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Subject: Re: Server Side Hunt The Player  
Posted by [wittebolx](#) on Wed, 30 Jan 2008 11:19:49 GMT  
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Quote: title=reborn wrote on Wed, 30 January 2008 11:36

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 becuase 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?

about DNA bug, when you are the infected player and you change character via the !pt command (i know chathook..) the DNA thing goed away and doesnt come back.

also, why doesnt this work?:

```
Commands->Change_Character(obj,RandomSpawnCharacter[Index][0]);  
i have no idea why it doesnt work, all i get is an error that i cant seem to fix:  
1>.\gmmain.cpp(5407) : error C2039: 'Change_Character' : is not a member of 'ScriptCommands'  
1>      c:\users\wittebolx\desktop\hunt the player\scripts.h(695) : see declaration of  
'ScriptCommands'
```

and here are some codes i added myself:

```
char *RandomSpawnCharacter[27][1] = {  
  {"cnc_gdi_engineer_0" },  
  {"cnc_gdi_engineer_2sf" },  
  {"cnc_gdi_grenadier_0" },  
  {"cnc_gdi_grenadier_2sf" },  
  {"cnc_gdi_minigunner_0" },  
  {"cnc_gdi_minigunner_1off" },  
  {"cnc_gdi_minigunner_2sf" },  
  {"cnc_gdi_minigunner_3boss" },  
  {"cnc_gdi_roketsoldier_0" },  
  {"cnc_gdi_roketsoldier_2sf" },  
  {"cnc_gdi_roketsoldier_1off" },  
  {"cnc_sydney_powersuit_alt2" },  
  {"cnc_sydney" },  
  {"cnc_nod_engineer_0" },  
  {"cnc_nod_flamethrower_0" },  
  {"cnc_nod_flamethrower_1off" },
```

```

{ "cnc_nod_flamethrower_2sf" },
{ "cnc_nod_flamethrower_3boss" },
{ "cnc_nod_minigunner_0" },
{ "cnc_nod_minigunner_1off" },
{ "cnc_nod_minigunner_2sf" },
{ "cnc_nod_minigunner_3boss" },
{ "cnc_nod_roocketsoldier_0" },
{ "cnc_nod_roocketsoldier_1off" },
{ "cnc_nod_roocketsoldier_2sf" },
{ "cnc_nod_roocketsoldier_3boss" },
{ "cnc_nod_technician_0" },
};

```

```

void RequestSpawn(GameObject *obj) {
    Vector3 NewPos;

```

```

    Spawn:

```

```

    // get a random number from 1 to 33

```

```

    int RandomSpawn = Commands->Get_Random_Int(1,33);

```

```

    // if the map is volcano then allow the following to happen

```

```

    if (strstr(Data->CurrMap,"C&C_Volcano")) {

```

```

    // check if the spawn boolean allows you to spawn there and if the random number equals 1

```

```

    // I won't bother writing comments for the rest, you get the idea...

```

```

    if (RandomSpawn == 1 && Spawn1OK == true) {

```

```

    // Set the allowed to spawn as false (this will ensure that no one else can spawn at the same
    place as you when they die)

```

```

        Spawn1OK = false;

```

```

    // Set the position of where they are to be moved to

```

```

        NewPos.X = 9.269f;

```

```

        NewPos.Y = 8.691f;

```

```

        NewPos.Z = 3.873f;

```

```

    // create a little explosion when they spawn

```

```

        Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);

```

```

    }

```

```

    else if (RandomSpawn == 2 && Spawn2OK == true) {

```

```

        Spawn2OK = false;

```

```

        NewPos.X = -20.972f;

```

```

        NewPos.Y = 28.411f;

```

```

        NewPos.Z = -0.538f;

```

```

        Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);

```

```

    }

```

```

    else if (RandomSpawn == 3 && Spawn3OK == true) {

```

```

        Spawn3OK = false;

```

```

        NewPos.X = -64.304f;

```

```

        NewPos.Y = 48.846f;

```

```

        NewPos.Z = -3.591f;

```

```

Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 4 && Spawn4OK == true) {
Spawn4OK = false;
NewPos.X = -60.498f;
NewPos.Y = 104.866f;
NewPos.Z = 3.873f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 5 && Spawn5OK == true) {
Spawn5OK = false;
NewPos.X = -29.620f;
NewPos.Y = 132.920f;
NewPos.Z = -3.616f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 6 && Spawn6OK == true) {
Spawn6OK = false;
NewPos.X = 33.422f;
NewPos.Y = 124.567f;
NewPos.Z = -3.574f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 7 && Spawn7OK == true) {
Spawn7OK = false;
NewPos.X = 33.704f;
NewPos.Y = 51.097f;
NewPos.Z = -3.473f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 8 && Spawn8OK == true) {
Spawn8OK = false;
NewPos.X = 9.485f;
NewPos.Y = 76.473f;
NewPos.Z = -3.577f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 9 && Spawn9OK == true) {
Spawn9OK = false;
NewPos.X = 142.005f;
NewPos.Y = 22.460f;
NewPos.Z = -3.449f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 10 && Spawn10OK == true) {
Spawn10OK = false;
NewPos.X = 104.241f;
NewPos.Y = 6.953f;

```

```

NewPos.Z = -3.628f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 11 && Spawn11OK == true) {
Spawn11OK = false;
NewPos.X = 58.066f;
NewPos.Y = -35.133f;
NewPos.Z = -3.648f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 12 && Spawn12OK == true) {
Spawn12OK = false;
NewPos.X = 77.324f;
NewPos.Y = -80.889f;
NewPos.Z = -3.705f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 13 && Spawn13OK == true) {
Spawn13OK = false;
NewPos.X = 114.192f;
NewPos.Y = -38.135f;
NewPos.Z = -1.733f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 14 && Spawn14OK == true) {
Spawn14OK = false;
NewPos.X = 167.814f;
NewPos.Y = -42.106f;
NewPos.Z = -3.632;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 15 && Spawn15OK == true) {
Spawn15OK = false;
NewPos.X = 162.793;
NewPos.Y = -84.725f;
NewPos.Z = -3.549f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 16 && Spawn16OK == true) {
Spawn16OK = false;
NewPos.X = 111.600f;
NewPos.Y = -79.748f;
NewPos.Z = -3.611f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 17 && Spawn17OK == true) {
Spawn17OK = false;
NewPos.X = 23.316f;

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```

NewPos.Y = -86.181f;
NewPos.Z = -8.704f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 18 && Spawn18OK == true) {
Spawn18OK = false;
NewPos.X = -8.762f;
NewPos.Y = -95.591f;
NewPos.Z = -12.929f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 19 && Spawn19OK == true) {
Spawn19OK = false;
NewPos.X = -17.240f;
NewPos.Y = -68.683f;
NewPos.Z = -14.500f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 20 && Spawn20OK == true) {
Spawn20OK = false;
NewPos.X = -39.258f;
NewPos.Y = -68.708f;
NewPos.Z = -15.913f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 21 && Spawn21OK == true) {
Spawn21OK = false;
NewPos.X = -29.727f;
NewPos.Y = -33.479f;
NewPos.Z = -13.516f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 22 && Spawn22OK == true) {
Spawn22OK = false;
NewPos.X = -67.799f;
NewPos.Y = -15.489f;
NewPos.Z = -8.767f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 23 && Spawn23OK == true) {
Spawn23OK = false;
NewPos.X = -83.971f;
NewPos.Y = -7.567f;
NewPos.Z = -3.406f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 24 && Spawn24OK == true) {
Spawn24OK = false;

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NewPos.X = -80.869f;
NewPos.Y = -41.679f;
NewPos.Z = 0.906f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 25 && Spawn25OK == true) {
Spawn25OK = false;
NewPos.X = -52.656f;
NewPos.Y = -77.863f;
NewPos.Z = 5.106f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 26 && Spawn26OK == true) {
Spawn26OK = false;
NewPos.X = -32.148f;
NewPos.Y = -101.776f;
NewPos.Z = 2.897f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 27 && Spawn27OK == true) {
Spawn27OK = false;
NewPos.X = 34.994f;
NewPos.Y = -17.782f;
NewPos.Z = -3.119f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 28 && Spawn28OK == true) {
Spawn28OK = false;
NewPos.X = 11.504f;
NewPos.Y = -24.479f;
NewPos.Z = -2.713f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 29 && Spawn29OK == true) {
Spawn29OK = false;
NewPos.X = -22.877f;
NewPos.Y = -31.605f;
NewPos.Z = 0.587f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 30 && Spawn30OK == true) {
Spawn30OK = false;
NewPos.X = 48.994f;
NewPos.Y = 6.259f;
NewPos.Z = 7.776f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 31 && Spawn31OK == true) {

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Spawn31OK = false;
NewPos.X = 86.689f;
NewPos.Y = 24.903f;
NewPos.Z = 13.993f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 32 && Spawn32OK == true) {
Spawn32OK = false;
NewPos.X = 97.406f;
NewPos.Y = 61.942f;
NewPos.Z = 5.138f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
// If none are available then loop again until the conditions are met (chances are very slim)
else goto Spawn;
char param[5];
sprintf(param,"%d",RandomSpawn);
// Once the position is chosen then create an object and attach the spawn refresh code to it
GameObject *Refresh = Commands->Create_Object("Invisible_Object",NewPos);
Commands->Attach_Script(Refresh,"KAK_DM_Refresh_Spawn",param);
// Move the player to there new spawn location
Commands->Set_Position(obj,NewPos);
}

else if (strstr(Data->CurrMap,"C&C_Under")) {
if (RandomSpawn == 1 && Spawn1OK == true) {
Spawn1OK = false;
NewPos.X = 25.056f;
NewPos.Y = 56.579f;
NewPos.Z = 29.048f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}

else if (RandomSpawn == 2 && Spawn2OK == true) {
Spawn2OK = false;
NewPos.X = -69.257f;
NewPos.Y = -61.740f;
NewPos.Z = 23.378f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}

else if (RandomSpawn == 3 && Spawn3OK == true) {
Spawn3OK = false;
NewPos.X = -19.263f;
NewPos.Y = 48.846f;
NewPos.Z = -3.591f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}

else if (RandomSpawn == 4 && Spawn4OK == true) {

```

```

Spawn4OK = false;
NewPos.X = -6.381f;
NewPos.Y = 81.260f;
NewPos.Z = 33.922f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 5 && Spawn5OK == true) {
Spawn5OK = false;
NewPos.X = -29.620f;
NewPos.Y = -81.260f;
NewPos.Z = 33.922f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 6 && Spawn6OK == true) {
Spawn6OK = false;
NewPos.X = -44.123f;
NewPos.Y = 1.080f;
NewPos.Z = 4.161f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 7 && Spawn7OK == true) {
Spawn7OK = false;
NewPos.X = -45.509f;
NewPos.Y = 24.709f;
NewPos.Z = -1.619f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 8 && Spawn8OK == true) {
Spawn8OK = false;
NewPos.X = 46.966f;
NewPos.Y = 21.842f;
NewPos.Z = 3.028f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 9 && Spawn9OK == true) {
Spawn9OK = false;
NewPos.X = 44.022f;
NewPos.Y = -55.072f;
NewPos.Z = 12.156f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 10 && Spawn10OK == true) {
Spawn10OK = false;
NewPos.X = 61.307f;
NewPos.Y = -90.217f;
NewPos.Z = 19.566f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
}

```



```

else if (RandomSpawn == 11 && Spawn11OK == true) {
    Spawn11OK = false;
    NewPos.X = -96.389f;
    NewPos.Y = -161.187f;
    NewPos.Z = 3.534f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 12 && Spawn12OK == true) {
    Spawn12OK = false;
    NewPos.X = -104.777f;
    NewPos.Y = -26.136f;
    NewPos.Z = -1.108f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 13 && Spawn13OK == true) {
    Spawn13OK = false;
    NewPos.X = -190.634f;
    NewPos.Y = -21.875f;
    NewPos.Z = -3.310f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 14 && Spawn14OK == true) {
    Spawn14OK = false;
    NewPos.X = -195.342f;
    NewPos.Y = -72.409f;
    NewPos.Z = -3.392;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 15 && Spawn15OK == true) {
    Spawn15OK = false;
    NewPos.X = -53.203;
    NewPos.Y = -27.137f;
    NewPos.Z = 28.002f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 16 && Spawn16OK == true) {
    Spawn16OK = false;
    NewPos.X = -3.998f;
    NewPos.Y = -37.700f;
    NewPos.Z = 11.380f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 17 && Spawn17OK == true) {
    Spawn17OK = false;
    NewPos.X = -23.875f;
    NewPos.Y = -67.052f;
    NewPos.Z = 12.873f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}

```

```

}
else if (RandomSpawn == 18 && Spawn18OK == true) {
    Spawn18OK = false;
    NewPos.X = 44.675f;
    NewPos.Y = -144.734f;
    NewPos.Z = 17.254f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 19 && Spawn19OK == true) {
    Spawn19OK = false;
    NewPos.X = 17.254f;
    NewPos.Y = -119.372f;
    NewPos.Z = 19.326f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 20 && Spawn20OK == true) {
    Spawn20OK = false;
    NewPos.X = 1.997f;
    NewPos.Y = 85.789f;
    NewPos.Z = -3.439f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 21 && Spawn21OK == true) {
    Spawn21OK = false;
    NewPos.X = -71.248f;
    NewPos.Y = 105.247f;
    NewPos.Z = -3.272f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 22 && Spawn22OK == true) {
    Spawn22OK = false;
    NewPos.X = -56.568f;
    NewPos.Y = 161.868f;
    NewPos.Z = -4.211f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 23 && Spawn23OK == true) {
    Spawn23OK = false;
    NewPos.X = -30.596f;
    NewPos.Y = -12.772f;
    NewPos.Z = 12.605f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 24 && Spawn24OK == true) {
    Spawn24OK = false;
    NewPos.X = -53.702f;
    NewPos.Y = -48.056f;
    NewPos.Z = 12.415f;

```

```

Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 25 && Spawn25OK == true) {
Spawn25OK = false;
NewPos.X = -82.732f;
NewPos.Y = -55.993f;
NewPos.Z = 12.577f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 26 && Spawn26OK == true) {
Spawn26OK = false;
NewPos.X = -88.862f;
NewPos.Y = -32.036f;
NewPos.Z = 4.161f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 27 && Spawn27OK == true) {
Spawn27OK = false;
NewPos.X = -145.744f;
NewPos.Y = 10.406f;
NewPos.Z = -3.163f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 28 && Spawn28OK == true) {
Spawn28OK = false;
NewPos.X = 28.511f;
NewPos.Y = -17.985f;
NewPos.Z = 11.067f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 29 && Spawn29OK == true) {
Spawn29OK = false;
NewPos.X = -50.814f;
NewPos.Y = -82.273f;
NewPos.Z = 11.612f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 30 && Spawn30OK == true) {
Spawn30OK = false;
NewPos.X = -118.505f;
NewPos.Y = -102.755f;
NewPos.Z = -2.984f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 31 && Spawn31OK == true) {
Spawn31OK = false;
NewPos.X = -57.985f;
NewPos.Y = -117.403f;

