

---

Subject: Scripting Help

Posted by [Gen\\_Blacky](#) on Fri, 22 Jan 2010 18:43:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Can some one give me an example of how to create an object on a certain map with c++. I want to create a couple of script zones with different xyz locations on each map.

---

---

Subject: Re: Vector3 pos

Posted by [Sir Kane](#) on Fri, 22 Jan 2010 23:31:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Vector3(100.0f, 200.0f, 0.0)

---

---

Subject: Re: Vector3 pos

Posted by [zunnie](#) on Sat, 23 Jan 2010 05:16:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

<http://apb.pastebin.com/d4732d748>

Thats how i do it...

---

---

Subject: Re: Vector3 pos

Posted by [Gen\\_Blacky](#) on Sat, 23 Jan 2010 06:10:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Thank you how would i set the size of the script zone and did I use the xyz cords wrong.

GameObject \*zone =  
Commands->Create\_Object("Script\_Zone\_All",Vector3(-83.531f,-89.294f,-0.589f));

How do i use

Attach\_Script\_Once  
or  
Attach\_Script

with more then 3 peramters ?

Would i do it like this ?  
Commands->Attach\_Script(zone,"script",team,msg);

---

---

Subject: Re: Vector3 pos

Posted by [Gen\\_Blacky](#) on Sat, 23 Jan 2010 09:57:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Can some one tell me why this chat command isn't working correctly> I don't understand how gdiplayer == nodplayer does not = even teams.

```
class TeamChangeChatCommand : public ChatCommandClass
{
void Triggered(int ID,const TokenClass &Text,int ChatType)
{
GameObject *obj = Get_GameObj(ID);
int gdiPlayers = (Tally_Team_Size(1));
int nodPlayers = (Tally_Team_Size(0));
int team = Get_Object_Type(obj);
if (team == 1)
{
printf("GDI\n");
nodPlayers++;
if (nodPlayers < gdiPlayers)
{
printf("Change Team GDI to Nod\n");
Change_Team_By_ID(ID,0);
char message[256];
sprintf(message,"msg Player %s has changed to Team Nod to make the teams even.",Get_Player_Name_By_ID(ID));
Console_Input(message);
}
else if (nodPlayers == 0)
{
char message[256];
sprintf(message,"msg You are the only player on GDI", Get_Player_Name_By_ID(ID));
Console_Input(message);
}
else if (nodPlayers == gdiPlayers)
{
char message[256];
sprintf(message,"msg Teams are Even", Get_Player_Name_By_ID(ID));
Console_Input(message);
//Console_Input(StrFormat("msg Teams are Even.",Get_Player_ID(obj)).c_str());
}
else
{
//Console_Input(StrFormat("msg Sorry GDI doesn't have enough
Players!",Get_Player_ID(obj)).c_str());
char message[256];
sprintf(message,"msg Sorry GDI doesn't have enough Players!",Get_Player_Name_By_ID(ID));
Console_Input(message);
}
}
```

```

}

if (team == 0)
{
printf("NOD\n");
gdiPlayers++;
if (gdiPlayers < nodPlayers)
{
printf("Change Team Nod to GDI\n");
Change_Team_By_ID (ID,1);
char message[256];
sprintf(message,"msg Player %s has changed to Team GDI to make the teams even.",Get_Player_Name_By_ID(ID));
Console_Input(message);
}
else if (gdiPlayers == 0)
{
char message[256];
sprintf(message,"msg You are the only player on Nod.", Get_Player_Name_By_ID(ID));
Console_Input(message);
//Console_Input(StrFormat("msg You are the only player on Nod.",Get_Player_ID(obj)).c_str());
}
else if (gdiPlayers == nodPlayers)
{
char message[256];
sprintf(message,"msg Teams are Even", Get_Player_Name_By_ID(ID));
Console_Input(message);
}
else
{
//Console_Input(StrFormat("msg Sorry NOD doesn't have enough
Players!",Get_Player_ID(obj)).c_str());
char message[256];
sprintf(message,"msg Sorry NOD doesn't have enough Players!",Get_Player_Name_By_ID(ID));
Console_Input(message);
}
}
}
};

ChatCommandRegistrant<TeamChangeChatCommand>
TeamChangeChatCommandReg("!TeamChange;!tc;!switch;",CHATTYPE_TEAM,0,GAMEMODE_ALL);

```

## File Attachments

1) [Untitled-2.jpg](#), downloaded 1042 times

Blacky: Itc  
Host: Teams are Even

Blacky3: Itc  
Host: Sorry GDI doesn't have enough Players!

---

**Subject: Re: Scripting Help**  
Posted by [Omar007](#) on Sat, 23 Jan 2010 10:39:09 GMT  
[View Forum Message](#) <> [Reply to Message](#)

@Your script zone questions;  
Gen\_Blacky wrote on Sat, 23 January 2010 07:10  
Thank you how would i set the size of the script zone and did I use the xyz cords wrong.

GameObject \*zone =  
Commands->Create\_Object("Script\_Zone\_All",Vector3(-83.531f,-89.294f,-0.589f));

How do i use

Attach\_Script\_Once  
or  
Attach\_Script

with more then 3 peramters ?

Would i do it like this ?

