Subject: SSGM c++
Posted by cAmpa on Sat, 10 Nov 2007 20:22:33 GMT

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Hey, i have 3 querys about SSGM.
1. Is there a function that tells me if a client is already done with loading the Map?

2. Quote:extern SList<cPlayer *> *PlayerList; //Current player list

Got anyone a good example how can i use this?
Or is there an alternative to run a function on all clients after mapload?

(Need this to check all clients, if there are still in the correct TS Channel after Mapload)

3. Quote:GetMaxPlayerID() Gets the maximum currently used player ID

This is listed in the console.txt but i cant find it in Source?

Subject: Re: SSGM c++
Posted by Adad on Sun, 11 Nov 2007 03:44:23 GMT

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1. Below.
2.

```
GenericSLNode *x = PlayerList->HeadNode;
while (x)
{
 if (x->NodeData)
 {
  if (((cPlayer *)x->NodeData)->IsInGame)
  {
   //bla bla bla...
  }
 }
 x = x->NodeNext;
}
```

Make a timer to run it every second.

3. It's removed in scripts 3.x afaik.

Subject: Re: SSGM c++
Posted by Sir Kane on Sun, 11 Nov 2007 09:33:34 GMT
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lol, wtf kind of struct/class member names are that?

Subject: Re: SSGM c++
Posted by jnz on Sun, 11 Nov 2007 12:35:52 GMT
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GenericSLNode and SList<template>

Subject: Re: SSGM c++
Posted by =HT=T-Bird on Sun, 11 Nov 2007 12:51:28 GMT
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Sir Kane wrote on Sun, 11 November 2007 03:33lol, wtf kind of struct/class member names are that?
Yes, lol@WW and their POJ linked-list class

Subject: Re: SSGM c++
Posted by Sir Kane on Sun, 11 Nov 2007 14:01:21 GMT
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I'm talking about member names of the classes/structures given by ratwil, not whatever you think.

Subject: Re: SSGM c++
Posted by jnz on Sun, 11 Nov 2007 16:43:08 GMT
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HeadNode NodeData and NodeNext
What's wrong with them?

and BTW, my last post was answering your question. GenericSLNode and SList have those members. Sarcasm was intended

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