
Subject: Questions (player objects, stealth vehs)

Posted by [Hubba](#) on Mon, 07 Dec 2009 16:29:37 GMT

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Question 1: I have build commands on my server so now i have been wondering when you for example use !ramp which create a ramp. How can i make so the object belongs to a player-id? So it would store all objects a player has made in an array or something? Then when the user type !cleanup it would remove all the objects he have made.

Question 2: I have a "!ssv" command which sets the current vehicle a player is inside to stealth. Now i want to make so when an another player join the game later he should see them stealth. So i need somehow to add and store all the vehicles in an array so it would loop that array when the other play joins and set stealth to all these vehicles. But the problem is how could i make so when i type !ssv it would add the vehicle to the array? And how can i remove that vehicle from the array when it gets destroyed?

Now i don't know if arrays is the best way to do it. But if you have a better idea then please tell it ?

Code in spoilers.

!ramp

Toggle Spoiler

```
class RampChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType)
{
    GameObject *obj = Get_GameObj(ID);
    Vector3 position;
    float Credits = Commands->Get_Money(obj);
    position = Commands->Get_Position(obj);
    position.Z += +0.0;
    position.X += (float)(5*cos(Commands->Get_Facing(Get_GameObj(ID))*(3.14 / 180))); // 3.14
    position.Y += (float)(5*sin(Commands->Get_Facing(Get_GameObj(ID))*(3.14 / 180))); //3.14

    if(Credits >= 450)
    {
        Commands->Give_Money(obj,-450,false);
        char message[256];
        sprintf(message,"msg [BOT]: %s just purchased a Ramp", Get_Player_Name_By_ID(ID));
        Console_Input(message);
        GameObject *turret = Commands->Create_Object("M09_Rnd_Door", position);
        Commands->Set_Model(turret, "dsp_ramp");
        Set_Max_Health(turret, 500);
        Set_Max_Shield_Strength(turret, 0);
        Commands->Set_Health(turret,250);
        Commands->Set_Facing(turret, Commands->Get_Facing(obj)-180);
    }
    else
    {
```

```
    Console_Input(StrFormat("ppage %d You need $450.",Get_Player_ID(obj)).c_str());
}
}
};
```

```
ChatCommandRegistrant<RampChatCommand>
RampChatCommandReg("!ramp",CHATTYPE_ALL,0,GAMEMODE_AOW);
```

```
!ssv
Toggle Spoiler
```

```
class SsVChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType)
{
    GameObject *obj = Get_GameObj(ID);
    GameObject *X = Get_Vehicle(obj);
    float Credits = Commands->Get_Money(obj);

    if(Credits >= 1500)
    {
        Commands->Give_Money(obj,-1500,false);
        char message[256];
        sprintf(message,"msg [BOT]: %s just Bought a Stealthsuit his Vehicle",
Get_Player_Name_By_ID(ID));
        Console_Input(message);
        Commands->Enable_Stealth(X,true);
    }
    else
    {
        Console_Input(StrFormat("ppage %d You need $1500.",Get_Player_ID(obj)).c_str());
    }
}
};
ChatCommandRegistrant<SsVChatCommand>
SsVChatCommandReg("!ssv",CHATTYPE_ALL,0,GAMEMODE_AOW);
```

Thanks,
Hubba

Subject: Re: Questions (player objects, stealth vehs)
Posted by [reborn](#) on Wed, 09 Dec 2009 09:52:20 GMT
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Maybe add the player ID in the first element of a 2d Array, and then store the object id's of the GameObjects's 'they' created in the Second element of the 2D array.

However, I might look at Vector's if it was me (no, not the vectors used for x,y,z, it's kinda like an array but better because they're dynamic.

Hope this helps.

Subject: Re: Questions (player objects, stealth vehs)
Posted by [Hubba](#) on Thu, 10 Dec 2009 15:20:26 GMT
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Thx for the reply. I looked at vectors and made this:

This is the 2d vector which should store all the player id and the objects.
`vector<vector<int> > vector2d (121, vector<int> (0));`

The input code i have now:

```
int a = Get_Player_ID(obj);
```

```
vector2d[a].push_back (1);
```

This will just add a new element with value "1" to the player-ids vector.

But now my question is: how can I add an ids to the objects I create?

Subject: Re: Questions (player objects, stealth vehs)
Posted by [reborn](#) on Thu, 10 Dec 2009 15:43:13 GMT
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Hmm, it might be better to store all the object ID's of the GameObjects against the PlayerID.

I'm so busy now, but I will try to post some code soon.

Subject: Re: Questions (player objects, stealth vehs)
Posted by [Hubba](#) on Thu, 10 Dec 2009 16:00:58 GMT
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reborn wrote on Thu, 10 December 2009 09:43Hmm, it might be better to store all the object ID's of the GameObjects against the PlayerID.

I'm so busy now, but I will try to post some code soon.

Well i don't really get what you mean but what i posted works like this:

vector2d[0] <objects ids go here> // player id 0 objects...
vector2d[1] <objects ids go here> // player id 1 objects...
vector2d[2] <objects ids go here> // player id 2 objects...
etc..

Subject: Re: Questions (player objects, stealth vehs)
Posted by [Hubba](#) on Sat, 02 Jan 2010 21:05:22 GMT
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Alright im still stuck with this. So i thought it would be a good idea to bump the thread.

The problem is How can i make an object to be stored as an id in the vector?

So when i do for example:

!ramp

It would create the object.

Then get the id of that obj and add it to the vector.

Then the vector would look like this Vector2d[playerid][1]

Then if we do the command again it would add a new element so it would be
Vector2d[playerid][1,2] etc etc.

Then when i do !sellall i would just loop through the vector depending on the playerid and then do
Commands->Destroy_Object on all the objects. But then again how would i be able to find the
objects?.

I Hope someone can help because i don't know if is it possible to do way i just wrote up.

Subject: Re: Questions (player objects, stealth vehs)
Posted by [reborn](#) on Sun, 03 Jan 2010 11:09:41 GMT
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To find the object...

```
typedef GameObject *(*_Find_Object) (int ObjectID);
```

The 2d vector idea sounds fine to me...

Subject: Re: Questions (player objects, stealth vehs)

Posted by [Hubba](#) on Sun, 03 Jan 2010 12:27:29 GMT

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Thanks Reborn. Could someone check if this is right? It works but is this an ok way to do it?. Should i add something more?

I added these lines to my !ramp command

```
int playerid = Get_Player_ID(obj);
```

```
vector2d[playerid].push_back(Commands->Get_ID(turret)); // Turret = the object
```

And this is what the !sellall command looks like

```
class sellallChatCommand : public ChatCommandClass {  
    void Triggered(int ID,const TokenClass &Text,int ChatType) {  
        GameObject *obj = Get_GameObj(ID);  
        int playerid = Get_Player_ID(obj);
```

```
for (unsigned int i=0; i<vector2d[playerid].size(); i++) // Loop through all the object if there are  
any.
```

```
{  
    Commands->Destroy_Object(Commands->Find_Object(vector2d[playerid][i]));  
}
```

```
vector2d[playerid].clear(); // clears all the elements in the vector.
```

```
}
```

```
};
```

```
ChatCommandRegistrant<sellallChatCommand>
```

```
sellallChatCommandReg("!sellall",CHATTYPE_ALL,0,GAMEMODE_AOW);
```