Subject: scripts.dll 1.0 RC2 is out
Posted by Anonymous on Mon, 27 Jan 2003 16:56:00 GMT

View Forum Message <> Reply to Message

I might have found the problem, but I'm a n00b at C++ so I may be wrong.When the player captures the flag, part of the "if" control statement for this changes the status of the GotFlag value to true, which the code says "GotFlag = true."In the updated version, capturing the flag requires that the GotFlag value be set to true, however, your code in this instance contains a double equal sign, using an equality operator rather than the assignment operator as before. GotFlag == trueThe prerequisite for capturing the flag is never completed, and so the player is unable to capture the flag. Change the code so that they have matching operators, and I think it should work. [January 27, 2003, 16:57: Message edited by: SomeRhino]