```

```

NewPos.Z = 10.006f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 32 && Spawn32OK == true) {
Spawn32OK = false;
NewPos.X = -45.536f;
NewPos.Y = 79.451f;
NewPos.Z = -3.456f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
// If none are available then loop again until the conditions are met (chances are very slim)
else goto Spawn;
char param[5];
sprintf(param,"%d",RandomSpawn);
// Once the position is choosen then create an object and attach the spawn refresh code to it
GameObject *Refresh = Commands->Create_Object("Invisible_Object",NewPos);
Commands->Attach_Script(Refresh,"KAK_DM_Refresh_Spawn",param);
// Move the player to there new spawn location
Commands->Set_Position(obj,NewPos);
}
// if the map is volcano then allow the following to happen
else if (strstr(Data->CurrMap,"C&C_Islands")) {
// check if the spawn boolean allows you to spawn there and if the random number equals 1
// I won't bother writing comments for the rest, you get the idea...
if (RandomSpawn == 1 && Spawn1OK == true) {
// Set the allowed to spawn as false (this will ensure that no one else can spawn at the same
place as you when they die)
Spawn1OK = false;
// Set the position of where they are to be moved to
NewPos.X = -65.578f;
NewPos.Y = 34.899f;
NewPos.Z = -0.008f;
// create a little explosion when they spawn
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 2 && Spawn2OK == true) {
Spawn2OK = false;
NewPos.X = -92.529f;
NewPos.Y = 82.658f;
NewPos.Z = 0.000f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 3 && Spawn3OK == true) {
Spawn3OK = false;
NewPos.X = -123.266f;
NewPos.Y = 16.320f;
NewPos.Z = 0.055f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}

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}
else if (RandomSpawn == 4 && Spawn4OK == true) {
    Spawn4OK = false;
    NewPos.X = -131.520f;
    NewPos.Y = -27.986f;
    NewPos.Z = 6.317f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 5 && Spawn5OK == true) {
    Spawn5OK = false;
    NewPos.X = -108.859f;
    NewPos.Y = -27.974f;
    NewPos.Z = 6.333f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 6 && Spawn6OK == true) {
    Spawn6OK = false;
    NewPos.X = -42.869f;
    NewPos.Y = -4.189f;
    NewPos.Z = 2.701f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 7 && Spawn7OK == true) {
    Spawn7OK = false;
    NewPos.X = 2.468f;
    NewPos.Y = 23.540f;
    NewPos.Z = -1.726f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 8 && Spawn8OK == true) {
    Spawn8OK = false;
    NewPos.X = 52.638f;
    NewPos.Y = 9.941f;
    NewPos.Z = 0.000f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 9 && Spawn9OK == true) {
    Spawn9OK = false;
    NewPos.X = 89.266f;
    NewPos.Y = 12.153f;
    NewPos.Z = -0.465f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 10 && Spawn10OK == true) {
    Spawn10OK = false;
    NewPos.X = 20.634;
    NewPos.Y = -10.976f;
    NewPos.Z = -0.326f;

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Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 11 && Spawn11OK == true) {
Spawn11OK = false;
NewPos.X = 33.946f;
NewPos.Y = -47.826f;
NewPos.Z = -1.252f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 12 && Spawn12OK == true) {
Spawn12OK = false;
NewPos.X = 19.069f;
NewPos.Y = -62.970f;
NewPos.Z = -1.726f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 13 && Spawn13OK == true) {
Spawn13OK = false;
NewPos.X = 69.215f;
NewPos.Y = -56.576f;
NewPos.Z = -1.726f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 14 && Spawn14OK == true) {
Spawn14OK = false;
NewPos.X = 167.814f;
NewPos.Y = -42.106f;
NewPos.Z = -3.632;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 15 && Spawn15OK == true) {
Spawn15OK = false;
NewPos.X = 53.210;
NewPos.Y = -89.051f;
NewPos.Z = 0.320f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 16 && Spawn16OK == true) {
Spawn16OK = false;
NewPos.X = 76.006f;
NewPos.Y = -103.232f;
NewPos.Z = -0.604f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 17 && Spawn17OK == true) {
Spawn17OK = false;
NewPos.X = 56.414f;
NewPos.Y = -133.557f;

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NewPos.Z = -0.110f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 18 && Spawn18OK == true) {
Spawn18OK = false;
NewPos.X = -11.023f;
NewPos.Y = -143.389f;
NewPos.Z = -1.726f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 19 && Spawn19OK == true) {
Spawn19OK = false;
NewPos.X = -5.962f;
NewPos.Y = -119.081f;
NewPos.Z = -1.185f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 20 && Spawn20OK == true) {
Spawn20OK = false;
NewPos.X = -43.173f;
NewPos.Y = -175.852f;
NewPos.Z = 3.152f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 21 && Spawn21OK == true) {
Spawn21OK = false;
NewPos.X = -135.792f;
NewPos.Y = -125.599f;
NewPos.Z = 0.003f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 22 && Spawn22OK == true) {
Spawn22OK = false;
NewPos.X = -89.803f;
NewPos.Y = -130.789f;
NewPos.Z = -0.001f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 23 && Spawn23OK == true) {
Spawn23OK = false;
NewPos.X = -87.865f;
NewPos.Y = -83.145f;
NewPos.Z = 6.080f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 24 && Spawn24OK == true) {
Spawn24OK = false;
NewPos.X = -62.008f;

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NewPos.Y = -83.042f;
NewPos.Z = 6.086f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 25 && Spawn25OK == true) {
Spawn25OK = false;
NewPos.X = -82.670f;
NewPos.Y = -71.188f;
NewPos.Z = -8.544f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 26 && Spawn26OK == true) {
Spawn26OK = false;
NewPos.X = -64.019f;
NewPos.Y = -54.700f;
NewPos.Z = -8.544f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 27 && Spawn27OK == true) {
Spawn27OK = false;
NewPos.X = -124.496f;
NewPos.Y = -41.870f;
NewPos.Z = -8.544f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 28 && Spawn28OK == true) {
Spawn28OK = false;
NewPos.X = -39.637f;
NewPos.Y = -39.571f;
NewPos.Z = -8.544f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 29 && Spawn29OK == true) {
Spawn29OK = false;
NewPos.X = -110.762f;
NewPos.Y = -39.339f;
NewPos.Z = -8.544f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 30 && Spawn30OK == true) {
Spawn30OK = false;
NewPos.X = -10.310f;
NewPos.Y = -69.661f;
NewPos.Z = -8.544f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 31 && Spawn31OK == true) {
Spawn31OK = false;

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NewPos.X = -68.904f;
NewPos.Y = -69.915f;
NewPos.Z = -8.545f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 32 && Spawn32OK == true) {
Spawn32OK = false;
NewPos.X = 0.806f;
NewPos.Y = -84.286f;
NewPos.Z = -0.328f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}

// If none are available then loop again until the conditions are met (chances are very slim)
else goto Spawn;
char param[5];
sprintf(param,"%d",RandomSpawn);
// Once the position is choosen then create an object and attach the spawn refresh code to it
GameObject *Refresh = Commands->Create_Object("Invisible_Object",NewPos);
Commands->Attach_Script(Refresh,"KAK_DM_Refresh_Spawn",param);
// Move the player to there new spawn location
Commands->Set_Position(obj,NewPos);
}
else if (strstr(Data->CurrMap,"M01")) {
if (RandomSpawn == 1 && Spawn1OK == true) {
Spawn1OK = false;
NewPos.X = 93.032f;
NewPos.Y = 79.411f;
NewPos.Z = -4.857f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}

else if (RandomSpawn == 2 && Spawn2OK == true) {
Spawn2OK = false;
NewPos.X = -122.393f;
NewPos.Y = 94.157f;
NewPos.Z = -6.411f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}

else if (RandomSpawn == 3 && Spawn3OK == true) {
Spawn3OK = false;
NewPos.X = -120.029f;
NewPos.Y = 135.703f;
NewPos.Z = -1.404f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}

else if (RandomSpawn == 4 && Spawn4OK == true) {
Spawn4OK = false;

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NewPos.X = -93.361f;
NewPos.Y = 125.463f;
NewPos.Z = 2.5109f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 5 && Spawn5OK == true) {
Spawn5OK = false;
NewPos.X = -78.180f;
NewPos.Y = 105.751f;
NewPos.Z = 3.518f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 6 && Spawn6OK == true) {
Spawn6OK = false;
NewPos.X = -53.002f;
NewPos.Y = 108.081f;
NewPos.Z = 3.589f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 7 && Spawn7OK == true) {
Spawn7OK = false;
NewPos.X = -39.408f;
NewPos.Y = 129.758f;
NewPos.Z = 2.963f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 8 && Spawn8OK == true) {
Spawn8OK = false;
NewPos.X = -24.382f;
NewPos.Y = 146.104f;
NewPos.Z = 1.011f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 9 && Spawn9OK == true) {
Spawn9OK = false;
NewPos.X = -16.868f;
NewPos.Y = 169.563f;
NewPos.Z = 1.119f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 10 && Spawn10OK == true) {
Spawn10OK = false;
NewPos.X = -25.771f;
NewPos.Y = 191.728f;
NewPos.Z = 0.881f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 11 && Spawn11OK == true) {

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Spawn11OK = false;
NewPos.X = 0.881f;
NewPos.Y = 206.158f;
NewPos.Z = 3.631f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 12 && Spawn12OK == true) {
Spawn12OK = false;
NewPos.X = -71.707f;
NewPos.Y = 206.017f;
NewPos.Z = 5.801f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 13 && Spawn13OK == true) {
Spawn13OK = false;
NewPos.X = -86.254f;
NewPos.Y = 186.813f;
NewPos.Z = 2.101f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 14 && Spawn14OK == true) {
Spawn14OK = false;
NewPos.X = -103.009f;
NewPos.Y = 170.540f;
NewPos.Z = 1.156f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 15 && Spawn15OK == true) {
Spawn15OK = false;
NewPos.X = -87.710f;
NewPos.Y = 151.034f;
NewPos.Z = 1.216f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 16 && Spawn16OK == true) {
Spawn16OK = false;
NewPos.X = -82.236f;
NewPos.Y = 136.987f;
NewPos.Z = 2.322f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 17 && Spawn17OK == true) {
Spawn17OK = false;
NewPos.X = -63.527f;
NewPos.Y = 125.774f;
NewPos.Z = 3.390f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
}

```

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else if (RandomSpawn == 18 && Spawn18OK == true) {
    Spawn18OK = false;
    NewPos.X = -45.531f;
    NewPos.Y = 136.995f;
    NewPos.Z = 2.472f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 19 && Spawn19OK == true) {
    Spawn19OK = false;
    NewPos.X = -39.530f;
    NewPos.Y = 159.216f;
    NewPos.Z = 2.293f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 20 && Spawn20OK == true) {
    Spawn20OK = false;
    NewPos.X = -42.350f;
    NewPos.Y = 186.786f;
    NewPos.Z = 1.402f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 21 && Spawn21OK == true) {
    Spawn21OK = false;
    NewPos.X = -51.206f;
    NewPos.Y = 183.623f;
    NewPos.Z = 1.793f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 22 && Spawn22OK == true) {
    Spawn22OK = false;
    NewPos.X = -58.488f;
    NewPos.Y = 181.223f;
    NewPos.Z = 1.793f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 23 && Spawn23OK == true) {
    Spawn23OK = false;
    NewPos.X = -59.588f;
    NewPos.Y = 182.102f;
    NewPos.Z = 6.523f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 24 && Spawn24OK == true) {
    Spawn24OK = false;
    NewPos.X = -50.141f;
    NewPos.Y = 166.462f;
    NewPos.Z = 2.026f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}

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}
else if (RandomSpawn == 25 && Spawn25OK == true) {
    Spawn25OK = false;
    NewPos.X = -60.271f;
    NewPos.Y = 166.403f;
    NewPos.Z = 2.028f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 26 && Spawn26OK == true) {
    Spawn26OK = false;
    NewPos.X = -66.624f;
    NewPos.Y = 154.464f;
    NewPos.Z = 2.036f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 27 && Spawn27OK == true) {
    Spawn27OK = false;
    NewPos.X = -69.557f;
    NewPos.Y = 138.752f;
    NewPos.Z = 1.347f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 28 && Spawn28OK == true) {
    Spawn28OK = false;
    NewPos.X = -73.358f;
    NewPos.Y = 138.404f;
    NewPos.Z = 1.347f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 29 && Spawn29OK == true) {
    Spawn29OK = false;
    NewPos.X = -59.307f;
    NewPos.Y = 147.594f;
    NewPos.Z = 2.021f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 30 && Spawn30OK == true) {
    Spawn30OK = false;
    NewPos.X = -80.8074f;
    NewPos.Y = 69.240f;
    NewPos.Z = 1.788f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 31 && Spawn31OK == true) {
    Spawn31OK = false;
    NewPos.X = -92.901f;
    NewPos.Y = 54.889f;
    NewPos.Z = -0.676f;

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    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 32 && Spawn32OK == true) {
    Spawn32OK = false;
    NewPos.X = -90.686f;
    NewPos.Y = 31.875f;
    NewPos.Z = -4.858f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
// If none are available then loop again until the conditions are met (chances are very slim)
else goto Spawn;
char param[5];
sprintf(param,"%d",RandomSpawn);
// Once the position is chosen then create an object and attach the spawn refresh code to it
GameObject *Refresh = Commands->Create_Object("Invisible_Object",NewPos);
Commands->Attach_Script(Refresh,"KAK_DM_Refresh_Spawn",param);
// Move the player to there new spawn location
Commands->Set_Position(obj,NewPos);
}

else if (strstr(Data->CurrMap,"M03")) {
if (RandomSpawn == 1 && Spawn1OK == true) {
    Spawn1OK = false;
    NewPos.X = 65.006103515625f;
    NewPos.Y = 52.120506286621f;
    NewPos.Z = 46.994472503662f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}

else if (RandomSpawn == 2 && Spawn2OK == true) {
    Spawn2OK = false;
    NewPos.X = 64.668510437012f;
    NewPos.Y = 60.971313476563f;
    NewPos.Z = 46.994472503662f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 3 && Spawn3OK == true) {
    Spawn3OK = false;
    NewPos.X = 72.825439453125f;
    NewPos.Y = 60.988277435303f;
    NewPos.Z = 46.994472503662f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 4 && Spawn4OK == true) {
    Spawn4OK = false;
    NewPos.X = -110.9547958374f;
    NewPos.Y = 75.515998840332f;
    NewPos.Z = 9.9377613067627f;
}

