? it shows tank buys... :S

Subject: Re: How do you find owner of a newly bought tank?
Posted by Cat998 on Thu, 03 Nov 2005 22:12:09 GMT
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rm5248 wrote on Thu, 03 November 2005 22:12ghostSWT wrote on Thu, 03 November 2005
00:06rm5248 how are you with modifying scripts?

If that's C++ then I can't, but if it's Java I'd be able to do it in a few months probably, I'm taking a
Java class at school...

So I've got no experience what so ever.

Yes, Renegade is made in JAVA

Subject: Re: How do you find owner of a newly bought tank?
Posted by rm5248 on Thu, 03 Nov 2005 23:52:16 GMT
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Cat998 wrote on Thu, 03 November 2005 16:12rm5248 wrote on Thu, 03 November 2005
22:12ghostSWT wrote on Thu, 03 November 2005 00:06rm5248 how are you with modifying
scripts?

If that's C++ then I can't, but if it's Java I'd be able to do it in a few months probably, I'm taking a
Java class at school...

So I've got no experience what so ever.

Yes, Renegade is made in JAVA

Oh, really? I didn't know that. I thought that most games would be made with C++ or something...

Subject: Re: How do you find owner of a newly bought tank?
Posted by dead6re on Thu, 10 Nov 2005 19:21:21 GMT
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Welcome to the untruely unclever way of detecting who is the owner of a new tank.

On the tanks object in object.aow you attach a script and add a void created. Then get this to go into the FDS log or DDE.

Wow, we figured how to find out what preset was created!!!
Now, remember that the FDS can tell us who purchased a vehicle?

So now,

Either
1) We find that a new preset has been created for nod or gdi so we wait to find out which team purchased that veichle because we can store which team the person is one.
2) We find that someone has purchased a new vehicle but we dont know what so we wait for the scripts.dll message and find out what preset it was.

One we have both message, we can output a nice combined string. Tad Ta!

Subject: Re: How do you find owner of a newly bought tank?
Posted by mac on Mon, 14 Nov 2005 09:55:30 GMT
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brenbot just reads it from the logfile, it doesnt say what vehicle.

You can detect that a vehicle was created by hooking the object, but you cannot say yet who the owner is, who bought it... thats something for jonwil to add

Subject: Re: How do you find owner of a newly bought tank?
Posted by Dave Mason on Mon, 14 Nov 2005 20:03:16 GMT
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If you want to find out who's tank it is, get in it and see who cries.