Subject: Detecting when gameplay stops pending
Posted by danpaul88 on Sat, 27 Jan 2007 23:31:57 GMT
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How can I detect when gameplay is no longer pending in the FDS? I have some custom scripts which work fine in LAN mode etc, but in the FDS they crash because they use Get_Shield_Type() on an obj while gameplay is still pending, which seems to cause it to crash.

Subject: Re: Detecting when gameplay stops pending
Posted by jnz on Sat, 27 Jan 2007 23:36:53 GMT
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have a look for a function called "Is_GameplayPermitted" its something like that.

Subject: Re: Detecting when gameplay stops pending
Posted by zunnie on Sat, 27 Jan 2007 23:51:33 GMT
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If ssaow server:

```
if (Is_Gameplay_Permitted())
{
    std::string gameplay;
    StrFormat2(gameplay,"Gameplay is permitted");
    FDSMessage(gameplay,"_GENERAL");
}
```

that would work i think and also log it in ssaowlog.

Subject: Re: Detecting when gameplay stops pending
Posted by danpaul88 on Sun, 28 Jan 2007 00:05:50 GMT
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Yeah, thanks, was looking for something with pending in the name

It still does not work if the FDS is set to 1 player (since it assumes that means its NOT pending, but still causes the crash), but on player counts above 1 it works fine

Subject: Re: Detecting when gameplay stops pending
Posted by jnz on Sun, 28 Jan 2007 00:06:58 GMT
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if the server is one player. it isn't pending, or mine doesn't :/

Subject: Re: Detecting when gameplay stops pending
Posted by danpaul88 on Sun, 28 Jan 2007 00:40:36 GMT
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Hmm... another problem... for some reason Get_Shield_Type seems to crash the FDS no matter when you use it... does this command not work in the FDS for some reason?

Subject: Re: Detecting when gameplay stops pending
Posted by jnz on Sun, 28 Jan 2007 01:07:08 GMT
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i have used that before... what argument are you passing it?

Subject: Re: Detecting when gameplay stops pending
Posted by danpaul88 on Sun, 28 Jan 2007 12:28:26 GMT
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strcpy_s (defaultShieldType, sizeof(defaultShieldType), Get_Shield_Type (obj));

It works if you play LAN or host through Renegade, but it crashes the FDS unless I comment out that line...