
Subject: Re: Ingame Error?

Posted by [dead6re](#) on Wed, 18 Jul 2007 07:11:17 GMT

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Oh sorry, My code was to act on yourself.

```
class testChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    if (Is_Mod("Test_Mods.txt",Get_Player_Name_By_ID(ID))) {
        Get_GameObj_By_Player_Name(Text[1].c_str()); // Gets GameObj using Player Name
        Change_Character(obj, "GDI_MP");
        Commands->Attach_Script(obj, "JFW_Permanent_No_Falling_Damage", ""); // Prevent obj
from recieving falling damage
        Commands->Give_Powerup(obj,"CnC_POW_AutoRifle_Player_GDI", ""); // Give GDI Auto Rifle

        SimpleDynVecClass<GameObject*> List = Get_All_Objects_By_Preset(2,"Signal_Flares"); //
Get a list of all the flares (MAKE SURE THE TEAM IS SET TO 2! WILL NOT WORK
OTHERWISE)
        int id = Commands->Get_Random_Int(0, List.Count()-1) // C++ always starts at 0, not 1
therefore -1 :)
        GameObject *RandObj = List[id]; // Pick the GameObj
        Commands->Set_Position(obj, Commands->Get_Position(RandObj)); // Move the position of
your GameObj to the flare!
    }
    else {
        char Bad[256];
        sprintf(Bad, "ppage %d You do not have access to this command", ID);
        Console_Input(Bad);
    }
}
}
```
