
Subject: Re: Server Side Hunt The Player
Posted by [wittebolx](#) on Wed, 30 Jan 2008 10:28:26 GMT
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reborn wrote on Tue, 29 January 2008 17:22 Change the RandomSpawnCharacter array to model names instead of preset names, like this:

```
// Note that I havn't included the .w3d file extension
char *RandomSpawnCharacter[3][1] = {
    { "trike" },
    { "clown" },
    { "dino" },

};
```

Change the MDB_SSGM_Player::Created part of your code to look like this:
(comments have been added for you to follow)

```
void MDB_SSGM_Player::Created(GameObject *obj) {
    ////////////////////////////////////////////////////////////////////
    // 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
    //This code here basically changes the chances of the model your character gets set to
    //Instead of drawing a random number between one and three (meaning you would have an equal
    //chance of getting any model)
    //This code makes sure the greatest chance is of getting Index 1, followed by Index 0, then Index
    2.
        if (Rnd <= 10) Index = 2;
        else if (Rnd<=60) Index = 1;
        else if (Rnd<=80) 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
    //Commands->Set_Model(obj,RandomSpawnCharacter[Index][0]);
```

```
////////////////////////////////////  
if (Settings->ForceTeam != -1) {  
    if (Commands->Get_Player_Type(obj) != Settings->ForceTeam) {  
        Change_Team(obj,Settings->ForceTeam);  
        return;  
    }  
}  
//etc etc etc
```

Also please note, the download has now changed to include support for CnC_Under.mix.

i managed to add all mission maps to the .dll with 32 spawn points per map.

also renamed the Hunt the Player Mode to DM

reason: more people.

added !pt command so people can buy normal characters like from the Purchase terminal.

added weapon spawn points.

*still need to figure out the random character spawn, because it gives some problems.

* need to find a way for the credit tick rate to enable.

* need to fix bug where you change character as the infected player, the DNA thing will not disappear.