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Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 5 && Spawn5OK == true) {
Spawn5OK = false;
NewPos.X = -120.62490844727f;
NewPos.Y = 83.302703857422f;
NewPos.Z = 9.9593887329102f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 6 && Spawn6OK == true) {
Spawn6OK = false;
NewPos.X = -122.70695495605f;
NewPos.Y = 88.888961791992f;
NewPos.Z = 9.8477659225464f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 7 && Spawn7OK == true) {
Spawn7OK = false;
NewPos.X = -99.344627380371f;
NewPos.Y = 82.61457824707f;
NewPos.Z = 10.057372093201f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 8 && Spawn8OK == true) {
Spawn8OK = false;
NewPos.X = -82.147018432617f;
NewPos.Y = 69.372062683105f;
NewPos.Z = 10.329183578491f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 9 && Spawn9OK == true) {
Spawn9OK = false;
NewPos.X = -63.257946014404f;
NewPos.Y = 54.33080291748f;
NewPos.Z = 9.8919658660889f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 10 && Spawn10OK == true) {
Spawn10OK = false;
NewPos.X = -56.372886657715f;
NewPos.Y = 29.429492950439f;
NewPos.Z = 10.232938766479f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 11 && Spawn11OK == true) {
Spawn11OK = false;
NewPos.X = -41.623386383057f;
NewPos.Y = 28.057956695557f;

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NewPos.Z = 9.9022769927979f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 12 && Spawn12OK == true) {
Spawn12OK = false;
NewPos.X = -42.081897735596f;
NewPos.Y = 12.397909164429f;
NewPos.Z = 9.8222217559814f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 13 && Spawn13OK == true) {
Spawn13OK = false;
NewPos.X = -67.822174072266f;
NewPos.Y = 30.290029525757f;
NewPos.Z = 17.208494186401f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 14 && Spawn14OK == true) {
Spawn14OK = false;
NewPos.X = -65.784660339355f;
NewPos.Y = 12.010090827942f;
NewPos.Z = 17.209756851196f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 15 && Spawn15OK == true) {
Spawn15OK = false;
NewPos.X = -58.531719207764f;
NewPos.Y = 34.929512023926f;
NewPos.Z = 13.216559410095f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 16 && Spawn16OK == true) {
Spawn16OK = false;
NewPos.X = -71.27172088623f;
NewPos.Y = 45.027523040771f;
NewPos.Z = 10.262223243713f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 17 && Spawn17OK == true) {
Spawn17OK = false;
NewPos.X = -81.820709228516f;
NewPos.Y = 42.336898803711f;
NewPos.Z = 10.325974464417f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 18 && Spawn18OK == true) {
Spawn18OK = false;
NewPos.X = -91.604484558105f;

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NewPos.Y = 35.828247070313f;
NewPos.Z = 10.34476184845f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 19 && Spawn19OK == true) {
Spawn19OK = false;
NewPos.X = -106.07060241699f;
NewPos.Y = 14.40703868866f;
NewPos.Z = 10.153545379639f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 20 && Spawn20OK == true) {
Spawn20OK = false;
NewPos.X = -114.28244018555f;
NewPos.Y = 17.809938430786f;
NewPos.Z = 10.34476184845f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 21 && Spawn21OK == true) {
Spawn21OK = false;
NewPos.X = -133.46296691895f;
NewPos.Y = 17.708166122437f;
NewPos.Z = 10.388935089111f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 22 && Spawn22OK == true) {
Spawn22OK = false;
NewPos.X = -150.8878326416f;
NewPos.Y = 36.366840362549f;
NewPos.Z = 10.351961135864f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 23 && Spawn23OK == true) {
Spawn23OK = false;
NewPos.X = -148.41122436523f;
NewPos.Y = 65.685874938965f;
NewPos.Z = 10.009819984436f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 24 && Spawn24OK == true) {
Spawn24OK = false;
NewPos.X = -168.35049438477f;
NewPos.Y = 9.9061441421509f;
NewPos.Z = 10.421723365784f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 25 && Spawn25OK == true) {
NewPos.X = -167.89692687988f;

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NewPos.Y = -10.616461753845f;
NewPos.Z = 10.552794456482f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 26 && Spawn26OK == true) {
Spawn26OK = false;
NewPos.X = -144.67330932617f;
NewPos.Y = -22.300235748291f;
NewPos.Z = 10.263560295105f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 27 && Spawn27OK == true) {
Spawn27OK = false;
NewPos.X = -128.1192779541f;
NewPos.Y = -13.301196098328f;
NewPos.Z = 10.345967292786f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 28 && Spawn28OK == true) {
Spawn28OK = false;
NewPos.X = -110.15124511719f;
NewPos.Y = 43.767120361328f;
NewPos.Z = 10.163479804993f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 29 && Spawn29OK == true) {
Spawn29OK = false;
NewPos.X = -102.87775421143f;
NewPos.Y = 41.869667053223f;
NewPos.Z = 9.7131061553955f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 30 && Spawn30OK == true) {
Spawn30OK = false;
NewPos.X = -119.98876953125f;
NewPos.Y = 52.388977050781f;
NewPos.Z = 10.313445091248f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 31 && Spawn31OK == true) {
Spawn31OK = false;
NewPos.X = -123.30559539795f;
NewPos.Y = 64.948463439941f;
NewPos.Z = -0.92951595783234f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 32 && Spawn32OK == true) {
Spawn32OK = false;

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NewPos.X = -123.34825134277f;
NewPos.Y = 48.973022460938f;
NewPos.Z = -0.92981195449829f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
// If none are available then loop again until the conditions are met (chances are very slim)
else goto Spawn;
char param[5];
sprintf(param,"%d",RandomSpawn);
// Once the position is choosen then create an object and attach the spawn refresh code to it
GameObject *Refresh = Commands->Create_Object("Invisible_Object",NewPos);
Commands->Attach_Script(Refresh,"KAK_DM_Refresh_Spawnt",param);
// Move the player to there new spawn location
Commands->Set_Position(obj,NewPos);
}

else if (strstr(Data->CurrMap,"M05")) {
if (RandomSpawn == 1 && Spawn1OK == true) {
Spawn1OK = false;
NewPos.X = 23.850292205811f;
NewPos.Y = 10.854857444763f;
NewPos.Z = 7.0497350692749f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}

else if (RandomSpawn == 2 && Spawn2OK == true) {
Spawn2OK = false;
NewPos.X = 29.070964813232f;
NewPos.Y = -2.0020010471344f;
NewPos.Z = 6.3998069763184f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 3 && Spawn3OK == true) {
Spawn3OK = false;
NewPos.X = 30.610973358154f;
NewPos.Y = -14.677942276001f;
NewPos.Z = 5.5481986999512f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 4 && Spawn4OK == true) {
Spawn4OK = false;
NewPos.X = 25.802562713623f;
NewPos.Y = -26.208236694336f;
NewPos.Z = 5.3087892532349f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 5 && Spawn5OK == true) {
Spawn5OK = false;

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NewPos.X = 11.054759025574f;
NewPos.Y = -32.729274749756f;
NewPos.Z = 5.2235498428345f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 6 && Spawn6OK == true) {
Spawn6OK = false;
NewPos.X = -5.0002055168152f;
NewPos.Y = -36.681457519531f;
NewPos.Z = 5.1708455085754f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 7 && Spawn7OK == true) {
Spawn7OK = false;
NewPos.X = -17.808902740479f;
NewPos.Y = -39.635257720947f;
NewPos.Z = 5.1113061904907f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 8 && Spawn8OK == true) {
Spawn8OK = false;
NewPos.X = -34.333866119385f;
NewPos.Y = -43.323085784912f;
NewPos.Z = 5.0367498397827f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 9 && Spawn9OK == true) {
Spawn9OK = false;
NewPos.X = -51.325832366943f;
NewPos.Y = -46.743537902832f;
NewPos.Z = 5.0132741928101f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 10 && Spawn10OK == true) {
Spawn10OK = false;
NewPos.X = -63.271842956543f;
NewPos.Y = -49.024990081787f;
NewPos.Z = 4.9225716590881f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 11 && Spawn11OK == true) {
Spawn11OK = false;
NewPos.X = -77.021453857422f;
NewPos.Y = -51.323139190674f;
NewPos.Z = 4.9119424819946f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 12 && Spawn12OK == true) {

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Spawn12OK = false;
NewPos.X = -89.906181335449f;
NewPos.Y = -52.465766906738f;
NewPos.Z = 4.9193964004517f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 13 && Spawn13OK == true) {
Spawn13OK = false;
NewPos.X = -105.7195892334f;
NewPos.Y = -52.256145477295f;
NewPos.Z = 5.2951855659485f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 14 && Spawn14OK == true) {
Spawn14OK = false;
NewPos.X = -124.52362823486f;
NewPos.Y = -47.025241851807f;
NewPos.Z = 5.8715238571167f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 15 && Spawn15OK == true) {
Spawn15OK = false;
NewPos.X = -136.77947998047f;
NewPos.Y = -41.053314208984f;
NewPos.Z = 6.2649059295654f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 16 && Spawn16OK == true) {
Spawn16OK = false;
NewPos.X = -149.88014221191f;
NewPos.Y = -33.762672424316f;
NewPos.Z = 7.0657024383545f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 17 && Spawn17OK == true) {
Spawn17OK = false;
NewPos.X = -143.40432739258f;
NewPos.Y = -60.221981048584f;
NewPos.Z = 5.5557827949524f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 18 && Spawn18OK == true) {
Spawn18OK = false;
NewPos.X = -102.86894989014f;
NewPos.Y = -66.178558349609f;
NewPos.Z = 5.1688785552979f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
}

```

```

else if (RandomSpawn == 19 && Spawn19OK == true) {
    Spawn19OK = false;
    NewPos.X = -100.74297332764f;
    NewPos.Y = -78.347351074219f;
    NewPos.Z = 5.0695691108704f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 20 && Spawn20OK == true) {
    Spawn20OK = false;
    NewPos.X = -98.464698791504f;
    NewPos.Y = -91.397918701172f;
    NewPos.Z = 5.014946937561f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 21 && Spawn21OK == true) {
    Spawn21OK = false;
    NewPos.X = -88.841697692871f;
    NewPos.Y = -95.818710327148f;
    NewPos.Z = 4.951192855835f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 22 && Spawn22OK == true) {
    Spawn22OK = false;
    NewPos.X = -76.046058654785f;
    NewPos.Y = -95.626640319824f;
    NewPos.Z = 5.0129432678223f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 23 && Spawn23OK == true) {
    Spawn23OK = false;
    NewPos.X = -88.507690429688f;
    NewPos.Y = -83.625495910645f;
    NewPos.Z = 5.1458978652954f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 24 && Spawn24OK == true) {
    Spawn24OK = false;
    NewPos.X = -83.960929870605f;
    NewPos.Y = -77.18815612793f;
    NewPos.Z = 5.1458926200867f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 25 && Spawn25OK == true) {
    Spawn25OK = false;
    NewPos.X = -76.776519775391f;
    NewPos.Y = -88.61344909668f;
    NewPos.Z = 5.1458878517151f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}

```

```

}
else if (RandomSpawn == 26 && Spawn26OK == true) {
    Spawn26OK = false;
    NewPos.X = -68.809883117676f;
    NewPos.Y = -88.469528198242f;
    NewPos.Z = 5.1458921432495f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 27 && Spawn27OK == true) {
    Spawn27OK = false;
    NewPos.X = -68.524383544922f;
    NewPos.Y = -69.970733642578f;
    NewPos.Z = 4.8822078704834f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 28 && Spawn28OK == true) {
    Spawn28OK = false;
    NewPos.X = -88.748168945313f;
    NewPos.Y = -71.954284667969f;
    NewPos.Z = 13.366863250732f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 29 && Spawn29OK == true) {
    Spawn29OK = false;
    NewPos.X = -88.092155456543f;
    NewPos.Y = -79.763870239258f;
    NewPos.Z = 13.366860389709f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 30 && Spawn30OK == true) {
    Spawn30OK = false;
    NewPos.X = -74.43448638916f;
    NewPos.Y = -87.073432922363f;
    NewPos.Z = 13.366860389709f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 31 && Spawn31OK == true) {
    Spawn31OK = false;
    NewPos.X = -68.624938964844f;
    NewPos.Y = -88.137313842773f;
    NewPos.Z = 13.366860389709f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 32 && Spawn32OK == true) {
    Spawn32OK = false;
    NewPos.X = -67.32674407959f;
    NewPos.Y = -76.957130432129f;
    NewPos.Z = 13.366860389709f;

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    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
// If none are available then loop again until the conditions are met (chances are very slim)
else goto Spawn;
char param[5];
sprintf(param,"%d",RandomSpawn);
// Once the position is choosen then create an object and attach the spawn refresh code to it
GameObject *Refresh = Commands->Create_Object("Invisible_Object",NewPos);
Commands->Attach_Script(Refresh,"KAK_DM_Refresh_Spawn",param);
// Move the player to there new spawn location
Commands->Set_Position(obj,NewPos);
}

else if (strstr(Data->CurrMap,"M07")) {
if (RandomSpawn == 1 && Spawn1OK == true) {
    Spawn1OK = false;
    NewPos.X = -116.63651275635f;
    NewPos.Y = 144.7501373291f;
    NewPos.Z = 30.28377532959f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}

else if (RandomSpawn == 2 && Spawn2OK == true) {
    Spawn2OK = false;
    NewPos.X = -116.70039367676f;
    NewPos.Y = 131.70085144043f;
    NewPos.Z = 30.163196563721f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}

else if (RandomSpawn == 3 && Spawn3OK == true) {
    Spawn3OK = false;
    NewPos.X = -121.28568267822f;
    NewPos.Y = 116.83400726318f;
    NewPos.Z = 29.95142364502f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}

else if (RandomSpawn == 4 && Spawn4OK == true) {
    Spawn4OK = false;
    NewPos.X = -131.05018615723f;
    NewPos.Y = 103.42805480957f;
    NewPos.Z = 29.743860244751f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}

else if (RandomSpawn == 5 && Spawn5OK == true) {
    Spawn5OK = false;
    NewPos.X = -147.48788452148f;
    NewPos.Y = 102.11985778809f;
    NewPos.Z = 29.673934936523f;
}

