
Subject: Re: Server Side Hunt The Player
Posted by [reborn](#) on Mon, 28 Jan 2008 21:53:38 GMT
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wittebolx wrote on Mon, 28 January 2008 16:20to Reborn:

in the gmmain.cpp i found this:

```
else if (strstr(CurrMap,"C&C_Under")) {
```

needs to be:

```
else if (strstr(Data->CurrMap,"C&C_Under")) {
```

also some f; where missing.

and i was trying to edit the code below but i couldnt get it to work..

can you give a clean example for lets say:

3 random characters with some extra weapons

and a way to enable the credit rate?

thx for the help.

Ps. i love this Mode

```
////////////////////////////////////  
// This line of code ensures that the player uses the hard-coded spawn points,  
// as the neutral team does not have any apart from 0,0,0  
RequestSpawn(obj);  
////////////////////////////////////  
// This code here ensures a random number is drawn between 1 and 100  
//int Rnd = Commands->Get_Random_Int(1,100);  
////////////////////////////////////  
// declare and initialise Index as 0, Index will be the number used to choose a model from the  
// model array  
//int Index = 0;  
////////////////////////////////////  
// code to get a random number for Index  
// I used this method because I may wish to increase or decrease chances of specific models  
// something I would not of been able to do if I kept it to just Get_Random_Int  
//     if (Rnd <= 10) Index = 2;  
//     else if (Rnd<=20) Index = 1;  
//     else if (Rnd<=30) Index = 0;
```

```
////////////////////////////////////  
// This code sets the model of the player, using Index as the random number  
// but using the array of models made earlier for it's list  
//Change_Character(obj,RandomSpawnCharacter[Index][0]);  
//Commands->Set_Model(obj,RandomSpawnCharacter[Index][0]);  
////////////////////////////////////
```

Thanks, I forgot about Under... I will change it and re-release it.

That code used to be a bigger array with character models, and I merely set there models. However it was proved to me that clients without scripts.dll saw the models in the "jesus" position (arms out straight like on a cross), so I stopped using it. I did briefly look into changing there characters entirely, however as there is no preset teamed to -1 by default I decided not to bother, so as to let people use existing objects.ddb mods they may have already (note there is no objects.ddb file released with the mod as it actually doesn't change anything using this file). If you chnaged the character to a preset that was not teamed -1 then it would merely re-sapwn them until it came across a preset that was -1. If you didn't have a preset that was -1 in the array they would constantly loop in this manor (happened to me, lol).

The code actually works (if you change the presets via the objects file to -1)perhaps setting there team immediatly might works also, but I doubt it)) All you have to do is amend the random character array in gmmain.cpp and un-comment the code.
