
Subject: Timer page Player

Posted by [mr£\\$Ä-z](#) on Sun, 13 Jul 2008 08:08:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

OK whats wrong with this code? it just pages me with "Harvesting..." but the Timer part doesnt do anything.

So how do i fix that ? (yep its for a ServerSide Script)

Code:

```
void A_Tiberium_Field::Entered(GameObject *obj,GameObject *enter)
{
int x;
x = Commands->Get_Player_Type(enter);
Vector3 spawn_position;
if (CheckPlayerType(enter,x))
{
return;
}
char message[1000];
if (Commands->Get_Player_Type(enter) == 1)
{
sprintf(message,"ppage %d Harvesting...",Get_Player_ID(enter));
Console_Input(message);
Commands->Start_Timer(obj,this,1.0f,1);
Commands->Start_Timer(obj,this,2.0f,2);
Commands->Start_Timer(obj,this,3.0f,3);
Commands->Start_Timer(obj,this,4.0f,4);
Commands->Start_Timer(obj,this,5.0f,5);
Commands->Start_Timer(obj,this,6.0f,6);
Commands->Start_Timer(obj,this,7.0f,7);
Commands->Start_Timer(obj,this,8.0f,8);
Commands->Start_Timer(obj,this,9.0f,9);
Commands->Start_Timer(obj,this,10.0f,10);
Commands->Start_Timer(obj,this,11.0f,11);
}
}
```

```
void A_Tiberium_Field::Timer_Expired(GameObject *obj, int number) {

char message[1000];
if(number == 1){
sprintf(message,"ppage %d Harvesting Complete in: 10.",Get_Player_ID(obj));
Console_Input(message);
}
}
```

```

if(number == 2){
sprintf(message,"ppage %d Harvesting Complete in: 9.",Get_Player_ID(obj));
Console_Input(message);
}
if(number == 3){
sprintf(message,"ppage %d Harvesting Complete in: 8.",Get_Player_ID(obj));
Console_Input(message);
}
if(number == 4){
    sprintf(message,"ppage %d Harvesting Complete in: 7.",Get_Player_ID(obj));
Console_Input(message);
}
if(number == 5){
    sprintf(message,"ppage %d Harvesting Complete in: 6.",Get_Player_ID(obj));
Console_Input(message);
}
if(number == 6){
    sprintf(message,"ppage %d Harvesting Complete in: 5.",Get_Player_ID(obj));
Console_Input(message);
}
if(number == 7){
    sprintf(message,"ppage %d Harvesting Complete in: 4.",Get_Player_ID(obj));
Console_Input(message);
}
if(number == 8){
    sprintf(message,"ppage %d Harvesting Complete in: 3.",Get_Player_ID(obj));
Console_Input(message);
}
if(number == 9){
    sprintf(message,"ppage %d Harvesting Complete in: 2.",Get_Player_ID(obj));
Console_Input(message);
}
if(number == 10){
    sprintf(message,"ppage %d Harvesting Complete in: 1.",Get_Player_ID(obj));
Console_Input(message);
}
if(number == 11){
    sprintf(message,"ppage %d Harvesting Completed. Return to the
Refinery.",Get_Player_ID(obj));
    Console_Input(message);
}
}
}
ScriptRegistrant<A_Tiberium_Field> A_Tiberium_Field_Registrant("A_Tiberium_Field","");

```

Subject: Re: Timer page Player
Posted by [cAmpa](#) on Sun, 13 Jul 2008 08:31:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

You're paging the timered messages to the object with your script.

Subject: Re: Timer page Player

Posted by [mr£\\$A-z](#) on Sun, 13 Jul 2008 08:46:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

so how to fix? *enter doesnt work either

Subject: Re: Timer page Player

Posted by [saberhawk](#) on Sun, 13 Jul 2008 08:58:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

You store the playerid of the person who called it in the class and use it from Timer_Expired.

Subject: Re: Timer page Player

Posted by [mr£\\$A-z](#) on Sun, 13 Jul 2008 10:01:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

ehh what ?

Subject: Re: Timer page Player

Posted by [jnz](#) on Sun, 13 Jul 2008 10:46:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

Should look something like this.

```
class A_Tiberium_Field
{
    int PlayerID;
    void Entered(GameObject *obj,GameObject *enter);
    void Timer_Expired(GameObject *obj, int number);
};
```

```
void A_Tiberium_Field::Entered(GameObject *obj,GameObject *enter)
{
    int x = Commands->Get_Player_Type(enter);
    Vector3 spawn_position;
```

```

if (CheckPlayerType(enter,x))
{
    return;
}
char message[1000];
if (Commands->Get_Player_Type(enter) == 1)
{
    PlayerID = Get_Player_ID(enter);
    sprintf(message,"ppage %d Harvesting...",Get_Player_ID(enter));
    Console_Input(message);
    Commands->Start_Timer(obj,this,10f,1);
    Commands->Start_Timer(obj,this,9f,2);
    Commands->Start_Timer(obj,this,8f,3);
    Commands->Start_Timer(obj,this,7f,4);
    Commands->Start_Timer(obj,this,6f,5);
    Commands->Start_Timer(obj,this,5f,6);
    Commands->Start_Timer(obj,this,4f,7);
    Commands->Start_Timer(obj,this,3f,8);
    Commands->Start_Timer(obj,this,2f,9);
    Commands->Start_Timer(obj,this,1f,10);
}
}