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Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 6 && Spawn6OK == true) {
Spawn6OK = false;
NewPos.X = -162.55819702148f;
NewPos.Y = 103.55657196045f;
NewPos.Z = 29.570426940918f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 7 && Spawn7OK == true) {
Spawn7OK = false;
NewPos.X = -178.82177734375f;
NewPos.Y = 105.11713409424f;
NewPos.Z = 29.459005355835f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 8 && Spawn8OK == true) {
Spawn8OK = false;
NewPos.X = -200.15545654297f;
NewPos.Y = 106.95414733887f;
NewPos.Z = 29.465051651001f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 9 && Spawn9OK == true) {
Spawn9OK = false;
NewPos.X = -215.54640197754f;
NewPos.Y = 108.14338684082f;
NewPos.Z = 29.595315933228f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 10 && Spawn10OK == true) {
Spawn10OK = false;
NewPos.X = -232.22937011719f;
NewPos.Y = 109.4447555542f;
NewPos.Z = 29.620258331299f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 11 && Spawn11OK == true) {
Spawn11OK = false;
NewPos.X = -244.44256591797f;
NewPos.Y = 110.40316009521f;
NewPos.Z = 29.739274978638f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 12 && Spawn12OK == true) {
Spawn12OK = false;
NewPos.X = -255.86088562012f;
NewPos.Y = 111.29499053955f;

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NewPos.Z = 29.846309661865f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 13 && Spawn13OK == true) {
Spawn13OK = false;
NewPos.X = -261.84280395508f;
NewPos.Y = 125.60028839111f;
NewPos.Z = 30.087936401367f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 14 && Spawn14OK == true) {
Spawn14OK = false;
NewPos.X = -247.76661682129f;
NewPos.Y = 129.64976501465f;
NewPos.Z = 29.975257873535f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 15 && Spawn15OK == true) {
Spawn15OK = false;
NewPos.X = -239.33731079102f;
NewPos.Y = 139.36584472656f;
NewPos.Z = 29.932706832886f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 16 && Spawn16OK == true) {
Spawn16OK = false;
NewPos.X = -238.24681091309f;
NewPos.Y = 154.94018554688f;
NewPos.Z = 30.044805526733f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 17 && Spawn17OK == true) {
Spawn17OK = false;
NewPos.X = -238.70356750488f;
NewPos.Y = 168.37327575684f;
NewPos.Z = 30.053062438965f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 18 && Spawn18OK == true) {
Spawn18OK = false;
NewPos.X = -245.72918701172f;
NewPos.Y = 185.05313110352f;
NewPos.Z = 30.533149719238f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 19 && Spawn19OK == true) {
Spawn19OK = false;
NewPos.X = -255.54981994629f;

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NewPos.Y = 196.49334716797f;
NewPos.Z = 30.582105636597f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 20 && Spawn20OK == true) {
Spawn20OK = false;
NewPos.X = -271.1708984375f;
NewPos.Y = 205.58363342285f;
NewPos.Z = 30.805799484253f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 21 && Spawn21OK == true) {
Spawn21OK = false;
NewPos.X = 287.99682617188f;
NewPos.Y = 207.79515075684f;
NewPos.Z = 30.543474197388f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 22 && Spawn22OK == true) {
Spawn22OK = false;
NewPos.X = -303.79470825195f;
NewPos.Y = 208.37274169922f;
NewPos.Z = 29.255788803101f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 23 && Spawn23OK == true) {
Spawn23OK = false;
NewPos.X = -320.49716186523f;
NewPos.Y = 211.57708740234f;
NewPos.Z = 27.034345626831f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 24 && Spawn24OK == true) {
Spawn24OK = false;
NewPos.X = -335.88137817383f;
NewPos.Y = 211.6820526123f;
NewPos.Z = 26.782257080078f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 25 && Spawn25OK == true) {
Spawn25OK = false;
NewPos.X = -326.44314575195f;
NewPos.Y = 202.9430847168f;
NewPos.Z = 26.732242584229f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 26 && Spawn26OK == true) {
Spawn26OK = false;

```

```

NewPos.X = -325.59689331055f;
NewPos.Y = 214.92445373535f;
NewPos.Z = 34.037906646729f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 27 && Spawn27OK == true) {
Spawn27OK = false;
NewPos.X = -326.51715087891f;
NewPos.Y = 199.86413574219f;
NewPos.Z = 34.036037445068f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 28 && Spawn28OK == true) {
Spawn28OK = false;
NewPos.X = -223.69413757324f;
NewPos.Y = 159.97778320313f;
NewPos.Z = 30.11269569397f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 29 && Spawn29OK == true) {
Spawn29OK = false;
NewPos.X = -198.95265197754f;
NewPos.Y = 137.24656677246f;
NewPos.Z = 30.112691879272f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 30 && Spawn30OK == true) {
Spawn30OK = false;
NewPos.X = -180.54556274414f;
NewPos.Y = 131.12243652344f;
NewPos.Z = 30.993980407715f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 31 && Spawn31OK == true) {
Spawn31OK = false;
NewPos.X = -156.70658874512f;
NewPos.Y = 147.71502685547f;
NewPos.Z = 30.993980407715f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 32 && Spawn32OK == true) {
Spawn32OK = false;
NewPos.X = -178.47180175781f;
NewPos.Y = 148.07878112793f;
NewPos.Z = 37.348129272461f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
// If none are available then loop again until the conditions are met (chances are very slim)

```

```

else goto Spawn;
char param[5];
sprintf(param,"%d",RandomSpawn);
// Once the position is choosen then create an object and attach the spawn refresh code to it
GameObject *Refresh = Commands->Create_Object("Invisible_Object",NewPos);
Commands->Attach_Script(Refresh,"KAK_DM_Refresh_Spawn",param);
// Move the player to there new spawn location
Commands->Set_Position(obj,NewPos);
}

else if (strstr(Data->CurrMap,"M10")) {
if (RandomSpawn == 1 && Spawn1OK == true) {
Spawn1OK = false;
NewPos.X = 48.921615600586f;
NewPos.Y = 102.44650268555f;
NewPos.Z = 34.337516784668f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}

else if (RandomSpawn == 2 && Spawn2OK == true) {
Spawn2OK = false;
NewPos.X = 47.926128387451f;
NewPos.Y = 116.6403503418f;
NewPos.Z = 34.337516784668f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}

else if (RandomSpawn == 3 && Spawn3OK == true) {
Spawn3OK = false;
NewPos.X = 49.709503173828f;
NewPos.Y = 135.48893737793f;
NewPos.Z = 34.337516784668f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}

else if (RandomSpawn == 4 && Spawn4OK == true) {
Spawn4OK = false;
NewPos.X = 32.378761291504f;
NewPos.Y = 135.35203552246f;
NewPos.Z = 34.337520599365f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}

else if (RandomSpawn == 5 && Spawn5OK == true) {
Spawn5OK = false;
NewPos.X = 17.276889801025f;
NewPos.Y = 135.39044189453f;
NewPos.Z = 34.337520599365f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}

else if (RandomSpawn == 6 && Spawn6OK == true) {

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Spawn6OK = false;
NewPos.X = 2.9789600372314f;
NewPos.Y = 135.42680358887f;
NewPos.Z = 34.337520599365f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 7 && Spawn7OK == true) {
Spawn7OK = false;
NewPos.X = -10.622992515564f;
NewPos.Y = 135.46139526367f;
NewPos.Z = 34.337520599365f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 8 && Spawn8OK == true) {
Spawn8OK = false;
NewPos.X = -22.118907928467f;
NewPos.Y = 135.49063110352f;
NewPos.Z = 34.337520599365f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 9 && Spawn9OK == true) {
Spawn9OK = false;
NewPos.X = -38.816890716553f;
NewPos.Y = 135.53309631348f;
NewPos.Z = 34.334945678711f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 10 && Spawn10OK == true) {
Spawn10OK = false;
NewPos.X = -42.618423461914f;
NewPos.Y = 120.03207397461f;
NewPos.Z = 34.337520599365f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 11 && Spawn11OK == true) {
Spawn11OK = false;
NewPos.X = -44.288398742676f;
NewPos.Y = 102.47191619873f;
NewPos.Z = 34.337516784668f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 12 && Spawn12OK == true) {
Spawn12OK = false;
NewPos.X = -35.276649475098f;
NewPos.Y = 99.527572631836f;
NewPos.Z = 17.973701477051f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
}

```

```

else if (RandomSpawn == 13 && Spawn13OK == true) {
    Spawn13OK = false;
    NewPos.X = -38.391532897949f;
    NewPos.Y = 85.383781433105f;
    NewPos.Z = 15.605739593506f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 14 && Spawn14OK == true) {
    Spawn14OK = false;
    NewPos.X = -22.25306892395f;
    NewPos.Y = 86.236122131348f;
    NewPos.Z = 16.186170578003f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 15 && Spawn15OK == true) {
    Spawn15OK = false;
    NewPos.X = -19.651596069336f;
    NewPos.Y = 110.387550354f;
    NewPos.Z = 19.019006729126f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 16 && Spawn16OK == true) {
    Spawn16OK = false;
    NewPos.X = -24.042953491211f;
    NewPos.Y = 133.64378356934f;
    NewPos.Z = 19.019006729126f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 17 && Spawn17OK == true) {
    Spawn17OK = false;
    NewPos.X = -9.2233228683472f;
    NewPos.Y = 136.45463562012f;
    NewPos.Z = 19.019008636475f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 18 && Spawn18OK == true) {
    Spawn18OK = false;
    NewPos.X = 3.9782745838165f;
    NewPos.Y = 136.11437988281f;
    NewPos.Z = 19.019008636475f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 19 && Spawn19OK == true) {
    Spawn19OK = false;
    NewPos.X = 17.371696472168f;
    NewPos.Y = 135.7664642334f;
    NewPos.Z = 19.019008636475f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}

```

```

}
else if (RandomSpawn == 20 && Spawn20OK == true) {
    Spawn20OK = false;
    NewPos.X = 36.071212768555f;
    NewPos.Y = 138.91744995117f;
    NewPos.Z = 19.019006729126f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 21 && Spawn21OK == true) {
    Spawn21OK = false;
    NewPos.X = 48.354438781738f;
    NewPos.Y = 135.48046875f;
    NewPos.Z = 19.019006729126f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 22 && Spawn22OK == true) {
    Spawn22OK = false;
    NewPos.X = 48.701580047607f;
    NewPos.Y = 116.85259246826f;
    NewPos.Z = 19.019006729126f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 23 && Spawn23OK == true) {
    Spawn23OK = false;
    NewPos.X = 65.78685760498f;
    NewPos.Y = 116.98710632324f;
    NewPos.Z = 19.013750076294f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 24 && Spawn24OK == true) {
    Spawn24OK = false;
    NewPos.X = 49.935340881348f;
    NewPos.Y = 97.140769958496f;
    NewPos.Z = 17.481092453003f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 25 && Spawn25OK == true) {
    Spawn25OK = false;
    NewPos.X = 5.2862863540649f;
    NewPos.Y = 102.16333770752f;
    NewPos.Z = 19.317756652832f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 26 && Spawn26OK == true) {
    Spawn26OK = false;
    NewPos.X = 6.3700766563416f;
    NewPos.Y = 92.923751831055f;
    NewPos.Z = 20.02650642395f;

```



```

Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 27 && Spawn27OK == true) {
Spawn27OK = false;
NewPos.X = 19.126050949097f;
NewPos.Y = 90.07991027832f;
NewPos.Z = 26.950538635254f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 28 && Spawn28OK == true) {
Spawn28OK = false;
NewPos.X = 29.198749542236f;
NewPos.Y = 77.384056091309f;
NewPos.Z = 18.861736297607f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 29 && Spawn29OK == true) {
Spawn29OK = false;
NewPos.X = -5.5824828147888f;
NewPos.Y = 71.746726989746f;
NewPos.Z = 20.085088729858f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 30 && Spawn30OK == true) {
Spawn30OK = false;
NewPos.X = 61.675945281982f;
NewPos.Y = 128.82955932617f;
NewPos.Z = 32.397808074951f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 31 && Spawn31OK == true) {
Spawn31OK = false;
NewPos.X = 77.958679199219f;
NewPos.Y = 164.63185119629f;
NewPos.Z = 19.04550743103f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 32 && Spawn32OK == true) {
Spawn32OK = false;
NewPos.X = 94.492431640625f;
NewPos.Y = 135.57243347168f;
NewPos.Z = 19.909471511841f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
// If none are available then loop again until the conditions are met (chances are very slim)
else goto Spawn;
char param[5];
sprintf(param,"%d",RandomSpawn);

```

```

// Once the position is choosen then create an object and attach the spawn refresh code to it
GameObject *Refresh = Commands->Create_Object("Invisible_Object",NewPos);
Commands->Attach_Script(Refresh,"KAK_DM_Refresh_Spawn",param);
// Move the player to there new spawn location
Commands->Set_Position(obj,NewPos);
}

else if (strstr(Data->CurrMap,"M13")) {
if (RandomSpawn == 1 && Spawn1OK == true) {
Spawn1OK = false;
NewPos.X = 17.266725540161f;
NewPos.Y = -0.65853822231293f;
NewPos.Z = 5.1198720932007f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}

else if (RandomSpawn == 2 && Spawn2OK == true) {
Spawn2OK = false;
NewPos.X = 28.056159973145f;
NewPos.Y = 1.9227691888809f;
NewPos.Z = 5.3222489356995f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}

else if (RandomSpawn == 3 && Spawn3OK == true) {
Spawn3OK = false;
NewPos.X = 41.306186676025f;
NewPos.Y = 3.6985144615173f;
NewPos.Z = 5.3731365203857f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}

else if (RandomSpawn == 4 && Spawn4OK == true) {
Spawn4OK = false;
NewPos.X = 53.317359924316f;
NewPos.Y = 5.579469203949f;
NewPos.Z = 5.1493182182312f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}

else if (RandomSpawn == 5 && Spawn5OK == true) {
Spawn5OK = false;
NewPos.X = 70.456466674805f;
NewPos.Y = 5.8949646949768f;
NewPos.Z = 4.7280323505402f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}

else if (RandomSpawn == 6 && Spawn6OK == true) {
Spawn6OK = false;
NewPos.X = 86.076721191406f;
NewPos.Y = 2.5281779766083f;

