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Subject: Problem

Posted by [extreme\\_sol](#) on Fri, 06 Oct 2006 23:31:26 GMT

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How do i output a player IP address.

E.g

```
char tmp[128];
```

```
sprintf(tmp,"%f",Get_IP_Address(pID));
```

```
pID = Get_Player_ID(player) incase you wondered
```

```
%f gives me a value of 01.00000 or somthing?
```

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Subject: Re: Problem

Posted by [Zion](#) on Sat, 07 Oct 2006 00:01:59 GMT

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Use the console command, "PINFO".

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Subject: Re: Problem

Posted by [extreme\\_sol](#) on Sat, 07 Oct 2006 00:04:55 GMT

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Thats not going to help me get there IP address from scripts.dll

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Subject: Re: Problem

Posted by [Jerad2142](#) on Sat, 07 Oct 2006 00:38:54 GMT

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Why do you want other people's IP address?

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Subject: Re: Problem

Posted by [extreme\\_sol](#) on Sat, 07 Oct 2006 00:43:04 GMT

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If you havn't got a solution please dont reply, the IP address is for logs as so would Ping and and Port and Score and Team etc etc.

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Subject: Re: Problem  
Posted by [Ivan275](#) on Sat, 07 Oct 2006 00:45:19 GMT  
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try changing %f to %s  
%f is for floats and the IP is returned as a character string

Quote:If you havn't got a solution please dont reply,I know, don't you hate it when you ask a question and then ppl start asking why you need it or criticizing you instead of giving you an answer..

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Subject: Re: Problem  
Posted by [extreme\\_sol](#) on Sat, 07 Oct 2006 00:48:40 GMT  
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%s seems to crash FDS for some reason

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Subject: Re: Problem  
Posted by [Ivan275](#) on Sat, 07 Oct 2006 01:05:14 GMT  
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i just checked and it works for me. here is a small code that works with out crashing.  
char KickMsg[256];  
sprintf(KickMsg,"msg %s IP: %s you are beeing kicked for  
cheating!",Get\_Player\_Name(damager),Get\_IP\_Address(Get\_Player\_ID(damager)));  
Console\_Input(KickMsg);  
I wonder when you use %s the crash happens when you try to save a string as something else.  
But I guess not...

Try to isolate where the crash happens. // out everything except the sprintf command then allow your code a few lines at a time after each run the server and see if it crashes...

I had stupid mistakes that I just didn't see. I thought it was line 1 or 2 and kept messing with them but it ended up a wrong setting somewhere else. I would of never found it without doing a host message for every command I had 1 line at a time.

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Subject: Re: Problem  
Posted by [extreme\\_sol](#) on Sat, 07 Oct 2006 01:14:16 GMT  
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```
char Message[256];  
    sprintf(Message,"TEST;%s;%d;%d;%d;%s;%d;%s"  
,Get_Player_Name(player),Get_Player_ID(player),int(Commands-  
>Get_Points(player)),int(Commands->Get_Money(player)),
```

```
Commands->Get_Preset_Name(player),Commands->Get_Health(player),
Get_IP_Address(Get_Player_ID(player));
```

This doesn't work for me :/

No it's definitely the IP part everything else works fine.

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Subject: Re: Problem

Posted by [Ivan275](#) on Sat, 07 Oct 2006 02:18:06 GMT

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ok this is weird... hum try this... I know it looks stupid...

```
char Message[150];
char Message1[50];
char Message2[256];
```

```
sprintf(Message,"TEST;%s;%d;%d;%d;%s;%d;"
,Get_Player_Name(player),Get_Player_ID(player),int(Commands->Get_Points(player)),int(Comm
ands->Get_Money(player)),
Commands->Get_Preset_Name(player),Commands->Get_Health(player));
sprintf(Message1,"%s", Get_IP_Address(Get_Player_ID(player)));
sprintf(Message2,"%s%s",Message,Message1);
```

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Subject: Re: Problem

Posted by [Jerad2142](#) on Sat, 07 Oct 2006 04:34:10 GMT

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Renegade keeps track of money and score (even if you quit the game and then rejoin) automatically, and if you kick some one, people do know of ways to change their computers IP address.

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Subject: Re: Problem

Posted by [Zion](#) on Sat, 07 Oct 2006 12:49:51 GMT

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Merovingian wrote on Sat, 07 October 2006 01:01 Use the console command, "PINFO".

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Subject: Re: Problem

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Posted by [extreme\\_sol](#) on Sat, 07 Oct 2006 14:30:48 GMT

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Merovingian, i said shut up, why would i want to use PINFO inside scripts.dll. Ivan275 Thanks for your help i have it sorted now, im not actually sure what was wrong but i re-wrote it and it seems to work now.

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