Subject: Scripting Help
Posted by Gen_Blacky on Fri, 22 Jan 2010 18:43:12 GMT
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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
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Vector3(100.0f, 200.0f, 0.0)

Subject: Re: Vector3 pos
Posted by zunnie on Sat, 23 Jan 2010 05:16:17 GMT
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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
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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

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);
   }
```

```c
  }
  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)

Subject: Re: Scripting Help
Posted by Omar007 on Sat, 23 Jan 2010 10:39:09 GMT
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@Your script zone questions;
Gen_Blacky wrote on Sat, 23 January 2010 07:10Thank 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 becasue 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 didnt 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
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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
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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

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
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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
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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(Commands->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(Commands->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(Commands->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
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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 && Commands->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 ofcource:
```
if(PluginSettings->NoFallingDamage && Commands->Is_A_Star(obj)){
  Attach_Script_Once(obj,"M00_No_Falling_Damage_DME","0");
```

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

if(PluginSettings->DropItem && Commands->Is_A_Star(obj)){
    Attach_Script_Once(obj,"Player","");
  printf("Player Script Aattached\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
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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
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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
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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
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Wtf are u doing.

Subject: Re: Scripting Help
Posted by Sladewill on Mon, 25 Jan 2010 22:55:05 GMT
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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
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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
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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
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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
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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>
#ifdef 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 nodsize = reb_Get_Team_Player_Count(0);
   if(nodsize - gdisize >= trbSettings->min || gdisize - nodsize >= trbSettings->min){
    // One team has more than the allowed differential
    if(nodsize > gdisize){ // Need to move a Nod player to GDI
```

```cpp
   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_AL
L);

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 nodsize = reb_Get_Team_Player_Count(0);
 if(nodsize - 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 - nodsize < 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
```

```cpp
#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
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std biatch

Subject: Re: Scripting Help
Posted by raven on Thu, 28 Jan 2010 17:31:13 GMT
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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
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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
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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)

NE

Zom6

200

100

Subject: Re: Scripting Help
Posted by reborn on Sat, 30 Jan 2010 10:08:17 GMT
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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
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Im trying block players from refilling even when they buy a new character. They can buy new characters without the script effecting the players heath 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 where 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));
 }
}
```
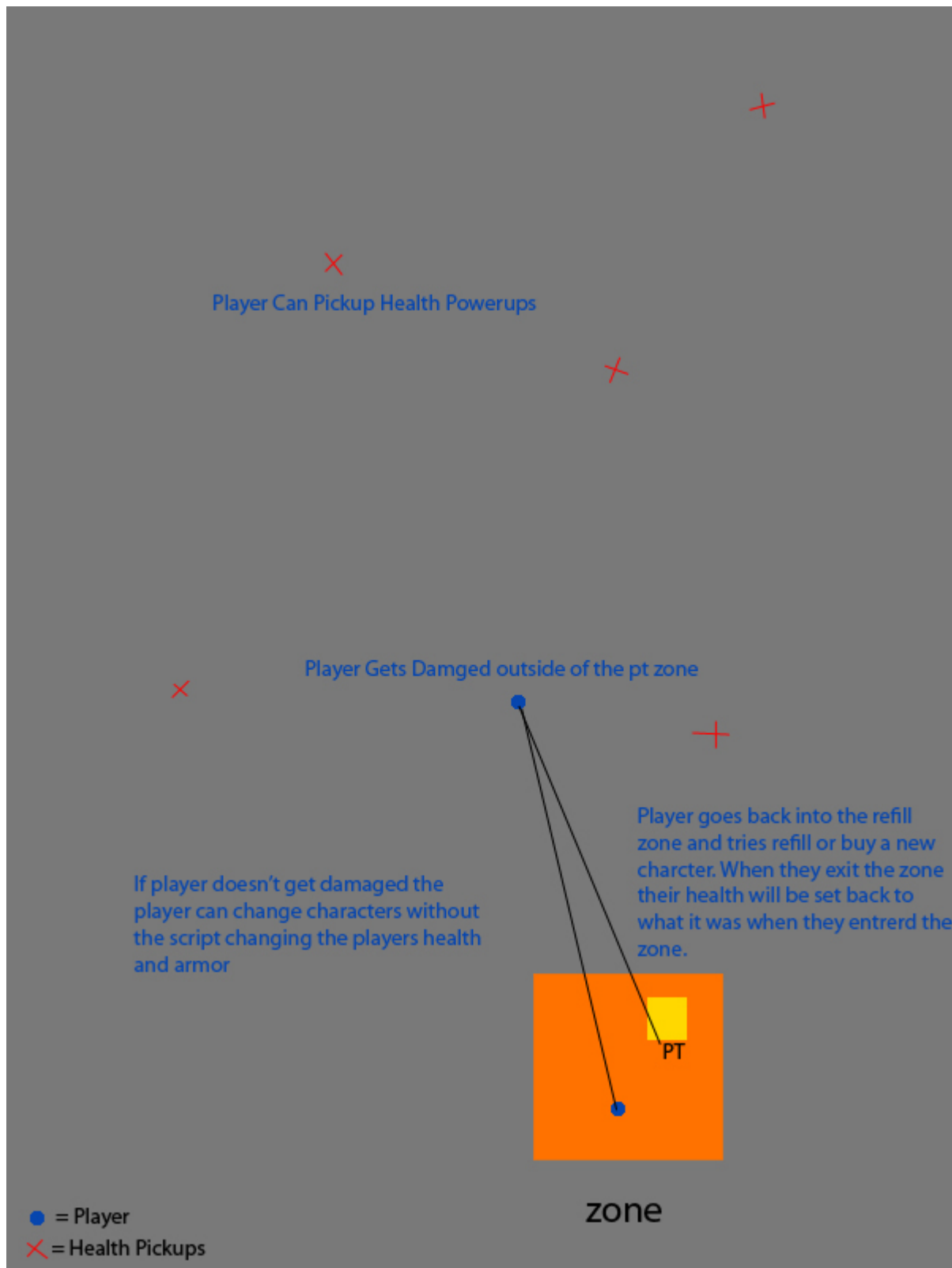
Example of what i want the script to do.

Player Can Pickup Health Powerups

Player Gets Damged outside of the pt zone

If player doesn't get damaged the player can change characters without the script changing the players health and armor

Player goes back into the refill zone and tries refill or buy a new charcter. When they exit the zone their health will be set back to what it was when they entrerd the zone.

PT

● = Player
✕ = Health Pickups

zone

So wait, what you really want is to just stop people erfilling 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

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

store everyones 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

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

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

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

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

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