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NewPos.Z = 4.0719475746155f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 7 && Spawn7OK == true) {
Spawn7OK = false;
NewPos.X = 97.591812133789f;
NewPos.Y = -6.0020442008972f;
NewPos.Z = 3.4629242420197f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 8 && Spawn8OK == true) {
Spawn8OK = false;
NewPos.X = 102.62658691406f;
NewPos.Y = -21.966466903687f;
NewPos.Z = 3.1323990821838f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 9 && Spawn9OK == true) {
Spawn9OK = false;
NewPos.X = 106.31679534912f;
NewPos.Y = -33.992069244385f;
NewPos.Z = 4.6939091682434f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 10 && Spawn10OK == true) {
Spawn10OK = false;
NewPos.X = 109.9750213623f;
NewPos.Y = -44.691585540771f;
NewPos.Z = 6.6486058235168f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 11 && Spawn11OK == true) {
Spawn11OK = false;
NewPos.X = 125.79872131348f;
NewPos.Y = -48.154163360596f;
NewPos.Z = 5.604208946228f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 12 && Spawn12OK == true) {
Spawn12OK = false;
NewPos.X = 135.57989501953f;
NewPos.Y = -44.830696105957f;
NewPos.Z = 6.2174110412598f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 13 && Spawn13OK == true) {
Spawn13OK = false;
NewPos.X = 132.91221618652f;

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NewPos.Y = -29.732955932617f;
NewPos.Z = 4.8495671749115f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 14 && Spawn14OK == true) {
Spawn14OK = false;
NewPos.X = 125.92281341553f;
NewPos.Y = -15.025457382202f;
NewPos.Z = 3.4808783531189f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 15 && Spawn15OK == true) {
Spawn15OK = false;
NewPos.X = 117.00187683105f;
NewPos.Y = 3.9290752410889f;
NewPos.Z = 4.5569379329681f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 16 && Spawn16OK == true) {
Spawn16OK = false;
NewPos.X = 106.23387908936f;
NewPos.Y = 14.779637336731f;
NewPos.Z = 4.0820271968842f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 17 && Spawn17OK == true) {
Spawn17OK = false;
NewPos.X = 92.272621154785f;
NewPos.Y = 24.160089492798f;
NewPos.Z = 4.5283970832825f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 18 && Spawn18OK == true) {
Spawn18OK = false;
NewPos.X = 75.523231506348f;
NewPos.Y = 28.812753677368f;
NewPos.Z = 4.7572336196899f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 19 && Spawn19OK == true) {
Spawn19OK = false;
NewPos.X = 72.769302368164f;
NewPos.Y = 16.234188079834f;
NewPos.Z = 3.2349574565887f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 20 && Spawn20OK == true) {
Spawn20OK = false;

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NewPos.X = 58.614566802979f;
NewPos.Y = 27.412546157837f;
NewPos.Z = 5.0647230148315f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 21 && Spawn21OK == true) {
Spawn21OK = false;
NewPos.X = 45.551425933838f;
NewPos.Y = 22.085052490234f;
NewPos.Z = 5.4832983016968f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 22 && Spawn22OK == true) {
Spawn22OK = false;
NewPos.X = 32.820556640625f;
NewPos.Y = 25.060638427734f;
NewPos.Z = 5.4600367546082f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 23 && Spawn23OK == true) {
Spawn23OK = false;
NewPos.X = 20.665683746338f;
NewPos.Y = 26.124782562256f;
NewPos.Z = 5.4411263465881f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 24 && Spawn24OK == true) {
Spawn24OK = false;
NewPos.X = 8.5494527816772f;
NewPos.Y = -8.5943803787231f;
NewPos.Z = 5.2142324447632f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 25 && Spawn25OK == true) {
Spawn25OK = false;
NewPos.X = 2.4048821926117f;
NewPos.Y = 1.779855966568f;
NewPos.Z = 5.1554412841797f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 26 && Spawn26OK == true) {
Spawn26OK = false;
NewPos.X = -3.3202216625214f;
NewPos.Y = 14.656643867493f;
NewPos.Z = 5.4242472648621f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 27 && Spawn27OK == true) {

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Spawn27OK = false;
NewPos.X = -26.63621711731f;
NewPos.Y = 15.09656047821f;
NewPos.Z = 3.8908712863922f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 28 && Spawn28OK == true) {
Spawn28OK = false;
NewPos.X = -34.53210067749f;
NewPos.Y = 2.8595607280731f;
NewPos.Z = 1.7843345403671f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 29 && Spawn29OK == true) {
Spawn29OK = false;
NewPos.X = -21.495456695557f;
NewPos.Y = -5.1635646820068f;
NewPos.Z = 3.4356000423431f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 30 && Spawn30OK == true) {
Spawn30OK = false;
NewPos.X = 26.870428085327f;
NewPos.Y = 14.021278381348f;
NewPos.Z = 5.1844630241394f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 31 && Spawn31OK == true) {
Spawn31OK = false;
NewPos.X = 39.042514801025f;
NewPos.Y = 14.792248725891f;
NewPos.Z = 5.3167185783386f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 32 && Spawn32OK == true) {
Spawn32OK = false;
NewPos.X = 53.660186767578f;
NewPos.Y = 16.241395950317f;
NewPos.Z = 5.2185564041138f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
// If none are available then loop again until the conditions are met (chances are very slim)
else goto Spawn;
char param[5];
sprintf(param,"%d",RandomSpawn);
// Once the position is choosen then create an object and attach the spawn refresh code to it
GameObject *Refresh = Commands->Create_Object("Invisible_Object",NewPos);
Commands->Attach_Script(Refresh,"KAK_DM_Refresh_Spawn",param);

```

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// Move the player to there new spawn location
Commands->Set_Position(obj,NewPos);
}

else if (strstr(Data->CurrMap,"M02")) {
if (RandomSpawn == 1 && Spawn1OK == true) {
Spawn1OK = false;
NewPos.X = 584.78717041016f;
NewPos.Y = 913.84509277344f;
NewPos.Z = -1.6633079051971f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}

else if (RandomSpawn == 2 && Spawn2OK == true) {
Spawn2OK = false;
NewPos.X = 586.37774658203f;
NewPos.Y = 901.39886474609f;
NewPos.Z = -1.7526245117188f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}

else if (RandomSpawn == 3 && Spawn3OK == true) {
Spawn3OK = false;
NewPos.X = 572.48602294922f;
NewPos.Y = 889.99261474609f;
NewPos.Z = -1.7283055782318f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}

else if (RandomSpawn == 4 && Spawn4OK == true) {
Spawn4OK = false;
NewPos.X = 554.63037109375f;
NewPos.Y = 884.48297119141f;
NewPos.Z = -1.1128778457642f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}

else if (RandomSpawn == 5 && Spawn5OK == true) {
Spawn5OK = false;
NewPos.X = 534.43280029297f;
NewPos.Y = 880.10864257813f;
NewPos.Z = -0.33286023139954f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}

else if (RandomSpawn == 6 && Spawn6OK == true) {
Spawn6OK = false;
NewPos.X = 513.49066162109f;
NewPos.Y = 885.76684570313f;
NewPos.Z = 0.92130067199469f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
}

```

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else if (RandomSpawn == 7 && Spawn7OK == true) {
    Spawn7OK = false;
    NewPos.X = 501.16708374023f;
    NewPos.Y = 899.79272460938f;
    NewPos.Z = 2.1223813295364f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 8 && Spawn8OK == true) {
    Spawn8OK = false;
    NewPos.X = 480.66052246094f;
    NewPos.Y = 897.43023681641f;
    NewPos.Z = 3.3145763874054f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 9 && Spawn9OK == true) {
    Spawn9OK = false;
    NewPos.X = 471.787109375f;
    NewPos.Y = 875.84710693359f;
    NewPos.Z = 4.1171028614044f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 10 && Spawn10OK == true) {
    Spawn10OK = false;
    NewPos.X = 476.60894775391f;
    NewPos.Y = 851.46850585938f;
    NewPos.Z = 4.6050071716309f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 11 && Spawn11OK == true) {
    Spawn11OK = false;
    NewPos.X = 482.53289794922f;
    NewPos.Y = 831.51934814453f;
    NewPos.Z = 4.8014612197876f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 12 && Spawn12OK == true) {
    Spawn12OK = false;
    NewPos.X = 483.27200317383f;
    NewPos.Y = 813.82830810547f;
    NewPos.Z = 4.7826161384583f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 13 && Spawn13OK == true) {
    Spawn13OK = false;
    NewPos.X = 476.39584350586f;
    NewPos.Y = 796.47821044922f;
    NewPos.Z = 4.7917153835297f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}

```



```

}
else if (RandomSpawn == 14 && Spawn14OK == true) {
    Spawn14OK = false;
    NewPos.X = 459.52429199219f;
    NewPos.Y = 787.80450439453f;
    NewPos.Z = 4.3649890422821f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 15 && Spawn15OK == true) {
    Spawn15OK = false;
    NewPos.X = 441.90728759766f;
    NewPos.Y = 784.041015625f;
    NewPos.Z = 4.0202438831329f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 16 && Spawn16OK == true) {
    Spawn16OK = false;
    NewPos.X = 427.8542175293f;
    NewPos.Y = 771.10217285156f;
    NewPos.Z = 0.91975612938404f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 17 && Spawn17OK == true) {
    Spawn17OK = false;
    NewPos.X = 424.33905029297f;
    NewPos.Y = 751.66674804688f;
    NewPos.Z = -4.8175864219666f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 18 && Spawn18OK == true) {
    Spawn18OK = false;
    NewPos.X = 425.38040161133f;
    NewPos.Y = 734.59851074219f;
    NewPos.Z = -8.5863523483276f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 19 && Spawn19OK == true) {
    Spawn19OK = false;
    NewPos.X = 445.47842407227f;
    NewPos.Y = 724.17370605469f;
    NewPos.Z = -12.1871509552f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 20 && Spawn20OK == true) {
    Spawn20OK = false;
    NewPos.X = 465.21298217773f;
    NewPos.Y = 721.41040039063f;
    NewPos.Z = -15.034122467041f;

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Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 21 && Spawn21OK == true) {
Spawn21OK = false;
NewPos.X = 486.39178466797f;
NewPos.Y = 714.52362060547f;
NewPos.Z = -17.482192993164f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 22 && Spawn22OK == true) {
Spawn22OK = false;
NewPos.X = 503.31283569336f;
NewPos.Y = 704.29772949219f;
NewPos.Z = -18.55899810791f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 23 && Spawn23OK == true) {
Spawn23OK = false;
NewPos.X = 363.10330200195f;
NewPos.Y = 767.16760253906f;
NewPos.Z = 7.7208714485168f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 24 && Spawn24OK == true) {
Spawn24OK = false;
NewPos.X = 351.03274536133f;
NewPos.Y = 788.26593017578f;
NewPos.Z = 4.9589147567749f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 25 && Spawn25OK == true) {
Spawn25OK = false;
NewPos.X = 348.80725097656f;
NewPos.Y = 809.97351074219f;
NewPos.Z = 6.3280124664307f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 26 && Spawn26OK == true) {
Spawn26OK = false;
NewPos.X = 349.99771118164f;
NewPos.Y = 827.95648193359f;
NewPos.Z = 6.3151173591614f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 27 && Spawn27OK == true) {
Spawn27OK = false;
NewPos.X = 354.23049926758f;
NewPos.Y = 847.41571044922f;

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NewPos.Z = 6.8187441825867f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 28 && Spawn28OK == true) {
Spawn28OK = false;
NewPos.X = 363.27938842773f;
NewPos.Y = 872.30212402344f;
NewPos.Z = 6.1597242355347f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 29 && Spawn29OK == true) {
Spawn29OK = false;
NewPos.X = 373.92144775391f;
NewPos.Y = 892.31329345703f;
NewPos.Z = 5.4646430015564f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 30 && Spawn30OK == true) {
Spawn30OK = false;
NewPos.X = 393.84732055664f;
NewPos.Y = 908.42205810547f;
NewPos.Z = 4.1575224399567f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 31 && Spawn31OK == true) {
Spawn31OK = false;
NewPos.X = 411.30413818359f;
NewPos.Y = 917.85015869141f;
NewPos.Z = 6.8140640258789f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 32 && Spawn32OK == true) {
Spawn32OK = false;
NewPos.X = 439.44201660156f;
NewPos.Y = 923.72076416016f;
NewPos.Z = 9.4492864608765f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
// If none are available then loop again until the conditions are met (chances are very slim)
else goto Spawn;
char param[5];
sprintf(param,"%d",RandomSpawn);
// Once the position is choosen then create an object and attach the spawn refresh code to it
GameObject *Refresh = Commands->Create_Object("Invisible_Object",NewPos);
Commands->Attach_Script(Refresh,"KAK_DM_Refresh_Spawn",param);
// Move the player to there new spawn location
Commands->Set_Position(obj,NewPos);
}

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else if (strstr(Data->CurrMap,"M06")) {
if (RandomSpawn == 1 && Spawn1OK == true) {
    Spawn1OK = false;
    NewPos.X = 17.930034637451f;
    NewPos.Y = -41.659755706787f;
    NewPos.Z = 7.0189943313599f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}

else if (RandomSpawn == 2 && Spawn2OK == true) {
    Spawn2OK = false;
    NewPos.X = 13.970408439636f;
    NewPos.Y = -26.958986282349f;
    NewPos.Z = 7.0189995765686f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}

else if (RandomSpawn == 3 && Spawn3OK == true) {
    Spawn3OK = false;
    NewPos.X = 13.566187858582f;
    NewPos.Y = -8.3493499755859f;
    NewPos.Z = 7.0189986228943f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}

else if (RandomSpawn == 4 && Spawn4OK == true) {
    Spawn4OK = false;
    NewPos.X = 13.530658721924f;
    NewPos.Y = 3.0085570812225f;
    NewPos.Z = 7.0189995765686f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}

else if (RandomSpawn == 5 && Spawn5OK == true) {
    Spawn5OK = false;
    NewPos.X = 23.590347290039f;
    NewPos.Y = 3.5157742500305f;
    NewPos.Z = 7.0189986228943f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}

else if (RandomSpawn == 6 && Spawn6OK == true) {
    Spawn6OK = false;
    NewPos.X = 25.949756622314f;
    NewPos.Y = 12.484521865845f;
    NewPos.Z = 7.0190010070801f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}

else if (RandomSpawn == 7 && Spawn7OK == true) {
    Spawn7OK = false;
    NewPos.X = 25.923007965088f;