Commands->Attach\_Script(zone,"script",team,msg);  
The use of the Vector3 seems OK. You just have to make sure the coords are right  
Also im not sure it works with creating script zones. It does work with PhysicalGameObjects.  
Never tried it on zones

I dont know how you can set the size, sorry

Attach\_Script\_Once(obj,"script","param1,param2,param3");  
Commands->Attach\_Script(obj,"script","param1,param2,param3");

@Your code;

Well the first thing i dont get is why you would increase nodplayers when GDI uses the command;  
if (team == 1)  
{  
printf("GDI\n");  
nodPlayers++;

....

and gdiplayers when nod uses it.

```
if (team == 0)
{
    printf("NOD\n");
    gdiPlayers++;
....
```

No wonder it says TEAMS EVEN when you used !tc on Nod. GDI had only 1 player and Nod 2 but you increased GDI first meaning both teams have 2 according to your code

This piece of code is in both teams useless because you increased it by 1 first AND because you check for gdiPlayers < nodPlayers first it will never reach this.

```
else if (gdiPlayers == 0) //or nodPlayers in GDI ;)
{
    char message[256];
    sprintf(message,"msg You are the only player on Nod.", Get_Player_Name_By_ID(ID));
    Console_Input(message);
    //Console_Input(StrFormat("msg You are the only player on Nod.",Get_Player_ID(obj)).c_str());
}
```

And you are letting it say 'You are the only player on Nod/GDI' while you didn't even checked for that

What I would do is remove

```
nodPlayers++;
gdiPlayers++;
```

and change

```
else if (gdiPlayers == 0) //or nodPlayers in GDI ;)
{
    char message[256];
    sprintf(message,"msg You are the only player on Nod.", Get_Player_Name_By_ID(ID));
    Console_Input(message);
    //Console_Input(StrFormat("msg You are the only player on Nod.",Get_Player_ID(obj)).c_str());
}
```

To

```
else if (gdiPlayers == 0 && nodPlayers == 1) //or nodPlayers && gdiPlayers in GDI ;)
{
    char message[256];
    sprintf(message,"msg You are the only player on Nod.", Get_Player_Name_By_ID(ID));
    Console_Input(message);
    //Console_Input(StrFormat("msg You are the only player on Nod.",Get_Player_ID(obj)).c_str());
}
```

and put this as the first action (before the if(gdiPlayers < nodPlayers))

Or just leave it out. Why wouldnt the player have rights to swap when he is the only one?

I hope this helped you

---

---

---

---

**Subject: Re: Scripting Help**

Posted by [Gen\\_Blacky](#) on Sat, 23 Jan 2010 18:52:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

thank you I forgot about that I increased the team size. It works now but now if one team has one more player then the other team they can switch teams. How would I check if the other team has 1 more player then the other team. Thats why I originally added

nodPlayers++;

gdiPlayers++;

So if the other team had +1 it wouldn't switch teams.

Then added even teams and one player later.

---

---

---

**Subject: Re: Scripting Help**

Posted by [Omar007](#) on Sat, 23 Jan 2010 20:01:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Gen\_Blacky wrote on Sat, 23 January 2010 19:52thank you I forgot about that I increased the team size. It works now but now if one team has one more player then the other team they can switch teams. How would I check if the other team has 1 more player then the other team. Thats why I originally added

nodPlayers++;

gdiPlayers++;

So if the other team had +1 it wouldn't switch teams.

Then added even teams and one player later.

```
if(nodPlayers < gdiPlayers - 1)
{
    //dont swap -> nod only has 1 player more
}
```

```
if(gdiPlayers < nodPlayers - 1)
{
    //dont swap -> gdi only has 1 player more
}
```

---

---

---

**Subject: Re: Scripting Help**

Posted by [Gen\\_Blacky](#) on Sat, 23 Jan 2010 22:20:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Omar007 wrote on Sat, 23 January 2010 21:01Gen\_Blacky wrote on Sat, 23 January 2010 19:52thank you I forgot about that I increased the team size. It works now but now if one team has one more player then the other team they can switch teams. How would I check if the other team has 1 more player then the other team. Thats why I originally added

nodPlayers++;

gdiPlayers++;

So if the other team had +1 it wouldn't switch teams.

Then added even teams and one player later.

```
if(nodPlayers < gdiPlayers - 1)
{
    //dont swap -> nod only has 1 player more
}

if(gdiPlayers < nodPlayers - 1)
{
    //dont swap -> gdi only has 1 player more
}
```

