
Subject: Re: co-op server

Posted by [jnz](#) on Tue, 19 Sep 2006 15:19:25 GMT

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Ivan275 wrote on Tue, 19 September 2006 09:22[

```
else if (!Is_Soldier(shooter))
{
char KillMsg[512];
sprintf(KillMsg,"The %s killed %s
(%s)",Translate_Preset(shooter),Get_Player_Name(obj),Get_Preset_Info(obj));
FDSMessage(KillMsg,"_PLAYERKILL");
}
else if (Get_Player_ID(shooter)==-1)
{
char KillMsg[512];
sprintf(KillMsg,"The %s killed %s
(%s)",Translate_Preset(shooter),Get_Player_Name(obj),Get_Preset_Info(obj));
FDSMessage(KillMsg,"_PLAYERKILL");
}
else
{
std::string killer(Get_Player_Name(shooter)),
```

it can be done like this:

```
else if (!Is_Soldier(shooter) || Get_Player_ID(shooter)==-1)
{
char KillMsg[512];
sprintf(KillMsg,"The %s killed %s
(%s)",Translate_Preset(shooter),Get_Player_Name(obj),Get_Preset_Info(obj));
FDSMessage(KillMsg,"_PLAYERKILL");
}
else
{
std::string killer(Get_Player_Name(shooter)),
```