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NewPos.Y = 22.846439361572f;
NewPos.Z = 7.0190014839172f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 8 && Spawn8OK == true) {
Spawn8OK = false;
NewPos.X = 25.319650650024f;
NewPos.Y = 17.219724655151f;
NewPos.Z = -0.98099660873413f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 9 && Spawn9OK == true) {
Spawn9OK = false;
NewPos.X = -1.0043543577194f;
NewPos.Y = 33.23649597168f;
NewPos.Z = 7.0189957618713f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 10 && Spawn10OK == true) {
Spawn10OK = false;
NewPos.X = 23.401239395142f;
NewPos.Y = 31.788677215576f;
NewPos.Z = 1.0190009251237f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 11 && Spawn11OK == true) {
Spawn11OK = false;
NewPos.X = 41.762783050537f;
NewPos.Y = 14.411650657654f;
NewPos.Z = -0.98099827766418f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 12 && Spawn12OK == true) {
Spawn12OK = false;
NewPos.X = 55.68826675415f;
NewPos.Y = 4.1190624237061f;
NewPos.Z = -3.9804315567017f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 13 && Spawn13OK == true) {
Spawn13OK = false;
NewPos.X = 43.526443481445f;
NewPos.Y = 11.661541938782f;
NewPos.Z = -7.9809999465942f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 14 && Spawn14OK == true) {
Spawn14OK = false;

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NewPos.X = 5.638768196106f;
NewPos.Y = -2.369464635849f;
NewPos.Z = 1.0189999043941f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 15 && Spawn15OK == true) {
Spawn15OK = false;
NewPos.X = 5.5177035331726f;
NewPos.Y = -15.220881462097f;
NewPos.Z = 1.0189999006689f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 16 && Spawn16OK == true) {
Spawn16OK = false;
NewPos.X = 5.4382352828979f;
NewPos.Y = -37.460544586182f;
NewPos.Z = 5.0208282470703f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 17 && Spawn17OK == true) {
Spawn17OK = false;
NewPos.X = 8.8531150817871f;
NewPos.Y = -28.606813430786f;
NewPos.Z = 7.0189990997314f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 18 && Spawn18OK == true) {
Spawn18OK = false;
NewPos.X = 1.8330520391464f;
NewPos.Y = -28.497220993042f;
NewPos.Z = 7.0189990997314f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 19 && Spawn19OK == true) {
Spawn19OK = false;
NewPos.X = -3.1206123828888f;
NewPos.Y = -15.947816848755f;
NewPos.Z = 7.0189986228943f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 20 && Spawn20OK == true) {
Spawn20OK = false;
NewPos.X = -1.9673683643341f;
NewPos.Y = 2.6727705001831f;
NewPos.Z = 7.0189990997314f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 21 && Spawn21OK == true) {

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Spawn21OK = false;
NewPos.X = 12.349419593811f;
NewPos.Y = 3.5725357532501f;
NewPos.Z = 7.0189995765686f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 22 && Spawn22OK == true) {
Spawn22OK = false;
NewPos.X = 14.648083686829f;
NewPos.Y = 7.6078805923462f;
NewPos.Z = 7.0190005302429f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 23 && Spawn23OK == true) {
Spawn23OK = false;
NewPos.X = 4.2868328094482f;
NewPos.Y = 7.4940209388733f;
NewPos.Z = 7.0189995765686f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 24 && Spawn24OK == true) {
Spawn24OK = false;
NewPos.X = -3.7934367656708f;
NewPos.Y = 12.608921051025f;
NewPos.Z = 7.0189986228943f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 25 && Spawn25OK == true) {
Spawn25OK = false;
NewPos.X = -4.1921424865723f;
NewPos.Y = 22.832349777222f;
NewPos.Z = 7.0189986228943f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 26 && Spawn26OK == true) {
Spawn26OK = false;
NewPos.X = 7.6587405204773f;
NewPos.Y = 23.898368835449f;
NewPos.Z = 7.0189981460571f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 27 && Spawn27OK == true) {
Spawn27OK = false;
NewPos.X = 17.211256027222f;
NewPos.Y = 24.364667892456f;
NewPos.Z = 7.0190000534058f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
}

```

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else if (RandomSpawn == 28 && Spawn28OK == true) {
    Spawn28OK = false;
    NewPos.X = 49.666610717773f;
    NewPos.Y = 17.508028030396f;
    NewPos.Z = 13.015302658081f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 29 && Spawn29OK == true) {
    Spawn29OK = false;
    NewPos.X = 38.184074401855f;
    NewPos.Y = 23.226833343506f;
    NewPos.Z = 13.137537956238f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 30 && Spawn30OK == true) {
    Spawn30OK = false;
    NewPos.X = 32.994125366211f;
    NewPos.Y = 17.442153930664f;
    NewPos.Z = 13.850888252258f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 31 && Spawn31OK == true) {
    Spawn31OK = false;
    NewPos.X = 33.871486663818f;
    NewPos.Y = 10.125178337097f;
    NewPos.Z = 13.144733428955f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 32 && Spawn32OK == true) {
    Spawn32OK = false;
    NewPos.X = 41.624389648438f;
    NewPos.Y = 16.412538528442f;
    NewPos.Z = 13.130729675293f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
// If none are available then loop again until the conditions are met (chances are very slim)
else goto Spawn;
char param[5];
sprintf(param,"%d",RandomSpawn);
// Once the position is chosen then create an object and attach the spawn refresh code to it
GameObject *Refresh = Commands->Create_Object("Invisible_Object",NewPos);
Commands->Attach_Script(Refresh,"KAK_DM_Refresh_Spawn",param);
// Move the player to there new spawn location
Commands->Set_Position(obj,NewPos);
}

else if (strstr(Data->CurrMap,"M08")) {
if (RandomSpawn == 1 && Spawn1OK == true) {

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Spawn1OK = false;
NewPos.X = -36.957523345947f;
NewPos.Y = 548.41571044922f;
NewPos.Z = -84.696174621582f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}

else if (RandomSpawn == 2 && Spawn2OK == true) {
Spawn2OK = false;
NewPos.X = -37.614635467529f;
NewPos.Y = 560.30212402344f;
NewPos.Z = -84.807640075684f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}

else if (RandomSpawn == 3 && Spawn3OK == true) {
Spawn3OK = false;
NewPos.X = -27.658107757568f;
NewPos.Y = 564.83532714844f;
NewPos.Z = -84.772994995117f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}

else if (RandomSpawn == 4 && Spawn4OK == true) {
Spawn4OK = false;
NewPos.X = -21.652879714966f;
NewPos.Y = 572.06890869141f;
NewPos.Z = -84.652992248535f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}

else if (RandomSpawn == 5 && Spawn5OK == true) {
Spawn5OK = false;
NewPos.X = -8.3283605575562f;
NewPos.Y = 573.81201171875f;
NewPos.Z = -84.59757232666f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}

else if (RandomSpawn == 6 && Spawn6OK == true) {
Spawn6OK = false;
NewPos.X = 3.2238113880157f;
NewPos.Y = 573.51824951172f;
NewPos.Z = -84.560615539551f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}

else if (RandomSpawn == 7 && Spawn7OK == true) {
Spawn7OK = false;
NewPos.X = 17.763008117676f;
NewPos.Y = 573.14776611328f;
NewPos.Z = -84.560340881348f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}

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```

}
else if (RandomSpawn == 8 && Spawn8OK == true) {
    Spawn8OK = false;
    NewPos.X = 30.003540039063f;
    NewPos.Y = 586.08380126953f;
    NewPos.Z = -84.595893859863f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 9 && Spawn9OK == true) {
    Spawn9OK = false;
    NewPos.X = 38.458106994629f;
    NewPos.Y = 588.92449951172f;
    NewPos.Z = -84.595886230469f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 10 && Spawn10OK == true) {
    Spawn10OK = false;
    NewPos.X = 34.460674285889f;
    NewPos.Y = 563.88140869141f;
    NewPos.Z = -84.605628967285f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 11 && Spawn11OK == true) {
    Spawn11OK = false;
    NewPos.X = 25.221338272095f;
    NewPos.Y = 548.59625244141f;
    NewPos.Z = -84.591812133789f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 12 && Spawn12OK == true) {
    Spawn12OK = false;
    NewPos.X = 17.34525680542f;
    NewPos.Y = 536.56268310547f;
    NewPos.Z = -84.311790466309f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 13 && Spawn13OK == true) {
    Spawn13OK = false;
    NewPos.X = -5.2855362892151f;
    NewPos.Y = 510.31079101563f;
    NewPos.Z = -79.701164245605f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 14 && Spawn14OK == true) {
    Spawn14OK = false;
    NewPos.X = 5.4106111526489f;
    NewPos.Y = 522.48303222656f;
    NewPos.Z = -81.564659118652f;

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Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 15 && Spawn15OK == true) {
Spawn15OK = false;
NewPos.X = -13.750266075134f;
NewPos.Y = 500.90441894531f;
NewPos.Z = -79.701171875f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 16 && Spawn16OK == true) {
Spawn16OK = false;
NewPos.X = -22.882472991943f;
NewPos.Y = 490.6139831543f;
NewPos.Z = -79.70092010498f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 17 && Spawn17OK == true) {
Spawn17OK = false;
NewPos.X = -31.123296737671f;
NewPos.Y = 480.1725769043f;
NewPos.Z = -78.679542541504f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 18 && Spawn18OK == true) {
Spawn18OK = false;
NewPos.X = -41.810817718506f;
NewPos.Y = 465.87255859375f;
NewPos.Z = -77.270545959473f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 19 && Spawn19OK == true) {
Spawn19OK = false;
NewPos.X = -45.777538299561f;
NewPos.Y = 452.89822387695f;
NewPos.Z = -76.910835266113f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 20 && Spawn20OK == true) {
Spawn20OK = false;
NewPos.X = -45.966613769531f;
NewPos.Y = 438.95571899414f;
NewPos.Z = -76.962387084961f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 21 && Spawn21OK == true) {
Spawn21OK = false;
NewPos.X = -36.289745330811f;
NewPos.Y = 452.94174194336f;

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NewPos.Z = -76.963096618652f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 22 && Spawn22OK == true) {
Spawn22OK = false;
NewPos.X = -22.345251083374f;
NewPos.Y = 453.64212036133f;
NewPos.Z = -76.962394714355f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 23 && Spawn23OK == true) {
Spawn23OK = false;
NewPos.X = -4.6187882423401f;
NewPos.Y = 455.2795715332f;
NewPos.Z = -76.962394714355f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 24 && Spawn24OK == true) {
Spawn24OK = false;
NewPos.X = 15.344830513f;
NewPos.Y = 461.14288330078f;
NewPos.Z = -76.96240234375f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 25 && Spawn25OK == true) {
Spawn25OK = false;
NewPos.X = 29.035684585571f;
NewPos.Y = 472.70907592773f;
NewPos.Z = -76.96240234375f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 26 && Spawn26OK == true) {
Spawn26OK = false;
NewPos.X = 31.520847320557f;
NewPos.Y = 486.71234130859f;
NewPos.Z = -76.96240234375f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 27 && Spawn27OK == true) {
Spawn27OK = false;
NewPos.X = 31.736013412476f;
NewPos.Y = 500.16122436523f;
NewPos.Z = -76.96240234375f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 28 && Spawn28OK == true) {
Spawn28OK = false;
NewPos.X = 32.021781921387f;

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NewPos.Y = 510.61514282227f;
NewPos.Z = -76.96240234375f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 29 && Spawn29OK == true) {
Spawn29OK = false;
NewPos.X = -6.1281709671021f;
NewPos.Y = 444.39743041992f;
NewPos.Z = -76.990921020508f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 30 && Spawn30OK == true) {
Spawn30OK = false;
NewPos.X = -4.6536540985107f;
NewPos.Y = 433.03256225586f;
NewPos.Z = -76.972213745117f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 31 && Spawn31OK == true) {
Spawn31OK = false;
NewPos.X = -20.565391540527f;
NewPos.Y = 432.29470825195f;
NewPos.Z = -76.972213745117f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 32 && Spawn32OK == true) {
Spawn32OK = false;
NewPos.X = -21.451160430908f;
NewPos.Y = 443.31533813477f;
NewPos.Z = -76.972213745117f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
// If none are available then loop again until the conditions are met (chances are very slim)
else goto Spawn;
char param[5];
sprintf(param,"%d",RandomSpawn);
// Once the position is choosen then create an object and attach the spawn refresh code to it
GameObject *Refresh = Commands->Create_Object("Invisible_Object",NewPos);
Commands->Attach_Script(Refresh,"KAK_DM_Refresh_Spawn",param);
// Move the player to there new spawn location
Commands->Set_Position(obj,NewPos);
}

else if (strstr(Data->CurrMap,"M11")) {
if (RandomSpawn == 1 && Spawn1OK == true) {
Spawn1OK = false;
NewPos.X = -0.17854605615139f;
NewPos.Y = 94.561401367188f;

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NewPos.Z = -33.214282989502f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}

else if (RandomSpawn == 2 && Spawn2OK == true) {
Spawn2OK = false;
NewPos.X = 0.36729165911675f;
NewPos.Y = 82.427680969238f;
NewPos.Z = -33.214298248291f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}

else if (RandomSpawn == 3 && Spawn3OK == true) {
Spawn3OK = false;
NewPos.X = -5.8288540840149f;
NewPos.Y = 79.790740966797f;
NewPos.Z = -38.441871643066f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}

else if (RandomSpawn == 4 && Spawn4OK == true) {
Spawn4OK = false;
NewPos.X = -3.7944235801697f;
NewPos.Y = 55.058883666992f;
NewPos.Z = -38.467098236084f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}

else if (RandomSpawn == 5 && Spawn5OK == true) {
Spawn5OK = false;
NewPos.X = 1.5166391134262f;
NewPos.Y = 53.599742889404f;
NewPos.Z = -44.764656066895f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}

else if (RandomSpawn == 6 && Spawn6OK == true) {
Spawn6OK = false;
NewPos.X = -9.6485347747803f;
NewPos.Y = 64.330749511719f;
NewPos.Z = -44.764656066895f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}

else if (RandomSpawn == 7 && Spawn7OK == true) {
Spawn7OK = false;
NewPos.X = 0.057154469192028f;
NewPos.Y = 76.94075012207f;
NewPos.Z = -48.143642425537f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}

else if (RandomSpawn == 8 && Spawn8OK == true) {
Spawn8OK = false;

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NewPos.X = -5.8097972869873f;
NewPos.Y = 71.439590454102f;
NewPos.Z = -51.095138549805f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 9 && Spawn9OK == true) {
Spawn9OK = false;
NewPos.X = -0.66785538196564f;
NewPos.Y = 58.558837890625f;
NewPos.Z = -51.095146179199f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 10 && Spawn10OK == true) {
Spawn10OK = false;
NewPos.X = 21.261148452759f;
NewPos.Y = 58.279216766357f;
NewPos.Z = -53.281028747559f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 11 && Spawn11OK == true) {
Spawn11OK = false;
NewPos.X = 33.248184204102f;
NewPos.Y = 64.998077392578f;
NewPos.Z = -54.20426940918f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 12 && Spawn12OK == true) {
Spawn12OK = false;
NewPos.X = 97.413749694824f;
NewPos.Y = 50.093284606934f;
NewPos.Z = -61.667247772217f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 13 && Spawn13OK == true) {
Spawn13OK = false;
NewPos.X = 97.398048400879f;
NewPos.Y = 43.540328979492f;
NewPos.Z = -61.667247772217f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 14 && Spawn14OK == true) {
Spawn14OK = false;
NewPos.X = 83.759437561035f;
NewPos.Y = 45.877738952637f;
NewPos.Z = -61.66724395752f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 15 && Spawn15OK == true) {

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Spawn15OK = false;
NewPos.X = 55.772983551025f;
NewPos.Y = 45.911594390869f;
NewPos.Z = -61.66724395752f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 16 && Spawn16OK == true) {
Spawn16OK = false;
NewPos.X = 37.443328857422f;
NewPos.Y = 46.007286071777f;
NewPos.Z = -61.667240142822f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 17 && Spawn17OK == true) {
Spawn17OK = false;
NewPos.X = 22.504320144653f;
NewPos.Y = 45.672046661377f;
NewPos.Z = -61.667240142822f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 18 && Spawn18OK == true) {
Spawn18OK = false;
NewPos.X = 25.577869415283f;
NewPos.Y = 29.661560058594f;
NewPos.Z = -62.730339050293f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 19 && Spawn19OK == true) {
Spawn19OK = false;
NewPos.X = 15.227779388428f;
NewPos.Y = 29.264289855957f;
NewPos.Z = -62.731029510498f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 20 && Spawn20OK == true) {
Spawn20OK = false;
NewPos.X = 20.862987518311f;
NewPos.Y = 19.450553894043f;
NewPos.Z = -62.728939056396f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 21 && Spawn21OK == true) {
Spawn21OK = false;
NewPos.X = 15.584223747253f;
NewPos.Y = 8.9534282684326f;
NewPos.Z = -62.730293273926f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
}