I tired that but it didn't work. I got it working though by checking for the difference. Thanks for the help.

```
class TeamChangeChatCommand : public ChatCommandClass
{
void Triggered(int ID,const TokenClass &Text,int ChatType)
{
    if(!PluginSettings->TeamChange){return;}
    GameObject *obj = Get_GameObj(ID);
    int difference = 0;
    int gdiPlayers = (Tally_Team_Size(1));
    int nodPlayers = (Tally_Team_Size(0));
    int team = Get_Object_Type(obj);

    if (team == 1)
    {
        if (gdiPlayers - nodPlayers )
        {
            difference = gdiPlayers - nodPlayers;
        }
        else if (gdiPlayers == 1)
        {
            Console_Input(StrFormat("ppage %d You are the only player on
GDI.",Get_Player_ID(obj)).c_str());
        }
        else if (difference == 1)
```

```

{
    char message[256];
    sprintf(message,"msg GDI has only one more player then NOD No need to Switch.",

Get_Player_Name_By_ID(ID));
    Console_Input(message);
}
else if (nodPlayers == gdiPlayers)
{
    char message[256];
    sprintf(message,"msg Teams are Even", Get_Player_Name_By_ID(ID));
    Console_Input(message);
}

else if (nodPlayers < gdiPlayers + 1)
{
    printf("Change Team GDI to Nod\n");
    Change_Team_By_ID(ID,0);
    char message[256];
    sprintf(message,"msg Player %s has changed to Team Nod to make the teams even.",

Get_Player_Name_By_ID(ID));
    Console_Input(message);
}
else
{
    char message[256];
    sprintf(message,"msg Sorry GDI doesn't have enough Players!",

Get_Player_Name_By_ID(ID));
    Console_Input(message);
}

}

if (team == 0)
{
if (nodPlayers == 1)
{
    Console_Input(StrFormat("ppage %d You are the only player on
NOD.",Get_Player_ID(obj)).c_str());
}
else if (nodPlayers - gdiPlayers )
{
    difference = nodPlayers - gdiPlayers;
}
if (difference == 1)
{
    char message[256];
    sprintf(message,"msg Nod has only one more player then GDI No need to Switch.",

Get_Player_Name_By_ID(ID));
    Console_Input(message);
}
}

```

```

}
else if (gdiPlayers == nodPlayers)
{
    char message[256];
    sprintf(message,"msg Teams are Even", Get_Player_Name_By_ID(ID));
    Console_Input(message);
}
else if (gdiPlayers < nodPlayers + 1)
{
    printf("Change Team Nod to GDI\n");
    Change_Team_By_ID (ID,1);
    char message[256];
    sprintf(message,"msg Player %s has changed to Team GDI to make the teams even.", Get_Player_Name_By_ID(ID));
    Console_Input(message);
}
else
{
    char message[256];
    sprintf(message,"msg Sorry NOD doesn't have enough Players!", Get_Player_Name_By_ID(ID));
    Console_Input(message);
}
}
}
};

ChatCommandRegistrant<TeamChangeChatCommand>
TeamChangeChatCommandReg("!TeamChange;!tc;!switch;", CHATTYPE_TEAM,0,GAMEMODE_ALL);

```

---



---

**Subject: Re: Scripting Help**  
 Posted by [Omar007](#) on Sat, 23 Jan 2010 22:23:19 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

My way will only work if you put it on top if the else-if stack

But your way is good too

---

**Subject: Re: Scripting Help**  
 Posted by [Gen\\_Blacky](#) on Sun, 24 Jan 2010 05:18:57 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Im making a plugin and im trying to attach no falling damage script to players but its not working.  
 Am I attaching the script to the player obj correctly.

```

void ObjectHookCall(void *data,GameObject *obj) {
    if(!PluginSettings->CreditSystem){return;}
    if(Command->Is_A_Star(obj)){
        //Attach_Script_Once(obj,"Money","");
        int PlayerID;
        PlayerID = Get_Player_ID(obj);
        printf("Player Money Added\n");
        Set_Money(PlayerID,0);
        Commands->Give_Money(obj,1000,false);
    }
    if(!PluginSettings->NoFallingDamage){return;}
    if(Command->Is_A_Star(obj)){
        Attach_Script_Once(obj,"M00_No_Falling_Damage_DME","0");
        printf("No Damge Script Attached\n");
    }
    if(!PluginSettings->DropItem){return;}
    if(Command->Is_A_Star(obj)){
        Attach_Script_Once(obj,"Player","");
        printf("Player Script Aattached\n");
    }
    if(!PluginSettings->NoReload){return;}
    Attach_Script_Once(obj,"NoReload","");
}

```

---

## Subject: Re: Scripting Help

Posted by [Omar007](#) on Sun, 24 Jan 2010 10:38:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

Well idk if the setting Credit System is put on 'false' because if it is it will break off your whole code  
(return; )

Why not do:

```

if(PluginSettings->CreditSystem && Command->Is_A_Star(obj)){
    //Attach_Script_Once(obj,"Money","");
    int PlayerID;
    PlayerID = Get_Player_ID(obj);
    printf("Player Money Added\n");
    Set_Money(PlayerID,0);
    Commands->Give_Money(obj,1000,false);
}

```

Same for the others ofcourse:

```

if(PluginSettings->NoFallingDamage && Command->Is_A_Star(obj)){
    Attach_Script_Once(obj,"M00_No_Falling_Damage_DME","0");
}

```

```
printf("No Damage Script Attached\n");
}

if(PluginSettings->DropItem && Commands->Is_A_Star(obj)){
    Attach_Script_Once(obj,"Player","");
    printf("Player Script Attached\n");
}
if(PluginSettings->NoReload)
{
    Attach_Script_Once(obj,"NoReload","");
}
```

---

---

Subject: Re: Scripting Help

Posted by [Gen\\_Blacky](#) on Sun, 24 Jan 2010 19:07:42 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

yea i didn't really think about that thank works now.

---

Subject: Re: Scripting Help

Posted by [Gen\\_Blacky](#) on Sun, 24 Jan 2010 23:47:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

how would I block the refinery building controller credit tick rate? or change the refinery tick rate in c++? do I have to make a hook for the refinery building controller?

