Subject: scripts.dll - get all players?
Posted by jnz on Sun, 28 Jan 2007 21:41:00 GMT
View Forum Message <> Reply to Message

is it possible in scripts.dll (3.1.2) to get all the player names in the server. as a char ** or
GameObject **?

this would be really helpfull.

Subject: Re: scripts.dll - get all players?
Posted by jnz on Sun, 28 Jan 2007 22:04:09 GMT
View Forum Message <> Reply to Message

the only idea i had was to make a array of GameObjects.
make a player join hook.
make a player leave hook

when someone joins, it puts their GameObject in the array. where their ID would be the index of
the array.

whe someone leaves it uses their ID as an index in the array to set it to null.

when i want to see all the players just call Get_Player_Count() and loop that many times through
the array.

Subject: Re: scripts.dll - get all players?
Posted by Renx on Sun, 28 Jan 2007 23:08:05 GMT
View Forum Message <> Reply to Message

Isn't their name attached to their ID?

Subject: Re: scripts.dll - get all players?
Posted by Zion on Sun, 28 Jan 2007 23:40:17 GMT
View Forum Message <> Reply to Message

It is in pinfo right?

Subject: Re: scripts.dll - get all players?
Posted by Whitedragon on Sun, 28 Jan 2007 23:42:07 GMT
View Forum Message <> Reply to Message

Look at how the Get_GameObj_By_Player_Name function in engine.cpp does it.

Subject: Re: scripts.dll - get all players?
Posted by jnz on Sun, 28 Jan 2007 23:52:19 GMT
View Forum Message <> Reply to Message

thanks

Subject: Re: scripts.dll - get all players?
Posted by jonwil on Mon, 29 Jan 2007 00:11:12 GMT
View Forum Message <> Reply to Message

In scripts.dll 3.2, I will be looking into providing some things to iterate over the player list.

I am also considering rewriting a few engine calls such as Get_Team_Player_Count, Steal_Team_Credits and others to use this new player list iteration.

Subject: Re: scripts.dll - get all players?
Posted by jnz on Mon, 29 Jan 2007 00:13:05 GMT
View Forum Message <> Reply to Message

nice one.