```



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else if (RandomSpawn == 22 && Spawn22OK == true) {
    Spawn22OK = false;
    NewPos.X = 8.0012845993042f;
    NewPos.Y = 0.25313025712967f;
    NewPos.Z = -62.731094360352f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 23 && Spawn23OK == true) {
    Spawn23OK = false;
    NewPos.X = -0.91075021028519f;
    NewPos.Y = -11.397403717041f;
    NewPos.Z = -62.730472564697f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 24 && Spawn24OK == true) {
    Spawn24OK = false;
    NewPos.X = 3.5440919399261f;
    NewPos.Y = 22.326547622681f;
    NewPos.Z = -62.773471832275f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 25 && Spawn25OK == true) {
    Spawn25OK = false;
    NewPos.X = 2.8809931278229f;
    NewPos.Y = 28.879434585571f;
    NewPos.Z = -62.732120513916f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 26 && Spawn26OK == true) {
    Spawn26OK = false;
    NewPos.X = -3.3464167118073f;
    NewPos.Y = 27.874572753906f;
    NewPos.Z = -62.732116699219f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 27 && Spawn27OK == true) {
    Spawn27OK = false;
    NewPos.X = -16.457319259644f;
    NewPos.Y = 29.627326965332f;
    NewPos.Z = -62.730369567871f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 28 && Spawn28OK == true) {
    Spawn28OK = false;
    NewPos.X = -9.0939531326294f;
    NewPos.Y = 25.21865272522f;
    NewPos.Z = -62.732105255127f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}

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}
else if (RandomSpawn == 29 && Spawn29OK == true) {
    Spawn29OK = false;
    NewPos.X = 1.185063958168f;
    NewPos.Y = 26.143671035767f;
    NewPos.Z = -63.213897705078f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 30 && Spawn30OK == true) {
    Spawn30OK = false;
    NewPos.X = -0.0003907703794539f;
    NewPos.Y = 13.056221961975f;
    NewPos.Z = -62.732120513916f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 31 && Spawn31OK == true) {
    Spawn31OK = false;
    NewPos.X = 8.3378210067749f;
    NewPos.Y = 13.017148971558f;
    NewPos.Z = -62.732456207275f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 32 && Spawn32OK == true) {
    Spawn32OK = false;
    NewPos.X = -2.8589682579041f;
    NewPos.Y = 20.866159439087f;
    NewPos.Z = -62.732116699219f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
// If none are available then loop again until the conditions are met (chances are very slim)
else goto Spawn;
char param[5];
sprintf(param,"%d",RandomSpawn);
// Once the position is choosen then create an object and attach the spawn refresh code to it
GameObject *Refresh = Commands->Create_Object("Invisible_Object",NewPos);
Commands->Attach_Script(Refresh,"KAK_DM_Refresh_Spawn",param);
// Move the player to there new spawn location
Commands->Set_Position(obj,NewPos);
}
else if (strstr(Data->CurrMap,"C&C_Complex")) {
// check if the spawn boolean allows you to spawn there and if the random number equals 1
// I won't bother writing comments for the rest, you get the idea...
if (RandomSpawn == 1 && Spawn1OK == true) {
// Set the allowed to spawn as false (this will ensure that no one else can spawn at the same
place as you when they die)
    Spawn1OK = false;
// Set the position of where they are to be moved to
    NewPos.X = 29.759f;

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NewPos.Y = -139.211f;
NewPos.Z = -1.344f;
// create a little explosion when they spawn
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 2 && Spawn2OK == true) {
Spawn2OK = false;
NewPos.X = -18.947f;
NewPos.Y = -144.600f;
NewPos.Z = 0.009f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 3 && Spawn3OK == true) {
Spawn3OK = false;
NewPos.X = -68.554f;
NewPos.Y = -121.414f;
NewPos.Z = -0.005f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 4 && Spawn4OK == true) {
Spawn4OK = false;
NewPos.X = -41.820f;
NewPos.Y = -82.063f;
NewPos.Z = 0.468f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 5 && Spawn5OK == true) {
Spawn5OK = false;
NewPos.X = -13.144f;
NewPos.Y = -114.224f;
NewPos.Z = 0.013f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 6 && Spawn6OK == true) {
Spawn6OK = false;
NewPos.X = 34.100f;
NewPos.Y = -58.812f;
NewPos.Z = 0.014f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 7 && Spawn7OK == true) {
Spawn7OK = false;
NewPos.X = 19.662f;
NewPos.Y = 98.160f;
NewPos.Z = 0.006f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 8 && Spawn8OK == true) {

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Spawn8OK = false;
NewPos.X = 16.049f;
NewPos.Y = 64.136f;
NewPos.Z = 0.573f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 9 && Spawn9OK == true) {
Spawn9OK = false;
NewPos.X = -14.432f;
NewPos.Y = 126.751f;
NewPos.Z = 0.076f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 10 && Spawn10OK == true) {
Spawn10OK = false;
NewPos.X = -9.246;
NewPos.Y = 200.487f;
NewPos.Z = -0.005f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 11 && Spawn11OK == true) {
Spawn11OK = false;
NewPos.X = -63.306f;
NewPos.Y = 176.662f;
NewPos.Z = -0.000f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 12 && Spawn12OK == true) {
Spawn12OK = false;
NewPos.X = -92.719f;
NewPos.Y = 145.071f;
NewPos.Z = 0.021f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 13 && Spawn13OK == true) {
Spawn13OK = false;
NewPos.X = -92.137f;
NewPos.Y = 67.515f;
NewPos.Z = -1.350f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 14 && Spawn14OK == true) {
Spawn14OK = false;
NewPos.X = -42.059f;
NewPos.Y = 74.158f;
NewPos.Z = 0.048f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
}

```

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else if (RandomSpawn == 15 && Spawn15OK == true) {
    Spawn15OK = false;
    NewPos.X = 6.385f;
    NewPos.Y = 43.794f;
    NewPos.Z = -4.256f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 16 && Spawn16OK == true) {
    Spawn16OK = false;
    NewPos.X = -22.665f;
    NewPos.Y = 27.622f;
    NewPos.Z = -7.996f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 17 && Spawn17OK == true) {
    Spawn17OK = false;
    NewPos.X = -15.643f;
    NewPos.Y = 21.344f;
    NewPos.Z = -8.000f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 18 && Spawn18OK == true) {
    Spawn18OK = false;
    NewPos.X = 11.426f;
    NewPos.Y = -5.549f;
    NewPos.Z = -8.838f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 19 && Spawn19OK == true) {
    Spawn19OK = false;
    NewPos.X = 52.629f;
    NewPos.Y = -7.140f;
    NewPos.Z = -11.481f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 20 && Spawn20OK == true) {
    Spawn20OK = false;
    NewPos.X = 30.552f;
    NewPos.Y = -20.318f;
    NewPos.Z = -0.738f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 21 && Spawn21OK == true) {
    Spawn21OK = false;
    NewPos.X = -9.655f;
    NewPos.Y = 8.064f;
    NewPos.Z = 7.460f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}

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}
else if (RandomSpawn == 22 && Spawn22OK == true) {
    Spawn22OK = false;
    NewPos.X = -26.422f;
    NewPos.Y = -13.463f;
    NewPos.Z = 7.452f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 23 && Spawn23OK == true) {
    Spawn23OK = false;
    NewPos.X = -67.220f;
    NewPos.Y = 6.842f;
    NewPos.Z = -0.005f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 24 && Spawn24OK == true) {
    Spawn24OK = false;
    NewPos.X = -100.376f;
    NewPos.Y = 6.165f;
    NewPos.Z = 0.008f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 25 && Spawn25OK == true) {
    Spawn25OK = false;
    NewPos.X = -65.298f;
    NewPos.Y = 18.607f;
    NewPos.Z = -8.000f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 26 && Spawn26OK == true) {
    Spawn26OK = false;
    NewPos.X = -78.724f;
    NewPos.Y = -5.086f;
    NewPos.Z = -7.996f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 27 && Spawn27OK == true) {
    Spawn27OK = false;
    NewPos.X = -51.752f;
    NewPos.Y = -32.870f;
    NewPos.Z = -8.000f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}

else if (RandomSpawn == 28 && Spawn28OK == true) {
    Spawn28OK = false;
    NewPos.X = -47.741f;
    NewPos.Y = -17.185f;

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NewPos.Z = -4.489f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 29 && Spawn29OK == true) {
Spawn29OK = false;
NewPos.X = -20.081f;
NewPos.Y = -7.371f;
NewPos.Z = 0.006f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 30 && Spawn30OK == true) {
Spawn30OK = false;
NewPos.X = -37.798f;
NewPos.Y = -0.085f;
NewPos.Z = 0.000f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 31 && Spawn31OK == true) {
Spawn31OK = false;
NewPos.X = -49.555f;
NewPos.Y = -5.239f;
NewPos.Z = -4.500f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 32 && Spawn32OK == true) {
Spawn32OK = false;
NewPos.X = -32.315f;
NewPos.Y = 3.448f;
NewPos.Z = -4.500f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
// If none are available then loop again until the conditions are met (chances are very slim)
else goto Spawn;
char param[5];
sprintf(param,"%d",RandomSpawn);
// Once the position is chosen then create an object and attach the spawn refresh code to it
GameObject *Refresh = Commands->Create_Object("Invisible_Object",NewPos);
Commands->Attach_Script(Refresh,"KAK_DM_Refresh_Spawn",param);
// Move the player to there new spawn location
Commands->Set_Position(obj,NewPos);
}
else if (strstr(Data->CurrMap,"C&C_Mesa")) {
// check if the spawn boolean allows you to spawn there and if the random number equals 1
// I won't bother writing comments for the rest, you get the idea...
if (RandomSpawn == 1 && Spawn1OK == true) {
// Set the allowed to spawn as false (this will ensure that no one else can spawn at the same
place as you when they die)
Spawn1OK = false;

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```

// Set the position of where they are to be moved to
NewPos.X = -18.321f;
NewPos.Y = 23.134f;
NewPos.Z = 7.462f;
// create a little explosion when they spawn
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 2 && Spawn2OK == true) {
Spawn2OK = false;
NewPos.X = -27.755f;
NewPos.Y = 60.530f;
NewPos.Z = 7.488f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 3 && Spawn3OK == true) {
Spawn3OK = false;
NewPos.X = -85.255f;
NewPos.Y = 62.227f;
NewPos.Z = 10.162f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 4 && Spawn4OK == true) {
Spawn4OK = false;
NewPos.X = -113.034f;
NewPos.Y = 103.797f;
NewPos.Z = 18.984f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 5 && Spawn5OK == true) {
Spawn5OK = false;
NewPos.X = -56.230f;
NewPos.Y = 110.080f;
NewPos.Z = 4.582f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 6 && Spawn6OK == true) {
Spawn6OK = false;
NewPos.X = -94.167f;
NewPos.Y = 129.673f;
NewPos.Z = 7.395f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 7 && Spawn7OK == true) {
Spawn7OK = false;
NewPos.X = -112.643f;
NewPos.Y = 62.103f;
NewPos.Z = 6.398f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}

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}
else if (RandomSpawn == 8 && Spawn8OK == true) {
    Spawn8OK = false;
    NewPos.X = 43.295f;
    NewPos.Y = -14.815f;
    NewPos.Z = 7.436f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 9 && Spawn9OK == true) {
    Spawn9OK = false;
    NewPos.X = 15.751f;
    NewPos.Y = -2.089f;
    NewPos.Z = 7.435f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 10 && Spawn10OK == true) {
    Spawn10OK = false;
    NewPos.X = 52.608f;
    NewPos.Y = -39.092f;
    NewPos.Z = 7.791f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 11 && Spawn11OK == true) {
    Spawn11OK = false;
    NewPos.X = 80.859f;
    NewPos.Y = -56.376f;
    NewPos.Z = 7.729f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 12 && Spawn12OK == true) {
    Spawn12OK = false;
    NewPos.X = 116.617f;
    NewPos.Y = -81.048f;
    NewPos.Z = 13.914f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 13 && Spawn13OK == true) {
    Spawn13OK = false;
    NewPos.X = 79.490f;
    NewPos.Y = -104.677f;
    NewPos.Z = 8.127f;
    Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 14 && Spawn14OK == true) {
    Spawn14OK = false;
    NewPos.X = 50.144f;
    NewPos.Y = -125.766f;
    NewPos.Z = 7.955f;

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Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 15 && Spawn15OK == true) {
Spawn15OK = false;
NewPos.X = 16.947f;
NewPos.Y = -120.988f;
NewPos.Z = 7.687f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 16 && Spawn16OK == true) {
Spawn16OK = false;
NewPos.X = 11.989f;
NewPos.Y = -152.867f;
NewPos.Z = 7.948f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 17 && Spawn17OK == true) {
Spawn17OK = false;
NewPos.X = -22.353f;
NewPos.Y = -132.540f;
NewPos.Z = 7.454f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 18 && Spawn18OK == true) {
Spawn18OK = false;
NewPos.X = 57.510f;
NewPos.Y = -67.566f;
NewPos.Z = 14.853f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 19 && Spawn19OK == true) {
Spawn19OK = false;
NewPos.X = 23.502f;
NewPos.Y = -64.923f;
NewPos.Z = 4.797f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 20 && Spawn20OK == true) {
Spawn20OK = false;
NewPos.X = 93.051f;
NewPos.Y = -24.288f;
NewPos.Z = 13.734f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 21 && Spawn21OK == true) {
Spawn21OK = false;
NewPos.X = 140.336f;
NewPos.Y = -35.065f;

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NewPos.Z = 7.851f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 22 && Spawn22OK == true) {
Spawn22OK = false;
NewPos.X = 147.182f;
NewPos.Y = -6.957f;
NewPos.Z = 6.786f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 23 && Spawn23OK == true) {
Spawn23OK = false;
NewPos.X = 168.905f;
NewPos.Y = 21.064f;
NewPos.Z = 7.871f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 24 && Spawn24OK == true) {
Spawn24OK = false;
NewPos.X = 146.889f;
NewPos.Y = 51.662f;
NewPos.Z = 6.610f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 25 && Spawn25OK == true) {
Spawn25OK = false;
NewPos.X = 98.962f;
NewPos.Y = 86.684f;
NewPos.Z = 0.241f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 26 && Spawn26OK == true) {
Spawn26OK = false;
NewPos.X = 67.592f;
NewPos.Y = 7.455f;
NewPos.Z = -0.002f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 27 && Spawn27OK == true) {
Spawn27OK = false;
NewPos.X = 21.731f;
NewPos.Y = 71.355f;
NewPos.Z = 1.098f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 28 && Spawn28OK == true) {
Spawn28OK = false;
NewPos.X = 19.450f;

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NewPos.Y = 123.659f;
NewPos.Z = -0.029f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 29 && Spawn29OK == true) {
Spawn29OK = false;
NewPos.X = -91.728f;
NewPos.Y = -1.108f;
NewPos.Z = 0.005f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 30 && Spawn30OK == true) {
Spawn30OK = false;
NewPos.X = -64.635f;
NewPos.Y = -82.141f;
NewPos.Z = 0.263f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 31 && Spawn31OK == true) {
Spawn31OK = false;
NewPos.X = -15.416f;
NewPos.Y = -12.575f;
NewPos.Z = 0.041f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 32 && Spawn32OK == true) {
Spawn32OK = false;
NewPos.X = -13.090f;
NewPos.Y = -73.559f;
NewPos.Z = -0.003f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
// If none are available then loop again until the conditions are met (chances are very slim)
else goto Spawn;
char param[5];
sprintf(param,"%d",RandomSpawn);
// Once the position is choosen then create an object and attach the spawn refresh code to it
GameObject *Refresh = Commands->Create_Object("Invisible_Object",NewPos);
Commands->Attach_Script(Refresh,"KAK_DM_Refresh_Spawn",param);
// Move the player to there new spawn location
Commands->Set_Position(obj,NewPos);
}
else if (strstr(Data->CurrMap,"C&C_Canyon")) {
// check if the spawn boolean allows you to spawn there and if the random number equals 1
// I won't bother writing comments for the rest, you get the idea...
if (RandomSpawn == 1 && Spawn1OK == true) {
// Set the allowed to spawn as false (this will ensure that no one else can spawn at the same
place as you when they die)