---

Subject: Re: Scripting Help

Posted by [Gen\\_Blacky](#) on Mon, 25 Jan 2010 21:50:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I made this Team change message system and Force team change if teams have 3 or more players. It works but is it proper to attach it to the level load hook.

```
void tctimer::Created(GameObject *obj){
    Commands->Start_Timer(obj,this,30.0f,1);
    Commands->Start_Timer(obj,this,200.0f,2);
    Commands->Start_Timer(obj,this,8.0f,3);
}
```

```
void tctimer::Timer_Expired(GameObject *obj,int number){
    if(PluginSettings->TeamChange)
    {
```

```

//printf("TC Timer Expired\n");
int difference = 0;
int gdiPlayers = (Tally_Team_Size(1));
int nodPlayers = (Tally_Team_Size(0));
int teamnod = 0;
int teamgdi = 1;
GameObject *ato = Find_First_Player(teamnod);
GameObject *ato2 = Find_First_Player(teamgdi);
int ID = Get_Player_ID(ato);
int ID2 = Get_Player_ID(ato2);
if (gdiPlayers - nodPlayers )
{
    difference = gdiPlayers - nodPlayers;
    //printf("Player difference %d\n",difference);
}
if(number == 1)
{
    if (difference >= 2)
    {
        Console_Input(StrFormat("msg Use the Team Change Chat Comamnd !tc to switch
Teams").c_str());
    }
    if (difference <= -2)
    {
        Console_Input(StrFormat("msg Use the Team Change Chat Comamnd !tc to switch
Teams").c_str());
    }
    Commands->Start_Timer(obj,this,30.0f,1);
}
else if(number == 2)
{
    if (difference >= 2)
    {
        Console_Input(StrFormat("msg What are you doing idiots Even The Teams.").c_str());
    }
    if (difference <= -2)
    {
        Console_Input(StrFormat("msg What are you doing idiots Even The Teams.").c_str());
    }
    Commands->Start_Timer(obj,this,200.0f,2);
}
//auto switch
else if(number == 3)
{
    if (difference <= -3)
    {
        Change_Team_By_ID(ID,1);
        Console_Input(StrFormat("msg Force Team Change Engaged %s Switched to team GDI
"));
    }
}

```

```
    ",Get_Player_Name_By_ID(ID)).c_str());
}
if (difference >= 3)
{
    Change_Team_By_ID(ID2,0);
    Console_Input(StrFormat("msg Force Team Change Engaged %s Switched to team Nod
    ",Get_Player_Name_By_ID(ID2)).c_str());
}
Commands->Start_Timer(obj,this,15.0f,3);
}
}
}

extern "C" {
DLLEXPORT void SSGM_Level_Loaded_Hook()
{
PluginSettings->Load();
if(PluginSettings->TeamChange)
{
    GameObject *temp = Commands->Create_Object("Invisible_Object",Vector3(0.0f,0.0f,0.0f));
    Commands->Attach_Script(temp,"tctimer","");
}
}
}
```

---

Subject: Re: Scripting Help  
Posted by [cAmpa](#) on Mon, 25 Jan 2010 22:31:52 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Wtf are u doing.

---

---

Subject: Re: Scripting Help  
Posted by [Sladewill](#) on Mon, 25 Jan 2010 22:55:05 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

messy, many why not check on players join and leave event, then the teams will always be even and will not need checking.

---

---

Subject: Re: Scripting Help  
Posted by [Hex](#) on Wed, 27 Jan 2010 14:06:56 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

cAmpa wrote on Mon, 25 January 2010 22:31Wtf are u doing.

---

qtt

---

Subject: Re: Scripting Help

Posted by [reborn](#) on Wed, 27 Jan 2010 14:34:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I'm pretty sure he is trying to make a team balance plug-in, but the code is flawed.

If I was you, I would change the system to work on the player join and player leave event. This way, you can do away with the timer event checks.

Also, if you are auto team changing people because they have not used your team change chat command (which by the way should have a conditional check on a global boolean that is set by the code you'll write on the join/leave events) then really instead of just choosing the first dude on the team, have a bit of logic to who is switched... Base it on game duration time, score, kills or something like that.

If you need help with this, please say so.

---

---

Subject: Re: Scripting Help

Posted by [Gen\\_Blacky](#) on Wed, 27 Jan 2010 18:09:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I tested it in all possible scenarios and it works without problems but I guess its kind of crazy to have 3 timers consistently running. It just warns players that there are more then 2 people on another team and if for some reason the teams get more then 3 it auto switches the last person who joined the team with more players. I couldn't think of better way to check the teams. If you are willing to help please do so. Everyone told me to do the same thing as you have but im not sure what to check for.

---

---

Subject: Re: Scripting Help

Posted by [reborn](#) on Thu, 28 Jan 2010 00:52:45 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Tell me if this works, I have not tested it... If it does, then I'll release it properly...

