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Subject: Re: Scripting Help

Posted by [Gen\\_Blacky](#) on Sat, 23 Jan 2010 22:20:34 GMT

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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);

```

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