
Subject: Re: Scripts Part 3

Posted by [reborn](#) on Tue, 19 Jun 2007 23:11:20 GMT

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joe937465 wrote on Tue, 19 June 2007 16:01) ok this ones important for the guys who are asking me to have
umm we did the boss and !spy now how can we do a command to allowed u to spectate anywhere on the map?

I created a spectate mode and added it to the source.

(All of them are bound to the name "ren00b", but it also works for "nick2" and "nick£", you will need to add other peoples names instead of them there, and if you want more then copy how I did it for these two example placeholders.

I really can't stress enough now how much you need to secure those nick names and make them !auth themselves, if someone joined your server via ip and stole the nick whilst no one noticed they could ruin the game for people.

Type "!spec1", then type "!spec2" in team chat. This will place you as neutral, remove your model, clear your weapons, and allow you to fly as if you are a helicopter, and base defence will ignore you.

Type "!unspecgdi" to return to the GDI side after spectating, and type "!unspecnod" to return to nod after spectating.

Some team nuetral start up positions are under the map, so i shoved you up in the air by 80 on the z axis. This maybe un acceptable in some maps, i didn't try them all. You may wish to beta test this out and adjust accordingly.

Download link to new source code and server files:

<http://www.mp-gaming.com/reborn/coderelease/JoesSSAOW3.zip>

joe937465 wrote on Tue, 19 June 2007 16:01

2) the code for the spy how can i add a script underit?

This is most of the spy crate code:

```
else if ((RandomIntCrate <= (percent+=Crate_Spy)) && (Crate_Spy > 0))
{
    if (Settings->GameMode != 1) goto CrateStart;
    if (Settings->Gamelog)
    {
        char Message[512];
        Vector3 pos;
        pos = Commands->Get_Position(sender);
        sprintf (Message, "CRATE;SPY;;%d;%s;%f;%f;%f;%f;%f;%f;%d",
```

```

Commands->Get_ID(sender), Commands->Get_Preset_Name(sender), pos.Y,pos.X,pos.Z,
Commands->Get_Facing(sender),
Commands->Get_Max_Health(sender),Commands->Get_Max_Shield_Strength(sender),Get_Object_Type(sender));
    WriteFile(Message);
}
Change_Character(sender,"CnC_Nod_FlameThrower_2SF");
Commands->Set_Is_Visible(sender,false);
//////////Add your scripts to the (sender) here//////////
    sprintf(message,"A %s player picked up a Spy
Crate.",Commands->Get_Player_Type(sender)==0?"Nod":"GDI");
    FDSMessage(message,"_CRATE");
    sprintf(message,"page %d [Crate] You got the Spy Crate, base defenses will ignore you until
you die, buy a new character or destroy a building.",Get_Player_ID(sender));
    sprintf(message2,"msg Crate: Oh no! A %s player just got a spy crate, better watch your base
%s!",Commands->Get_Player_Type(sender)==0?"Nod":"GDI",Commands->Get_Player_Type(se
nder)==0?"GDI":"Nod");
    Console_Input(message2);
}

```

And yes I did notice the sig =]

What is the site for the people you are making this mod? Please post a link.

Also, I noticed that I am doing all your work for you, and you have not improved your lazy typing. You still insist on typing like you are sms text messaging a friend. It is important you improve this, as people will take you for an idiot otherwise and not help you. Please just take the extra couple of minutes to go over your posts before submitting them. I have spent literally hours and hours helping you now. This is the least you can do.