TeamReBalancer.ccp

```
#include "scripts.h"
#include <stdarg.h>
#ifndef WIN32
#define WIN32_LEAN_AND_MEAN
#include <windows.h>
#endif
#include "engine.h"
#include "gmmain.h"
#include "TeamReBalancer.h"

trbSettingsStruct *trbSettings = 0;
bool maploading, cannodchange, cangdichange = false;
int gdiflag, nodflag = 0;
```

```

void trbSettingsStruct::Load() {
    SettingsLoader::Load();
    LoadInt(min,"MinimumPlayerDifferential");
    LoadInt(time,"TimeAllowedForVolunteer");
}

void Plugin_Load() {
    trbSettings = new trbSettingsStruct("teamrebalancer.ini");
}
// Our own get team player count function, as the existing one is actually broken...
int reb_Get_Team_Player_Count(int Team)
{
    int Total = 0;
    GenericSLNode *x = BaseGameObjList->HeadNode;
    while (x)
    {
        GameObject *o = (GameObject *)x->NodeData;
        if (o && Commands->Is_A_Star(o))
        {
            if (Get_Team(Get_Player_ID(o)) == Team)
            {
                Total++;
            }
        }
        x = x->NodeNext;
    }
    return Total;
}

void Plugin_Unload() {
    delete trbSettings;
}

void reteam(){
    if(maploading == false){ // Make sure the map isn't loading
        // Get the team sizes
        int gdisize = reb_Get_Team_Player_Count(1);
        int nodsiz = reb_Get_Team_Player_Count(0);
        if(nodsiz - gdisize >= trbSettings->min || gdisize - nodsiz >= trbSettings->min){
            // One team has more than the allowed differential
            if(nodsiz > gdisize){ // Need to move a Nod player to GDI

```

```

if(cannodchange == true){
    // means there is already a need rebalance, so sets a flag to make sure the old timer doesn't
    cut off the new one
    nodflag++;
}
cannodchange = true;
GameObject *thingy = Commands->Create_Object("Invisible_Object",Vector3(0.0f,0.0f,0.0f));
Commands->Attach_Script(thingy,"g_volunteer_timer","");
Console_Input(StrFormat("msg Nod have more players on their team than the server owner
deems to be fair, if you're on team Nod and want to change teams, please type \"!balance\". Nod
players have %i seconds to volunteer before the server chooses a player for them.",

trbSettings->time).c_str());
}
else{ // Need to move a GDI player to Nod
if(cangdichange == true){
    // means there is already a need rebalance, so sets a flag to make sure the old timer doesn't
    cut off the new one
    gdiflag++;
}
cangdichange = true;
GameObject *thingy = Commands->Create_Object("Invisible_Object",Vector3(0.0f,0.0f,0.0f));
Commands->Attach_Script(thingy,"n_volunteer_timer","");
Console_Input(StrFormat("msg GDI have more players on their team than the server owner
deems to be fair, if you're on team GDI and want to change teams, please type \"!balance\". GDI
players have %i seconds to volunteer before the server chooses a player for them.",

trbSettings->time).c_str());
}
}
else{
// Nothing, the map is loading so don't fuck up the player stats board at the end of the map.
// I only included this else to show you why I made the conditional in the first place really.
}
}

void g_volunteer_timer::Created(GameObject *obj){
Commands->Start_Timer(obj,this,(float)trbSettings->time,1);
}

void g_volunteer_timer::Timer_Expired(GameObject *obj,int number){
if(number == 1){
if(gdiflag == 0){ //make sure this is the only active timer, so as not to stop a later one
prematurely.
if(cangdichange == true){ // make sure no one has volunteered already using the chat command
int iterations = 0;
int score = 0;
GameObject *volunteer;
GenericSLNode *x = BaseGameObjList->HeadNode;
}
}
}
}

```

```

while (x){
    GameObject *o = (GameObject *)x->NodeData;
    if (o && Commands->Is_A_Star(o) && Get_Team(Get_Player_ID(o)) == 1){
        if (iterations == 0){
            score = (int)Get_Score(Get_Player_ID(o));
            volunteer = o;
        }
        else{
            int newscore = (int)Get_Score(Get_Player_ID(o));
            if (newscore < score){
                score = newscore;
                volunteer = o;
            }
        }
        iterations++;
        x = x->NodeNext;
    }
    Change_Player_Team(volunteer, false, false, true);
}
cangdichange = false;
reteam();
}
gdiflag--;
}
}
}

ScriptRegistrant<g_volunteer_timer> g_volunteer_timer_Registrant("g_volunteer_timer","");
void n_volunteer_timer::Created(GameObject *obj){
    Commands->Start_Timer(obj, this, (float)trbSettings->time, 1);
}

void n_volunteer_timer::Timer_Expired(GameObject *obj, int number){
    if (number == 1){
        if (nodflag == 0) { // make sure this is the only active timer, so as not to stop a later one
            prematurely.
            if (cannodchange == true) { // make sure no one has volunteered already using the chat
                command
                int iterations = 0;
                int score = 0;
                GameObject *volunteer;
                GenericSLNode *x = BaseGameObjList->HeadNode;
                while (x){
                    GameObject *o = (GameObject *)x->NodeData;
                    if (o && Commands->Is_A_Star(o) && Get_Team(Get_Player_ID(o)) == 0){
                        if (iterations == 0){
                            score = (int)Get_Score(Get_Player_ID(o));

```

```

        volunteer = o;
    }
    else{
        int newscore = (int)Get_Score(Get_Player_ID(o));
        if(newscore < score){
            score = newscore;
            volunteer = o;
        }
    }
}
iterations++;
x = x->NodeNext;
}
Change_Player_Team(volunteer,false,false,true);
}
cannodchange = false;
reteam();
}
nodflag--;
}
}

