
Subject: Having problems with Attach_Script_Once
Posted by [Distrbd21](#) on Fri, 08 Jun 2012 08:43:38 GMT
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It say's that the first Get_Parameter is undefined.
I'm trying to set up Samsites for players to be able to buy them, and so they will attack only helis.

```
char params[256];
sprintf(params,
"%d,%s,%s,%s,%s,%s,%s,%s",params,Get_Parameter("0.0"),Get_Parameter("300.0"),Get_Parameter("10.0"),Get_Parameter("CnC_GDI_Orca"),Get_Parameter("CnC_GDI_Transport"),Get_Parameter("CnC_Nod_Apache"),Get_Parameter("CnC_Nod_Transport"));
Attach_Script_Once(nsam,"JFW_Base_Defence_Aircraft_Only",params);
```

here is the Sam site buy codes.

```
if (wcsistr(Message,L"!gsam") == Message)
{
    GameObject *Player = Get_GameObj(PlayerID);
    {
        float money = Commands->Get_Money(Player);
        float cost = 1000;
        if (money >= cost)
        {
            int team = Commands->Get_Player_Type(Player);
            if (team == 1)
            {
                Commands->Give_Money(Player,-1000,false);
                Vector3 pos = Commands->Get_Position(Player);
                pos.Z+=2.0f;
                GameObject *gsam = Commands->Create_Object("Nod_SAM_Site",pos);
                Commands->Set_Player_Type(gsam,0);
                Commands->Disable_Physical_Collisions(gsam);
                char params[256];
                sprintf(params,
"%d,%s,%s,%s,%s,%s,%s,%s",params,Get_Parameter("0.0"),Get_Parameter("300.0"),Get_Parameter("10.0"),Get_Parameter("CnC_GDI_Orca"),Get_Parameter("CnC_GDI_Transport"),Get_Parameter("CnC_Nod_Apache"),Get_Parameter("CnC_Nod_Transport"));
                Attach_Script_Once(gsam,"JFW_Base_Defence_Aircraft_Only",params);
                char msg[250];
                sprintf(msg,"[DefBot] %s purchased a Samsite for 1000
credits.",Get_Player_Name(Player),1000);
                Send_Message_Team(1,255,255,0,msg);
                Create_2D_WAV_Sound_Team("m00evan_dsgn0002i1evan_snd.wav",1);
            }
        }
    }
else
{
```

```

        char infunds[250];
        sprintf(infunds,"[DefBot] Insufficient Funds: Samsite cost 1000 credits on this
map",1000);
        Send_Message_Team(1,255,255,0,infunds);
        Create_2D_WAV_Sound_Team("m00evan_dsgn0024i1evan_snd.wav",1);
    }
    team = 1;
    }
    }
    }
    if (wcsistr(Message,L"!nsam") == Message)
    {
        GameObject *Player = Get_GameObj(PlayerID);
        {
            float money = Commands->Get_Money(Player);
            float cost = 1000;
            if (money >= cost)
            {
                int team = Commands->Get_Player_Type(Player);
                if (team == 0)
                {
                    Commands->Give_Money(Player,-1000,false);
                    Vector3 pos = Commands->Get_Position(Player);
                    pos.Z+=2.0f;
                    GameObject *nsam = Commands->Create_Object("Nod_SAM_Site",pos);
                    Commands->Set_Player_Type(nsam,0);
                    Commands->Disable_Physical_Collisions(nsam);
                    char params[256];
                    sprintf(params,
"%d,%s,%s,%s,%s,%s,%s,%s",params,Get_Parameter("0.0"),Get_Parameter("300.0"),Get_Par
meter("10.0"),Get_Parameter("CnC_GDI_Orca"),Get_Parameter("CnC_GDI_Transport"),Get_Par
ameter("CnC_Nod_Apache"),Get_Parameter("CnC_Nod_Transport"));
                    Attach_Script_Once(nsam,"JFW_Base_Defence_Aircraft_Only",params);
                    char msg[250];
                    sprintf(msg,"[DefBot] %s purchased a Samsite for 1000
credits.",Get_Player_Name(Player),1000);
                    Send_Message_Team(0,255,0,0,msg);
                    Create_2D_WAV_Sound_Team("m00evan_dsgn0002i1evan_snd.wav",0);
                }
            }
            else
            {
                char infunds[250];
                sprintf(infunds,"[DefBot] Insufficient Funds: Samsite cost 1000 credits on this
map",1000);
                Send_Message_Team(0,255,0,0,infunds);
                Create_2D_WAV_Sound_Team("m00evan_dsgn0024i1evan_snd.wav",0);
            }
        }
        team = 0;
    }

```

}
}
}