Subject: Is it possible to send player tag updates to select players
Posted by BillieJoe67 on Sat, 08 Sep 2012 13:43:05 GMT
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What I'm trying to do is create an improved spectate mode, and I had this idea where players who are scoped have the tag Scoping or whatever. Obviously, the tag should only be sent to players that are in spectate mode, but would it be possible to do a select update? Send_Object_Update doesn't work.

This is the basic code I have so far, but it sends the tag to all players

```
DynamicVectorClass<int> SpectatingPlayers;

void ExamplePlugin::OnThink()
{
 for(SLNode<cPlayer>* PlayerIter = Get_Player_List()->Head(); (PlayerIter != NULL); PlayerIter =
PlayerIter->Next())
 {
  cPlayer* cP = PlayerIter->Data();
  if(cP && cP->IsActive)
  {
   GameObject* PlayerObj = Get_GameObj(cP->PlayerId);
   if(PlayerObj)
   {
    if(PlayerObj->As_SoldierGameObj()->Is_Sniping() == true)
    {
     cP->customTag.Format(L"Sniping");
     cP->Set_Object_Dirty_Bit(NetworkObjectClass::BIT_CREATION, true); //remove this line
     for(int i = 0; i < SpectatingPlayers.Length(); i++)
     {
      //Do the update here
     }
    }
    else
    {
     cP->customTag.Format(L"");
     cP->Set_Object_Dirty_Bit(NetworkObjectClass::BIT_CREATION, true); //remove this line
     for(int i = 0; i < SpectatingPlayers.Length(); i++)
     {
      //Do the update here
     }
    }
   }
  }
 }
}
```