```

ScriptRegistrant<n\_volunteer\_timer> n\_volunteer\_timer\_Registrant("n\_volunteer\_timer","");

```

class balanceChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType){
int team = Get_Team(ID);
if(team == 1 && cangdichange == true){
    Change_Player_Team(Get_GameObj(ID),false,false,true);
    Console_Input(StrFormat("msg Player %s has changed teams to rebalance the
game.",Get_Player_Name(Get_GameObj(ID))).c_str());
    Console_Input(StrFormat("ppage %d You have volunteered to balance the game and changed
teams.",ID).c_str());
    cangdichange = false;
    reteam();
}
else if(team == 0 && cannodchange == true){
    Change_Player_Team(Get_GameObj(ID),false,false,true);
    Console_Input(StrFormat("msg Player %s has changed teams to rebalance the
game.",Get_Player_Name(Get_GameObj(ID))).c_str());
    Console_Input(StrFormat("ppage %d You have volunteered to balance the game and changed
teams.",ID).c_str());
    cannodchange = false;
    reteam();
}
else{
    Console_Input(StrFormat("ppage %d You do not need to balance the teams right

```

```

now.",ID).c_str());
}
}
};

ChatCommandRegistrant<balanceChatCommand>
balanceChatCommandReg("!Balance;!balance;!BALANCE",CHATTYPE_ALL,0,GAMEMODE_ALL);

extern "C" {

DLLEXPORT void SSGM_Player_Leave_Hook(int ID) {
reteam();
}

DLLEXPORT void SSGM_Player_Join_Hook(int ID, const char *Nick) {
int gdisize = reb_Get_Team_Player_Count(1);
int nsize = reb_Get_Team_Player_Count(0);
if(nsize - gdisize < trbSettings->min && cannodchange == true){
cannodchange = false;
Console_Input(StrFormat("msg Nod's team no longer needs balancing now that %s has joined.", Nick).c_str());
}
else if(gdisize - nsize < trbSettings->min && cangdichange == true){
cangdichange = false;
Console_Input(StrFormat("msg GDI's team no longer needs balancing now that %s has joined.", Nick).c_str());
}
}

DLLEXPORT void SSGM_Level_Loaded_Hook() {
trbSettings->Load();
maploading, cangdichange, cannodchange = false;
gdiflag, nodflag = 0;
}

DLLEXPORT void SSGM_GameOver_Hook() {
maploading = true;
}

}

TeamReBalancer.h

```

```

#include "gmsettingsclass.h"

#define PluginName "reborn's team rebalancer plugin"
#define PluginVersion "1.0"

struct trbSettingsStruct : public virtual SettingsLoader {
    trbSettingsStruct(const char *ININame) : SettingsLoader(ININame) {
        min = 0;
        time = 30;
    }

    void Load();
    int min, time;
};

void Plugin_Load();

int reb_Get_Team_Player_Count(int Team);

void reteam();

class g_volunteer_timer : public ScriptImpClass {
    void Created(GameObject *obj);
    void Timer_Expired(GameObject *obj,int number);
};

class n_volunteer_timer : public ScriptImpClass {
    void Created(GameObject *obj);
    void Timer_Expired(GameObject *obj,int number);
};

void Plugin_Unload();

teamrebalancer.ini
Quote:
[General]

; This plugin is designed to rebalance teams when players leave and cause an imbalance.

; This setting defines how many more players on One team must a side have before the code
; takes effect.
; DO NOT set this to 0! The default is 2, and that's a good number, I wouldn't set it any lower.
MinimumPlayerDifferential = 2

; This setting defines how long a team has to volunteer to !balance before the server does it for
; them. The time is in seconds.

```

TimeAllowedForVolunteer = 30

---

---

Subject: Re: Scripting Help

Posted by [Hex](#) on Thu, 28 Jan 2010 09:44:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

std biatch

---

---

Subject: Re: Scripting Help

Posted by [raven](#) on Thu, 28 Jan 2010 17:31:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hex wrote on Thu, 28 January 2010 03:44std biatch

you can't talk! you used to be one too

---

---

Subject: Re: Scripting Help

Posted by [reborn](#) on Fri, 29 Jan 2010 23:37:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

std is for pro's.

---

GenBlacky, did it work you bugger? I wanted to release this based on your feed-back.

---

---

Subject: Re: Scripting Help

Posted by [Gen\\_Blacky](#) on Sat, 30 Jan 2010 00:52:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

you got an error

error C2220: warning treated as error - no 'executable' file generated

warning C4701: potentially uninitialized local variable 'volunteer' used

warning C4701: potentially uninitialized local variable 'volunteer' used

"Change\_Player\_Team(volunteer,false,false,true);"

I changed it but it still didn't work. Cool Idea for a teamchange system. I want mine to work differently but thanks for sharing your code. now that that I understand what everyone was talking

about the "join and leave hook events" I can make mine work differently so it doesn't use a timer.

---

#### File Attachments

1) [reborn.jpg](#), downloaded 393 times

---

Zom6: Ibalance

Host (to Zom6): You do not need to balance the teams right now.



Zom6

NE



200

100

Subject: Re: Scripting Help

Posted by [reborn](#) on Sat, 30 Jan 2010 10:08:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Oh yeah, I had the warning level at 3.

---

---

Subject: Re: Scripting Help

Posted by [Gen\\_Blacky](#) on Wed, 24 Feb 2010 07:22:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I'm trying block players from refilling even when they buy a new character. They can buy new characters without the script effecting the players health if they don't get damaged.

When the Player goes outside of the zone and get's damaged I want the script to somehow return a Boolean value or number to the refill zone. The refill zone will get the players health when they enter the zone and when they exit the zone it will see that they were damaged. It will then set the player health back to what it was when they entered the zone.

