
Subject: Re: Irtc c++

Posted by [Xpert](#) on Mon, 08 Aug 2011 22:19:42 GMT

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engine_player.cpp

```
int Get_Team_Player_Count(int Team)
{
    int Total = 0;
    GenericSLNode *x = BaseGameObjList->HeadNode;
    while (x)
    {
        GameObject *o = (GameObject *)x->NodeData;
        if (o && Commands->Is_A_Star(o))
        {
            if (Get_Team(Get_Player_ID(o)) == Team)
            {
                Total++;
            }
        }
        x = x->NodeNext;
    }
    return Total;
}
```

gmmain.h

```
class RTC_timer : public ScriptImpClass {
    void Created(GameObject *obj);
    void Timer_Expired(GameObject *obj,int number);
    int ID;
};
```

gmmain.cpp

```
bool IsRTC = false;
int idrtc = 0;
```

```
struct swapped {
    std::string SwappedPlayerName;
};
```

```
std::vector<swapped> SwappedPlayers;
```

```
bool SwapCheck(int ID) {
    for (int i = 0; i < SwappedPlayers.size(); i++) {
```

```

    if (SwappedPlayers[i].SwappedPlayerName == Get_Player_Name_By_ID(ID)) {
        return true;
    }
}
return false;
}

void SwapAddPlayer(int ID) {
    if (SwapCheck(ID) == false) {
        swapped temp;
        temp.SwappedPlayerName = Get_Player_Name_By_ID(ID);
        SwappedPlayers.push_back(temp);
    }
}

void SwapClearPlayers() {
    SwappedPlayers.erase(SwappedPlayers.begin(), SwappedPlayers.end());
}

void RequestTeamChange(const char *Name) {
    GameObject *Player = Get_GameObj_By_Player_Name(Name);
    int ID = Get_Player_ID(Player);
    int GDIPlayers = Get_Team_Player_Count(0);
    int NodPlayers = Get_Team_Player_Count(1);

    if (!IsRTC) {
        if (GDIPlayers > 0 && NodPlayers > 0) {
            GameObject *rtccontroller =
Commands->Create_Object("Invisible_Object",Vector3(0.0f,0.0f,20.0f));
            idrtc = ID;
            Commands->Attach_Script(rtccontroller,"RTC_timer","");
            Console_Input(StrFormat("msg %s has requested to change teams. Type !rtc if you would like
to change teams.",Name).c_str());
            IsRTC = true;
        }
        else {
            Console_Input(StrFormat("ppage %d There are not enough players for you to request a team
change.",ID).c_str());
        }
    }
    else if (IsRTC) {
        GameObject *obj = Get_GameObj(idrtc);
        if (!obj) {
            GameObject *rtccontroller =
Commands->Create_Object("Invisible_Object",Vector3(0.0f,0.0f,20.0f));
            idrtc = ID;
            Commands->Attach_Script(rtccontroller,"RTC_timer","");
            Console_Input(StrFormat("msg %s has requested to change teams. Type !rtc if you would like

```

```

to change teams.",Name).c_str());
}
else {
    if (Get_Team(ID) != Get_Team(idrtc)) {
        Console_Input(StrFormat("team2 %d %i",ID,Get_Team(idrtc)).c_str());
        SwapAddPlayer(ID);
        Console_Input(StrFormat("team2 %d %i",idrtc,Commands->Get_Player_Type(Player)).c_str());
        SwapAddPlayer(idrtc);
        Console_Input(StrFormat("msg %s and %s have changed teams! The !rtc command is up for
new request.",Name,Get_Player_Name_By_ID(idrtc)).c_str());
        Console_Input("player_info");
        GameObject *timerthing = Find_Object_With_Script("RTC_timer");
        Remove_Script(timerthing,"RTC_timer");
        Commands->Destroy_Object(timerthing);
        IsRTC = false;
        idrtc = 0;
    }
    else if (ID == idrtc) {
        Console_Input(StrFormat("msg %s has revoked their !rtc request. The !rtc command is up for
new request.",Get_Player_Name_By_ID(idrtc)).c_str());
        GameObject *timerthing = Find_Object_With_Script("RTC_timer");
        Remove_Script(timerthing,"RTC_timer");
        Commands->Destroy_Object(timerthing);
        IsRTC = false;
        idrtc = 0;
    }
    else if (Get_Team(ID) == Get_Team(idrtc)) {
        Console_Input(StrFormat("ppage %d You're on the same team, you cannot swap with
%s.",ID,Get_Player_Name_By_ID(idrtc)).c_str());
    }
}
}
}
}
}

```

```

void RTC_timer::Created(GameObject *obj) {
    Commands->Start_Timer(obj, this,60.0f, 1);
}

```

```

void RTC_timer::Timer_Expired(GameObject *obj, int number) {
    if (number == 1) {
        IsRTC = false;
        GameObject *obj2 = Get_GameObj(idrtc);
        if (!obj2) {
            idrtc = 0;
            Commands->Destroy_Object(obj);
            Destroy_Script();
        }
        else {

```

```

    Console_Input(StrFormat("msg %s's request to change teams has
expired.",Get_Player_Name_By_ID(idrtc)).c_str());
    Console_Input(StrFormat("ppage %d Your request to change teams has timed
out.",idrtc).c_str());
    idrtc = 0;
    Commands->Destroy_Object(obj);
    Destroy_Script();
}
}
}
ScriptRegistrant<RTC_timer> RTC_timer_Registrant("RTC_timer","");

class RTCChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
if (SwapCheck(ID) == false) {
RequestTeamChange(Get_Player_Name_By_ID(ID));
}
else {
Console_Input(StrFormat("ppage %d You have already swapped once this map.",ID).c_str());
}
}
};
ChatCommandRegistrant<RTCChatCommand>
RTCChatCommandReg("!swap;!rtc;!requestteamchange",CHATTYPE_ALL,0,GAMEMODE_ALL);

```

Copying just the command class doesn't make the code work. You need everything else that makes up the command.
