
Subject: Can you spot the glitch?

Posted by [Stallion](#) on Tue, 04 Feb 2014 03:24:10 GMT

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Ok, so I have a script I made (more of reversed engineered and altered). I finally got it to compile and it shows up in level editor, but the spot that is supposed to drop down in the scripts selection section won't show the Get_parameter().

Can you spot the glitch?

*****The intent is to stop a weapon from being able to be used via selection in i.e. scripts drop down setting of "Deployable_Beacon_Preset_Name"

My script:

Stallion.h:

```
class ST_Deployable_Prevention_Zone : public ScriptImpClass {
void Entered(GameObject *obj,GameObject *enter);
void Timer_Expired(GameObject *obj,int number);
void Remove_Weapon_Safely(GameObject *obj,const char *WeaponName);
};
```

Stallion.cpp:

```
#include "general.h"

#include "scripts.h"
#include "engine.h"
#include "VehicleGameObj.h"
#include "Stallion.h"
```

```
void ST_Deployable_Prevention_Zone::Entered(GameObject *obj,GameObject *enter)
{
```

```
Commands->Start_Timer(obj,this,0.1f,Commands->Get_ID(enter));
}
```

```
void ST_Deployable_Prevention_Zone::Timer_Expired(GameObject *obj,int number)
```

```
{
const char *i;
i = Get_Parameter("Deployable_Beacon_Preset_Name");
GameObject* checkplayerobj = Commands->Find_Object(number);
```

```
if ( IsInsideZone(obj,checkplayerobj))
{
if (Get_Total_Bullets(checkplayerobj, i))
{
const char* currentweapon = Get_Current_Weapon(checkplayerobj);
if (strcmp(currentweapon, i) == 0 && Get_Current_Bullets(checkplayerobj) > 0)
{
Commands->Select_Weapon(checkplayerobj,"");
Commands->Select_Weapon(checkplayerobj,i);
```

```

}
Commands->Start_Timer(obj,this,0.5,number);
}
}
}
```

```
void ST_Deployable_Prevention_Zone::Remove_Weapon_Safely(GameObject *obj,const char
*WeaponName)
```

```
{
const char *CurrentWeapon = Get_Current_Weapon(obj);
if (CurrentWeapon)
{
if (!_strcmp(CurrentWeapon,WeaponName))
{
if (Has_Weapon(obj,"Weapon_Pistol_Player"))
{
Commands->Select_Weapon(obj,"Weapon_Pistol_Player");
Remove_Weapon(obj,WeaponName);
Commands->Select_Weapon(obj,"Weapon_Pistol_Player");
}
}
}
}
}
```

```
ScriptRegistrant<ST_Deployable_Prevention_Zone>  
ST_Deployable_Prevention_Zone_Registrant("ST_Deployable_Prevention_Zone", "");
```