Code

```
void B_Refill_Zone::Entered(GameObject *obj, GameObject *enter)
{
int x;
x = Get_Int_Parameter("Player_Type");
if (CheckPlayerType(enter, x))
{
    return;
}
if (Commands->Is_A_Star(enter))
{
    //Commands->Start_Timer(obj, this, 5, Commands->Get_ID(enter));
    return
}
Console_Output("enter.\n");
health = Commands->Get_Health(enter);
shield = Commands->Get_Shield_Strength(enter);
Console_Output("[Refill] Health %d Shiled %d.\n", health, shield );

}

void B_Refill_Zone::Exited(GameObject *obj, GameObject *exit)
{
int x;
x = Get_Int_Parameter("Player_Type");
int player = Get_Player_ID(exit);
if (CheckPlayerType(exit, x))
```

```

{
    return;
}
if (!Commands->Is_A_Star(exit))
{
    return;
}

else if (Commands->Get_Health(exit) > health || Commands->Get_Shield_Strength(exit) > shield
)
{
    if ( Damage > 0 )
    {
        Commands->Set_Health(exit,health);
        Commands->Set_Shield_Strength(exit,shield);

        char message[1000];
        sprintf(message,"ppage %d Do Not Refill",Get_Player_ID(exit));
        Console_Input(message);
        Console_Output("[Refill] %s tried to refill.\n",Get_Player_Name_By_ID(player));
        Console_Output("[Refill] is Damaged %d.\n",Get_Player_Name_By_ID(player), Damage);
    }
    else
    {
        Console_Output("[Refill] %s Not Damaged %d.\n",Get_Player_Name_By_ID(player),Damage);
    }
}

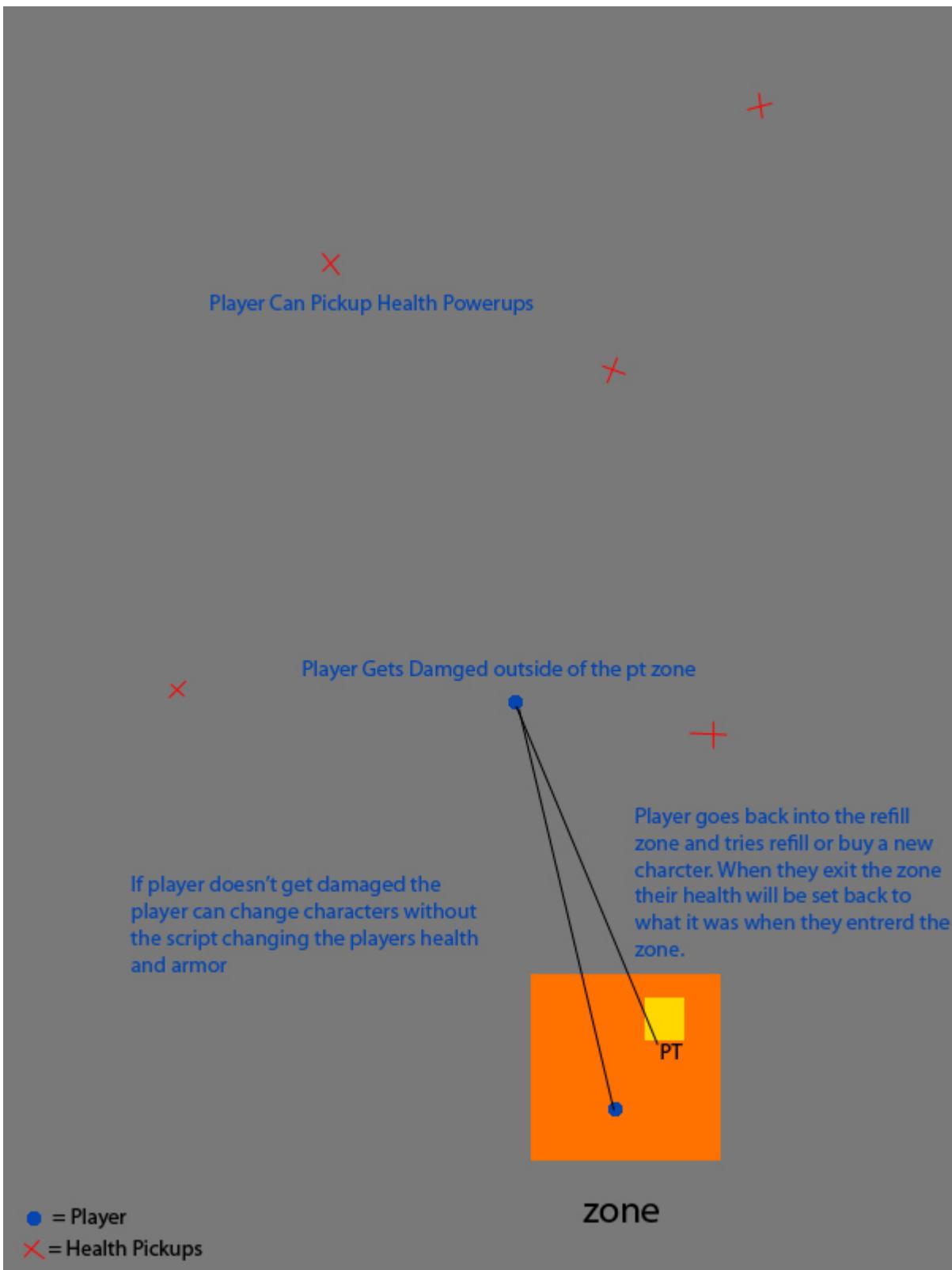
else
{
    Console_Output("[Refill] %s did not try to refill.\n",Get_Player_Name_By_ID(player));
}
}

```

Example of what i want the script to do.

