
Subject: Having problems with Attach_Script_Once
Posted by [Distrbd21](#) on Fri, 08 Jun 2012 08:43:38 GMT
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It say's that the first Get_Parameter is undefined.
I'm trying to set up Samsites for players to be able to buy them, and so they will attack only helis.

```
char params[256];
sprintf(params,
"%d,%s,%s,%s,%s,%s,%s,%s",params,Get_Parameter("0.0"),Get_Parameter("300.0"),Get_Parameter("10.0"),Get_Parameter("CnC_GDI_Orca"),Get_Parameter("CnC_GDI_Transport"),Get_Parameter("CnC_Nod_Apache"),Get_Parameter("CnC_Nod_Transport"));
Attach_Script_Once(nsam,"JFW_Base_Defence_Aircraft_Only",params);
```

here is the Sam site buy codes.

```
if (wcsistr(Message,L"!gsam") == Message)
{
GameObject *Player = Get_GameObj(PlayerID);
{
float money = Commands->Get_Money(Player);
float cost = 1000;
if (money >= cost)
{
int team = Commands->Get_Player_Type(Player);
if (team == 1)
{
Commands->Give_Money(Player,-1000,false);
Vector3 pos = Commands->Get_Position(Player);
pos.Z+=2.0f;
GameObject *gsam = Commands->Create_Object("Nod_SAM_Site",pos);
Commands->Set_Player_Type(gsam,0);
Commands->Disable_Physical_Collisions(gsam);
char params[256];
sprintf(params,
"%d,%s,%s,%s,%s,%s,%s,%s",params,Get_Parameter("0.0"),Get_Parameter("300.0"),Get_Parameter("10.0"),Get_Parameter("CnC_GDI_Orca"),Get_Parameter("CnC_GDI_Transport"),Get_Parameter("CnC_Nod_Apache"),Get_Parameter("CnC_Nod_Transport"));
Attach_Script_Once(gsam,"JFW_Base_Defence_Aircraft_Only",params);
char msg[250];
sprintf(msg,"[DefBot] %s purchased a Samsite for 1000
credits.",Get_Player_Name(Player),1000);
Send_Message_Team(1,255,255,0,msg);
Create_2D_WAV_Sound_Team("m00evan_dsgn0002i1evan_snd.wav",1);
}
else
{
```

```

        char infunds[250];
        sprintf(infunds, "[DefBot] Insufficient Funds: Samsite cost 1000 credits on this
map", 1000);
        Send_Message_Team(1, 255, 255, 0, infunds);
        Create_2D_WAV_Sound_Team("m00evan_dsgn0024i1evan_snd.wav", 1);
    }
    team = 1;
}
}
}
}
if (wcsistr(Message, L"!nsam") == Message)
{
    GameObject *Player = Get_GameObj(PlayerID);
    {
        float money = Commands->Get_Money(Player);
        float cost = 1000;
        if (money >= cost)
        {
            int team = Commands->Get_Player_Type(Player);
            if (team == 0)
            {
                Commands->Give_Money(Player, -1000, false);
                Vector3 pos = Commands->Get_Position(Player);
                pos.Z += 2.0f;
                GameObject *nsam = Commands->Create_Object("Nod_SAM_Site", pos);
                Commands->Set_Player_Type(nsam, 0);
                Commands->Disable_Physical_Collisions(nsam);
                char params[256];
                sprintf(params,
"%d,%s,%s,%s,%s,%s,%s,%s", params, Get_Parameter("0.0"), Get_Parameter("300.0"), Get_Parameter("10.0"), Get_Parameter("CnC_GDI_Orca"), Get_Parameter("CnC_GDI_Transport"), Get_Parameter("CnC_Nod_Apache"), Get_Parameter("CnC_Nod_Transport"));
                Attach_Script_Once(nsam, "JFW_Base_Defence_Aircraft_Only", params);
                char msg[250];
                sprintf(msg, "[DefBot] %s purchased a Samsite for 1000
credits.", Get_Player_Name(Player), 1000);
                Send_Message_Team(0, 255, 0, 0, msg);
                Create_2D_WAV_Sound_Team("m00evan_dsgn0002i1evan_snd.wav", 0);
            }
        }
        else
        {
            char infunds[250];
            sprintf(infunds, "[DefBot] Insufficient Funds: Samsite cost 1000 credits on this
map", 1000);
            Send_Message_Team(0, 255, 0, 0, infunds);
            Create_2D_WAV_Sound_Team("m00evan_dsgn0024i1evan_snd.wav", 0);
        }
        team = 0;
    }
}

