
Subject: Re: Server Side Hunt The Player
Posted by [reborn](#) on Wed, 30 Jan 2008 10:36:45 GMT
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wittebolx wrote on Wed, 30 January 2008 05:28reborn wrote on Tue, 29 January 2008 17:22Change 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.

It is not death match mode.. It is hunt the player mode :-/

It's good that you added support for the mission maps. Care to share so I can release it for others?

You know how I feel about chat hooks, but it's your server I guess :-/

Did you add the spawn weapons and stuff via the map or objects.ddb file, or did you make a power-up spawn manager in the .dll?

The random character spawn will mess up if you change someones preset to one that isn't teamed -1. Setting there model will work no matter what, but will mess up for people without scripts.dll updated on there client.

The tick rate is disabled because I made it set the health of the ref and weps/air to 0 on map load... I will show you where I done that when I get home if you cannot find it yourself.

What's the DNA bug thing, can you explain it in greater detail please? Is it something that is screwed with the release, or something you've done yourself?