#### File Attachments

1) [refill script example.jpg](#), downloaded 577 times



---

Subject: Re: Scripting Help  
Posted by [reborn](#) on Wed, 24 Feb 2010 10:35:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

So wait, what you really want is to just stop people refilling really?  
If it was possible to remove the refill PT icon, that would suit your needs?

---

---

**Subject: Re: Scripting Help**

Posted by [Tunaman](#) on Wed, 24 Feb 2010 15:16:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

He's saying he doesn't want people to get more health even if they buy a new character.

---

---

**Subject: Re: Scripting Help**

Posted by [raven](#) on Wed, 24 Feb 2010 15:40:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

store everyone's health levels in an array and on purchase event set their health to that value

just a thought

---

---

**Subject: Re: Scripting Help**

Posted by [reborn](#) on Wed, 24 Feb 2010 15:45:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I'm still not entirely sure what he really wants. I reckon there's a simple solution.

---

---

**Subject: Re: Scripting Help**

Posted by [Gen\\_Blacky](#) on Wed, 24 Feb 2010 16:29:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

reborn wrote on Wed, 24 February 2010 04:35So wait, what you really want is to just stop people refilling really?

If it was possible to remove the refill PT icon, that would suit your needs?

I want to stop players from completely refilling even when they buy a new character. I don't know how I can explain this any better than I already have.

Tunaman wrote on Wed, 24 February 2010 09:16He's saying he doesn't want people to get more health even if they buy a new character.

yes.

Lets says A player goes out and gets damaged by another player and they have 100 health and 50 shield. They go back to the pt and buy a new character that has more health then they currently have. Like an mendoza who has 200 health and 100 armor. When they exit the zone their health will just be set back to 100 health and 50 armor because they where damaged. ( Damage Value set to 1)

Lets say the player dies when they spawn they will have 100 heath and 100 armor. They can buy any character they wish that has more health and armor as long as they don't get damaged. ( Damage Value set to 0 )

raven wrote on Wed, 24 February 2010 09:40store everyones health levels in an array and on purchase event set their health to that value

just a thought

I think that's more complicated then its needs to be. That would be a better way to do it though.

---

---

**Subject: Re: Scripting Help**

Posted by [Omar007](#) on Wed, 24 Feb 2010 19:46:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

The easiest way to do this is as raven said imo  
That's probably how i would do it if i wanted to

You could do this with a Purchase hook too i think. You would still need an array for the players though

---

---

**Subject: Re: Scripting Help**

Posted by [Gen\\_Blacky](#) on Wed, 24 Feb 2010 20:22:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I have never made an arry in c++ only in perl or pascal. need to do some reading.

---

---

**Subject: Re: Scripting Help**

Posted by [Omar007](#) on Wed, 24 Feb 2010 21:47:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Here are a few examples

INT Array

```
int myInt[127];  
example loop to put player ID's in it  
for(int i = 0; i < sizeof(myInt); i++)
```

```
{  
    myChar[i] = playerID;  
}
```

Char Array

```
char myChar[127][255]; //char uses 2 number sets for 1 array. Last set always defines the max  
number of characters in 1 sentence/spot  
example loop to put player names in it  
for(int i = 0; i < sizeof(myChar); i++)  
{  
    myChar[i] = playerName;  
}
```

Note that arrays for floats, doubles, longs, bytes etc are the same as an int array

Hope this helped you a bit

---

---

**Subject: Re: Scripting Help**

Posted by [Sladewill](#) on Wed, 24 Feb 2010 22:25:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

If your preventing refill use ssgm its got a script already designed for that

---

---

**Subject: Re: Scripting Help**

Posted by [Gen\\_Blacky](#) on Wed, 24 Feb 2010 23:33:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Sladewill wrote on Wed, 24 February 2010 16:25If your preventing refill use ssgm its got a script already designed for that

yea but because its attached to the player they cant pickup health power ups.

---

---

**Subject: Re: Scripting Help**

Posted by [Gen\\_Blacky](#) on Sun, 04 Apr 2010 07:34:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Bump

Does ssgm have a purchase hook or would i have to make my own.

---

---

**Subject: Re: Scripting Help**

Posted by [Hex](#) on Sun, 04 Apr 2010 09:44:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Try looking instead of getting everyone else to do the work for you?, just a idea.

---

---

Subject: Re: Scripting Help

Posted by [Gen\\_Blacky](#) on Sun, 04 Apr 2010 09:50:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hex wrote on Sun, 04 April 2010 03:44Try looking instead of getting everyone else to do the work for you?, just a idea.

I did look i just wanted confirmation on how to load it in a plugin. I guess I should of asked more depth what i really wanted.I found the bhs hooks and the ssgm purchase hook. I did not see it in the plugin example so wasn't sure if ssgm plugins had support for it. I did not see where ssgm loads the SSGM\_Purchase\_Hook into the plugins looking through the ssgm source.

---

---

Subject: Re: Scripting Help

Posted by [Gen\\_Blacky](#) on Sun, 04 Apr 2010 21:46:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

nvm i will just do what i want to do in scripts.dll

---