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Subject: C++ help

Posted by [Sn1per74\\*](#) on Wed, 01 Aug 2007 04:07:55 GMT

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Three questions!

1. When ever I make an SSM and set it to the model of a large\_blocker, you can walk through it where the SSM part isn't, how do I fix it?

2. I try to make a spy. It costs 150 credits. But, if you have less than 150, it still buys it and goes into negatives. How do you make it so you just can't buy it if its less than 150? Here's my code:  
Quote:else if (strncmp(Msg3,"!spy",4) == 0) { // change 12 to how many letters command + ! is  
change !yourcommand to what you want

```
if (obj){ // LEAVE THIS VERY IMPORTANT
if(Command->Get_Money(obj) < 150.0f) {
    char message[256];
    sprintf(message,"ppage %d You need 150 credits!",ID);
    Console_Input(message);
}
else(Command->Get_Money(obj) >= 150.0f){
    Commands->Give_Money(obj,-150,false);
}
if(Get_Team(ID) == 1) {
    Change_Character(obj,"CnC_Nod_MiniGunner_0");
}
else Change_Character(obj,"CnC_GDI_Minigunner_0");
char message[256];
sprintf(message,"message The player has %f credits",Commands->Get_Money(obj));
Console_Input(message);

}
```

3. Is there someway to make your name the other teams color, like your tag when you walk around. NOT in the scoreboard.

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#### File Attachments

1) [meh.JPG](#), downloaded 684 times

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Subject: Re: C++ help  
Posted by [\\_SSnipe\\_](#) on Wed, 01 Aug 2007 06:10:47 GMT  
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for the ssml launcher um heres a guess check the model in lvl and make sure its the right one?

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Subject: Re: C++ help  
Posted by [Sn1per74\\*](#) on Wed, 01 Aug 2007 13:06:16 GMT  
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It is. Otherwise why would one be created?

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Subject: Re: C++ help

Posted by [reborn](#) on Wed, 01 Aug 2007 15:07:37 GMT

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- 1) Pretty sure it's using the world box of the SSM.
- 2) I'm pretty sure it's just the else should be else if, but...

Declare the variable "PlayerCreds" as type int, and then.. oh fuck it, it's easier to show you:

```
int PlayerCreds = Commands->Get_Money(obj);
```

This will make it easier for you write and follow, so it would look something like (havn't tried it, most likely will give errors, but you get the idea):

```
if (PlayerCreds > 150) {  
    Commands->Give_Money(obj, -150, false);  
    if(Get_Team(ID) == 1) {  
        Change_Character(obj, "CnC_Nod_MiniGunner_0");  
    }  
    else if (PlayerCreds < 150) {  
        //blah blah blah
```

- 3) I'm sure it's possible, as there is a weird bug that can cause it, but I havn't ever tried to do it on purpose

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Subject: Re: C++ help

Posted by [jnz](#) on Wed, 01 Aug 2007 16:03:06 GMT

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```
if(!Purchase_Item(<player GameObject *>, <cost>))  
{  
    //not enough  
}  
else  
{  
    //buy the item  
}
```

Although the spy thing is possible, it required ASM hacks afaik.

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**Subject: Re: C++ help**

Posted by [Sn1per74\\*](#) on Wed, 01 Aug 2007 16:14:09 GMT

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RoShamBo wrote on Wed, 01 August 2007 11:03