```

```
}  
}  
}
```

Subject: Re: Having problems with Attach_Script_Once
Posted by [Jerad2142](#) on Fri, 08 Jun 2012 12:44:20 GMT
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For starters:

```
char params[256];  
sprintf(params,  
"%d,%s,%s,%s,%s,%s,%s,%s",params,Get_Parameter("0.0"),Get_Parameter("300.0"),Get_Parameter("10.0"),  
Get_Parameter("CnC_GDI_Orca"),Get_Parameter("CnC_GDI_Transport"),Get_Parameter("CnC_Nod_Apache"),  
Get_Parameter("CnC_Nod_Transport"));  
Attach_Script_Once(nsam,"JFW_Base_Defence_Aircraft_Only",params);
```

Should probably be like this:

```
char params[256];  
sprintf(params,"0.0,300.0,10.0,CnC_GDI_Orca,  
CnC_GDI_Transport,CnC_Nod_Apache,CnC_Nod_Transport");  
Attach_Script_Once(nsam,"JFW_Base_Defence_Aircraft_Only",params);
```

Or even better

```
Attach_Script_Once(nsam,"JFW_Base_Defence_Aircraft_Only","0.0,300.0,10.0,CnC_GDI_Orca,  
CnC_GDI_Transport,CnC_Nod_Apache,CnC_Nod_Transport");
```

Also, feeding params back into params is a bad idea:

```
sprintf(params,"%d",params);
```

plus it won't work like that, because params is a char and %d is for int.

The only time feeding a string back into itself is useful is if you have the original string set to something, otherwise you risk filling it with junk.

IE:

```
char params[256];  
sprintf(params,"stuff");  
sprintf(params,"%s is stuff",params);  
Console_Input(params);
```

would give you:

stuff is stuff

Subject: Re: Having problems with Attach_Script_Once
Posted by [Distrbd21](#) on Fri, 08 Jun 2012 13:22:33 GMT
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Thanks but I got help like half hour ago, we went with the simple one.

Subject: Re: Having problems with Attach_Script_Once
Posted by [Distrbd21](#) on Fri, 08 Jun 2012 14:04:17 GMT
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Here's the fixed version just in case someone else wants to use it.

```
if (wcsistr(Message,L"!sam") == Message)
{
    GameObject *Player = Get_GameObj(PlayerID);
    {
        if(!Is_Map_Flying()) {
            Send_Message_Player(Player,255,255,127,"[DefBot] You need to be on a flying map to use
!sam");
            return false;
        }
        float money = Commands->Get_Money(Player);
        float cost = 1000;
        if (money >= cost)
        {
            int team = Commands->Get_Player_Type(Player);
            if (Commands->Get_Money(Player)<1000)
            {
                Commands->Give_Money(Player,-1000,false);
                Vector3 pos = Commands->Get_Position(Player);
                pos.Z+=0.1f;
                GameObject *sam = Commands->Create_Object("Nod_SAM_Site",pos);
                Commands->Set_Player_Type(sam, team);
                Commands->Disable_Physical_Collisions(sam);
                Attach_Script_Once(sam,"JFW_Base_Defence_Aircraft_Only",
"0.0,300.0,10.0,CnC_GDI_Orca,CnC_GDI_Transport,CnC_Nod_Apache,CnC_Nod_Transport");
                Send_Message_Player(Player,0,255,0,"[DefBot] %s You just bought a Samsite for your
team.");
                Create_2D_WAV_Sound_Player(Player,"m00evan_dsgn0002i1evan_snd.wav");
            }
        }
    }
}
```

```
}
else
{
    Send_Message_Player(Player,0,255,0,"[DefBot] Insufficient Funds: Samsite cost 1000
credits.");
    Create_2D_Sound_Player(Player,"m00evan_dsgn0024i1evan_snd.wav");
}
}
}
}
return false;
}
```

Only one code and it works with both GDI and Nod. ;p
