
Subject: Re: Is it possible to send player tag updates to select players

Posted by [iRANian](#) on Sat, 08 Sep 2012 16:02:55 GMT

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Simplify it first so it runs for only one guy in spectate.

Try:

```
cP->customTag.Format(L"Sniping");  
Send_Object_Update(obj, PlayerID);  
cP->customTag.Format(L"");
```

Or:

```
cP->customTag.Format(L"Sniping");  
cP->Set_Object_Dirty_Bits(PlayerID, NetworkObjectClass::BIT_CREATION);  
Send_Object_Update(obj, PlayerID);  
cP->customTag.Format(L"");
```

Otherwise you can attach an object or float an object above sniping players for one second and only have these shown for spectating players. I recommend you add a simple check at the start of OnThink() to make the code only run every second or so. Use GetTickCount64().
