Subject: Re: Is it possible to send player tag updates to select players
Posted by BillieJoe67 on Sat, 08 Sep 2012 20:49:03 GMT
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Thanks Ethenal

Iran, the second code works, thanks so much

For anyone interested, this is the current, working code.

```cpp
DynamicVectorClass<int> SpectatingPlayers;
bool IsSniping[128];
int LastCheck = 0;

int Seconds_Difference(int time1, int time2)
{
 time_t Time1(time1);
 time_t Time2(time2);

 return (int)difftime(Time1, Time2);
}

ExamplePlugin::ExamplePlugin()
{
 RegisterEvent(EVENT_THINK_HOOK,this);

 for(int i = 0; i < 127; i++)
 {
  IsSniping[i] = false;
 }
}

ExamplePlugin::~ExamplePlugin()
{
 UnregisterEvent(EVENT_THINK_HOOK,this);
}

void ExamplePlugin::OnThink()
{
 int Seconds = Seconds_Difference((int)time(NULL), LastCheck);
 if(Seconds >= 1)
 {
  LastCheck = (int)time(NULL);
  for(SLNode<cPlayer>* PlayerIter = Get_Player_List()->Head(); (PlayerIter != NULL); PlayerIter = PlayerIter->Next())
  {
   cPlayer* cP = PlayerIter->Data();
   if(cP && cP->IsActive)
```

```cpp
  {
   GameObject* PlayerObj = Get_GameObj(cP->PlayerId);
   if(PlayerObj)
   {
    if(PlayerObj->As_SoldierGameObj()->Is_Sniping() == true)
    {
     if(!IsSniping[cP->PlayerId])
     {
      IsSniping[cP->PlayerId] = true;
      cP->customTag.Format(L"Scoped");
      for (int i = 0;i < SpectatingPlayers.Count();i++)
      {
       int id = SpectatingPlayers[i];
       cP->Set_Object_Dirty_Bit(id, NetworkObjectClass::BIT_CREATION, true);
       Send_Object_Update(cP, id);
      }
      cP->customTag.Format(L"");
     }
    }
    else
    {
     if(IsSniping[cP->PlayerId])
     {
      IsSniping[cP->PlayerId] = false;
      cP->customTag.Format(L"");
      cP->Set_Object_Dirty_Bit(NetworkObjectClass::BIT_CREATION, true);
     }
    }
   }
  }
 }
}
```