```
if(!Purchase_Item(<player GameObject *>, <cost>))
{
    //not enough
}
else
{
    //buy the item
}
```

Although the spy thing is possible, it required ASM hacks afaik.

Could I make a script or something? It doesn't seem to complicated. I mean, if somebody can make a boat and submarine script, how hard could it be to make something change color? Then again, I've never made a script before.

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**Subject: Re: C++ help**

Posted by [Cat998](#) on Wed, 01 Aug 2007 16:22:42 GMT

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3) Not without ugly hacks, I wouldn't recommend to do that without a client modification.

I also recommend you to use a string tokenizer for the command checking, it's a pain to always use strncmp

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**Subject: Re: C++ help**

Posted by [BlueThen](#) on Wed, 01 Aug 2007 19:03:37 GMT

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Use a destroyed vech's preset for the wall. But it would seem like the clients are lagging out of it when they try to go through it, it'd be completely solid though.

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**Subject: Re: C++ help**

Posted by [jnz](#) on Wed, 01 Aug 2007 21:20:43 GMT

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all they did for the sub script was use a flying vehicle and probably a script zone for the water

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Subject: Re: C++ help

Posted by [Genesis2001](#) on Wed, 01 Aug 2007 22:42:48 GMT

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For the spy script, look at the gmcrate.cpp (or gmcrates.cpp - whichever it is )

-MathK1LL

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Subject: Re: C++ help

Posted by [Sn1per74\\*](#) on Wed, 01 Aug 2007 23:41:59 GMT

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Cat998 wrote on Wed, 01 August 2007 11:22

I also recommend you to use a string tokenizer for the command  
checking, it's a pain to always use strncmp

What do you mean string tokenizer. BTW, Thanks for all the help guys!  
And what's the difference between true and false?

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Subject: Re: C++ help

Posted by [Cat998](#) on Thu, 02 Aug 2007 00:34:29 GMT

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Sn1per74\* wrote on Thu, 02 August 2007 01:41Cat998 wrote on Wed, 01 August 2007 11:22

I also recommend you to use a string tokenizer for the command  
checking, it's a pain to always use strncmp

What do you mean string tokenizer. BTW, Thanks for all the help guys!  
And what's the difference between true and false?

You can use my char string tokenizer. It's awesome

It splits any strings into pieces, you can define the delimiter it uses for splitting (for example a  
space), and you can define the maximum number of pieces, the last one contains the rest of the  
string.

<http://www.blackintel.org/Cat998/strtokenizer.txt>

strtokenizer takes 4 arguments:

char \*message: The message you want to split into pieces

char \*buf: It needs a memory buffer, where it can copy the tokens into, for ingame chat messages  
512 bytes is enough I think

unsigned int n: The max number of tokens (The last one contains the rest of the string)

char delimiter: The delimiter character

Example:

```
Quote:char *message "!kick Sn1per74 C++ newb";
char buf[512]; //buffer for the function
char **toks;
toks = strtok(message, buf, 3, ' '); //function call
Console_Output("%s has been kicked out of the game for: %s", toks[1], toks[2]);

//kick code here

delete[] toks; //cleanup
```

So toks[0] contains word1 (!kick), toks[1] contains word2 (Sn1per74) and toks[2] contains the rest of the string

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**Subject: Re: C++ help**  
Posted by [Sn1per74\\*](#) on Thu, 02 Aug 2007 01:28:00 GMT  
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[quote title=Cat998 wrote on Wed, 01 August 2007 19:34][quote title=Sn1per74\* wrote on Thu, 02 August 2007 01:41]Cat998 wrote on Wed, 01 August 2007 11:22

Example:

```
Quote:char *message "!kick Sn1per74 C++ newb";
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Console_Output("%s has been kicked out of the game for: %s", toks[1], toks[2]);

//kick code here

delete[] toks; //cleanup
```

So toks[0] contains word1 (!kick), toks[1] contains word2 (Sn1per74) and toks[2] contains the rest of the string  
Good example.

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**Subject: Re: C++ help**  
Posted by [jnz](#) on Thu, 02 Aug 2007 04:48:20 GMT  
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It was

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**Subject: Re: C++ help**

Posted by [Whitedragon](#) on Thu, 02 Aug 2007 05:10:44 GMT

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Use SSGM's ChatCommandClass, it has automatic tokenizing. I showed you this in one of your other topics.

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**Subject: Re: C++ help**

Posted by [Cat998](#) on Thu, 02 Aug 2007 09:07:14 GMT

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From what I know, it's using std:: strings and it's very bloated.

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