Subject: Re: Thoughts on 2.7 and beoynd
Posted by jonwil on Mon, 03 Apr 2006 02:35:04 GMT
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The game is hardcoded to read C&C_xxx.mix (unless you hex edit it like RenAlert did)

AmunRa, the main problem with making console commands take names as well as IDs is that names can have spaces in them.

If you did something like PAMSG jonathan wilson test how is the code to know whether you mean nickname of jonathan and string of wilson test or nickname of jonathan wilson and string of test? Switching to comma (or something else) seperated values instead of space seperated could work except that it would break all the bots (that would try to send space seperated commands and probobly cause the FDS to crash)