
Subject: Re: Script Request

Posted by [Genesis2001](#) on Sat, 02 Feb 2008 17:29:06 GMT

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```
#include "engine.h"
```

```
#include "scripts.h"
```

```
#include "zbl.h"
```

```
void zbl_MVP_Script::Created(GameObject *obj)
```

```
{
    timeLeft = The_Game()->TimeRemaining_Seconds;
    Commands->Start_Timer(obj, this, 1.0f, 123); //every 30seconds check for time remaining
}
```

```
void zbl_MVP_Script::Timer_Expired(GameObject *obj, int number)
```

```
{
    if (number == 123)
    {
        timeLeft = The_Game()->TimeRemaining_Seconds;
        if (timeLeft <= 2) {
            float score; int ID;
            for (GenericSLNode* PlayerIter = PlayerList->HeadNode; (PlayerIter != NULL); PlayerIter =
PlayerIter->NodeNext)
            {
                GameObject *Player = (GameObject *)PlayerIter->NodeData;
                int i = Get_Player_ID(Player);
                score = Get_Score(i);
                if (Get_Score(i) > score) {
                    ID = i;
                }
            }
        }
    }
}
```

```
for (GenericSLNode* PlayerIter = PlayerList->HeadNode; (PlayerIter != NULL); PlayerIter =
PlayerIter->NodeNext)
```

```
{
    GameObject *Player = (GameObject *)PlayerIter->NodeData;
    int i = Get_Player_ID(Player);

    if (i == ID) {
        Change_Team_By_ID(i, 1);
        char Msg1[150];
        sprintf(Msg1, "ppage %d You are being changed to team GDI for being the current MVP", i);
        Console_Input(Msg1);
        delete []Msg1;
    }
    else {
        Change_Team_By_ID(i, 0);
        char Msg1[150];
        sprintf(Msg1, "ppage %d You are being changed to team Nod for not being the MVP for the
```

```

current map.", i);
    Console_Input(Msg1);
    delete []Msg1;
}
}

}
else {
    Commands->Start_Timer(obj, this, 1.0f,123);
}
}
}
}

```

```
ScriptRegistrant<zbl_MVP_Script> zbl_MVP_Script_Registrant("zbl_MVP_Script", "");
```

```

-----

class zbl_MVP_Script : public ScriptImpClass {
void Created(GameObject *obj);
void Destroyed(GameObject *obj);
void Timer_Expired(GameObject *obj, int number);
float timeLeft;
};

```

****Note: Untested.**

Usage: Create an invisible object or a dave's arrow on every map you want to use this script on and attach this script to it.

If it doesn't work, which I doubt , I'm sure reborn will help you out.

~Zack