```

```

void A_Tiberium_Field::Timer_Expired(GameObject *obj, int number) {

    char message[256];
    sprintf(message,"ppage %d Harvesting Complete in: %d.",PlayerID, number);
    Console_Input(message);
}
ScriptRegistrant<A_Tiberium_Field> A_Tiberium_Field_Registrant("A_Tiberium_Field","");

```

Subject: Re: Timer page Player
 Posted by [mr£ÄŞÄ-z](#) on Sun, 13 Jul 2008 14:19:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

Nice thank you roshambo, i always wondered how to int the player

Edit: oh fuck
 Edit: 2 ok i fixed it by myselfe

```

.\gmmmain.cpp(1781) : error C3861: 'CheckPlayerType': identifier not found
.\gmmmain.cpp(1791) : error C2059: syntax error : 'bad suffix on number'
.\gmmmain.cpp(1791) : error C2146: syntax error : missing ')' before identifier 'f'

```

.\gmmain.cpp(1791) : error C2198: '_Start_Timer' : too few arguments for call
.\gmmain.cpp(1791) : error C2059: syntax error : ')'
.\gmmain.cpp(1792) : error C2059: syntax error : 'bad suffix on number'
.\gmmain.cpp(1792) : error C2146: syntax error : missing ') before identifier 'f'
.\gmmain.cpp(1792) : error C2198: '_Start_Timer' : too few arguments for call
.\gmmain.cpp(1792) : error C2059: syntax error : ')'
.\gmmain.cpp(1793) : error C2059: syntax error : 'bad suffix on number'
.\gmmain.cpp(1793) : error C2146: syntax error : missing ') before identifier 'f'
.\gmmain.cpp(1793) : error C2198: '_Start_Timer' : too few arguments for call
.\gmmain.cpp(1793) : error C2059: syntax error : ')'
.\gmmain.cpp(1794) : error C2059: syntax error : 'bad suffix on number'
.\gmmain.cpp(1794) : error C2146: syntax error : missing ') before identifier 'f'
.\gmmain.cpp(1794) : error C2198: '_Start_Timer' : too few arguments for call
.\gmmain.cpp(1794) : error C2059: syntax error : ')'
.\gmmain.cpp(1795) : error C2059: syntax error : 'bad suffix on number'
.\gmmain.cpp(1795) : error C2146: syntax error : missing ') before identifier 'f'
.\gmmain.cpp(1795) : error C2198: '_Start_Timer' : too few arguments for call
.\gmmain.cpp(1795) : error C2059: syntax error : ')'
.\gmmain.cpp(1796) : error C2059: syntax error : 'bad suffix on number'
.\gmmain.cpp(1796) : error C2146: syntax error : missing ') before identifier 'f'
.\gmmain.cpp(1796) : error C2198: '_Start_Timer' : too few arguments for call
.\gmmain.cpp(1796) : error C2059: syntax error : ')'
.\gmmain.cpp(1797) : error C2059: syntax error : 'bad suffix on number'
.\gmmain.cpp(1797) : error C2146: syntax error : missing ') before identifier 'f'
.\gmmain.cpp(1797) : error C2198: '_Start_Timer' : too few arguments for call
.\gmmain.cpp(1797) : error C2059: syntax error : ')'
.\gmmain.cpp(1798) : error C2059: syntax error : 'bad suffix on number'
.\gmmain.cpp(1798) : error C2146: syntax error : missing ') before identifier 'f'
.\gmmain.cpp(1798) : error C2198: '_Start_Timer' : too few arguments for call
.\gmmain.cpp(1798) : error C2059: syntax error : ')'
.\gmmain.cpp(1799) : error C2059: syntax error : 'bad suffix on number'
.\gmmain.cpp(1799) : error C2146: syntax error : missing ') before identifier 'f'
.\gmmain.cpp(1799) : error C2198: '_Start_Timer' : too few arguments for call
.\gmmain.cpp(1799) : error C2059: syntax error : ')'
.\gmmain.cpp(1800) : error C2059: syntax error : 'bad suffix on number'
.\gmmain.cpp(1800) : error C2146: syntax error : missing ') before identifier 'f'
.\gmmain.cpp(1800) : error C2198: '_Start_Timer' : too few arguments for call
.\gmmain.cpp(1800) : error C2059: syntax error : ')'