```

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Spawn1OK = false;
// Set the position of where they are to be moved to
NewPos.X = -74.112f;
NewPos.Y = 104.265f;
NewPos.Z = 0.000f;
// create a little explosion when they spawn
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 2 && Spawn2OK == true) {
Spawn2OK = false;
NewPos.X = 13.778f;
NewPos.Y = 125.087f;
NewPos.Z = 4.651f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 3 && Spawn3OK == true) {
Spawn3OK = false;
NewPos.X = -37.199f;
NewPos.Y = 109.046f;
NewPos.Z = 0.000f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 4 && Spawn4OK == true) {
Spawn4OK = false;
NewPos.X = -87.891f;
NewPos.Y = 99.151f;
NewPos.Z = 14.493f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 5 && Spawn5OK == true) {
Spawn5OK = false;
NewPos.X = -72.725f;
NewPos.Y = 17.930f;
NewPos.Z = 18.135f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 6 && Spawn6OK == true) {
Spawn6OK = false;
NewPos.X = -86.858f;
NewPos.Y = -13.849f;
NewPos.Z = 4.952f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 7 && Spawn7OK == true) {
Spawn7OK = false;
NewPos.X = -96.162f;
NewPos.Y = -16.464f;
NewPos.Z = 11.197f;

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Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 8 && Spawn8OK == true) {
Spawn8OK = false;
NewPos.X = -71.342f;
NewPos.Y = -18.366f;
NewPos.Z = 18.494f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 9 && Spawn9OK == true) {
Spawn9OK = false;
NewPos.X = -102.372f;
NewPos.Y = -115.827f;
NewPos.Z = 16.668f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 10 && Spawn10OK == true) {
Spawn10OK = false;
NewPos.X = -62.311f;
NewPos.Y = -61.373f;
NewPos.Z = 2.985f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 11 && Spawn11OK == true) {
Spawn11OK = false;
NewPos.X = 19.985f;
NewPos.Y = -57.477f;
NewPos.Z = 3.001f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 12 && Spawn12OK == true) {
Spawn12OK = false;
NewPos.X = 39.541f;
NewPos.Y = -128.044f;
NewPos.Z = -10.475f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 13 && Spawn13OK == true) {
Spawn13OK = false;
NewPos.X = -4.171f;
NewPos.Y = -111.624f;
NewPos.Z = -10.475f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 14 && Spawn14OK == true) {
Spawn14OK = false;
NewPos.X = -90.322f;
NewPos.Y = -139.205f;

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NewPos.Z = -0.001f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 15 && Spawn15OK == true) {
Spawn15OK = false;
NewPos.X = -85.972f;
NewPos.Y = -91.692f;
NewPos.Z = 0.292f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 16 && Spawn16OK == true) {
Spawn16OK = false;
NewPos.X = -3.225f;
NewPos.Y = -113.586f;
NewPos.Z = -0.000f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 17 && Spawn17OK == true) {
Spawn17OK = false;
NewPos.X = -18.191f;
NewPos.Y = -71.458f;
NewPos.Z = 0.000f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 18 && Spawn18OK == true) {
Spawn18OK = false;
NewPos.X = 65.891f;
NewPos.Y = -58.523f;
NewPos.Z = 1.922f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 19 && Spawn19OK == true) {
Spawn19OK = false;
NewPos.X = 68.835f;
NewPos.Y = -27.321f;
NewPos.Z = 4.353f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 20 && Spawn20OK == true) {
Spawn20OK = false;
NewPos.X = -34.559f;
NewPos.Y = -0.757f;
NewPos.Z = 1.438f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 21 && Spawn21OK == true) {
Spawn21OK = false;
NewPos.X = 0.009f;

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NewPos.Y = 28.818f;
NewPos.Z = 0.000f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 22 && Spawn22OK == true) {
Spawn22OK = false;
NewPos.X = 61.807f;
NewPos.Y = 16.806f;
NewPos.Z = 0.000f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 23 && Spawn23OK == true) {
Spawn23OK = false;
NewPos.X = 33.999f;
NewPos.Y = 64.939f;
NewPos.Z = 2.998f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 24 && Spawn24OK == true) {
Spawn24OK = false;
NewPos.X = 73.947f;
NewPos.Y = 52.360f;
NewPos.Z = 0.000f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 25 && Spawn25OK == true) {
Spawn25OK = false;
NewPos.X = 65.242f;
NewPos.Y = 124.350f;
NewPos.Z = 0.000f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 26 && Spawn26OK == true) {
Spawn26OK = false;
NewPos.X = 13.812f;
NewPos.Y = 106.224f;
NewPos.Z = 0.000f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 27 && Spawn27OK == true) {
Spawn27OK = false;
NewPos.X = 25.494f;
NewPos.Y = 36.016f;
NewPos.Z = 1.363f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 28 && Spawn28OK == true) {
Spawn28OK = false;

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NewPos.X = 4.355f;
NewPos.Y = 30.857f;
NewPos.Z = 3.342f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 29 && Spawn29OK == true) {
Spawn29OK = false;
NewPos.X = -27.061f;
NewPos.Y = 50.745f;
NewPos.Z = 2.213f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 30 && Spawn30OK == true) {
Spawn30OK = false;
NewPos.X = -82.431f;
NewPos.Y = 18.398f;
NewPos.Z = 2.920f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 31 && Spawn31OK == true) {
Spawn31OK = false;
NewPos.X = -96.335f;
NewPos.Y = 42.151f;
NewPos.Z = 12.036f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 32 && Spawn32OK == true) {
Spawn32OK = false;
NewPos.X = -83.384f;
NewPos.Y = -57.888f;
NewPos.Z = 3.854f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
// If none are available then loop again until the conditions are met (chances are very slim)
else goto Spawn;
char param[5];
sprintf(param,"%d",RandomSpawn);
// Once the position is choosen then create an object and attach the spawn refresh code to it
GameObject *Refresh = Commands->Create_Object("Invisible_Object",NewPos);
Commands->Attach_Script(Refresh,"KAK_DM_Refresh_Spawn",param);
// Move the player to there new spawn location
Commands->Set_Position(obj,NewPos);
}
else if (strstr(Data->CurrMap,"C&C_Field")) {
// check if the spawn boolean allows you to spawn there and if the random number equals 1
// I won't bother writing comments for the rest, you get the idea...
if (RandomSpawn == 1 && Spawn1OK == true) {
// Set the allowed to spawn as false (this will ensure that no one else can spawn at the same

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```

place as you when they die)
  Spawn1OK = false;
// Set the position of where they are to be moved to
  NewPos.X = 5.273f;
  NewPos.Y = 57.273f;
  NewPos.Z = 0.528f;
// create a little explosion when they spawn
  Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 2 && Spawn2OK == true) {
  Spawn2OK = false;
  NewPos.X = 15.026f;
  NewPos.Y = 16.863f;
  NewPos.Z = 4.729f;
  Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 3 && Spawn3OK == true) {
  Spawn3OK = false;
  NewPos.X = 65.161f;
  NewPos.Y = 11.431f;
  NewPos.Z = 0.301f;
  Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 4 && Spawn4OK == true) {
  Spawn4OK = false;
  NewPos.X = -5.390f;
  NewPos.Y = -3.360f;
  NewPos.Z = 3.262f;
  Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 5 && Spawn5OK == true) {
  Spawn5OK = false;
  NewPos.X = -19.356f;
  NewPos.Y = 42.073f;
  NewPos.Z = 0.010f;
  Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 6 && Spawn6OK == true) {
  Spawn6OK = false;
  NewPos.X = -37.691f;
  NewPos.Y = -33.976f;
  NewPos.Z = 5.244f;
  Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 7 && Spawn7OK == true) {
  Spawn7OK = false;
  NewPos.X = -51.139f;
  NewPos.Y = 32.783f;

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NewPos.Z = -0.558f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 8 && Spawn8OK == true) {
Spawn8OK = false;
NewPos.X = -67.228f;
NewPos.Y = 94.305f;
NewPos.Z = 0.296f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 9 && Spawn9OK == true) {
Spawn9OK = false;
NewPos.X = -90.969f;
NewPos.Y = 54.851f;
NewPos.Z = 0.019f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 10 && Spawn10OK == true) {
Spawn10OK = false;
NewPos.X = -141.506f;
NewPos.Y = 14.592f;
NewPos.Z = -3.155f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 11 && Spawn11OK == true) {
Spawn11OK = false;
NewPos.X = -122.929f;
NewPos.Y = 74.229f;
NewPos.Z = 0.042f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 12 && Spawn12OK == true) {
Spawn12OK = false;
NewPos.X = -85.974f;
NewPos.Y = -31.588f;
NewPos.Z = -11.751f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 13 && Spawn13OK == true) {
Spawn13OK = false;
NewPos.X = -160.826f;
NewPos.Y = -69.883f;
NewPos.Z = 2.519f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 14 && Spawn14OK == true) {
Spawn14OK = false;
NewPos.X = -168.499f;

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NewPos.Y = -104.218f;
NewPos.Z = -12.265f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 15 && Spawn15OK == true) {
Spawn15OK = false;
NewPos.X = -141.832f;
NewPos.Y = -96.085f;
NewPos.Z = -10.759f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 16 && Spawn16OK == true) {
Spawn16OK = false;
NewPos.X = -147.463f;
NewPos.Y = -126.542f;
NewPos.Z = -14.345f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 17 && Spawn17OK == true) {
Spawn17OK = false;
NewPos.X = -72.952f;
NewPos.Y = -82.345f;
NewPos.Z = -13.686f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 18 && Spawn18OK == true) {
Spawn18OK = false;
NewPos.X = -122.497f;
NewPos.Y = -138.255f;
NewPos.Z = -12.000f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 19 && Spawn19OK == true) {
Spawn19OK = false;
NewPos.X = 80.301f;
NewPos.Y = -124.017f;
NewPos.Z = -9.642f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 20 && Spawn20OK == true) {
Spawn20OK = false;
NewPos.X = -21.169f;
NewPos.Y = -83.424f;
NewPos.Z = -8.311f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 21 && Spawn21OK == true) {
Spawn21OK = false;

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NewPos.X = -60.923f;
NewPos.Y = -162.247f;
NewPos.Z = 1.291f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 22 && Spawn22OK == true) {
Spawn22OK = false;
NewPos.X = 6.720f;
NewPos.Y = -74.317f;
NewPos.Z = 0.026f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 23 && Spawn23OK == true) {
Spawn23OK = false;
NewPos.X = 17.820f;
NewPos.Y = -126.877f;
NewPos.Z = -0.242f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 24 && Spawn24OK == true) {
Spawn24OK = false;
NewPos.X = 60.634f;
NewPos.Y = -59.493f;
NewPos.Z = -0.008f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 25 && Spawn25OK == true) {
Spawn25OK = false;
NewPos.X = 92.997f;
NewPos.Y = -41.580f;
NewPos.Z = -0.001f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 26 && Spawn26OK == true) {
Spawn26OK = false;
NewPos.X = 33.287f;
NewPos.Y = -43.037f;
NewPos.Z = 0.000f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 27 && Spawn27OK == true) {
Spawn27OK = false;
NewPos.X = -100.528f;
NewPos.Y = -100.433f;
NewPos.Z = -14.311f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 28 && Spawn28OK == true) {

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Spawn28OK = false;
NewPos.X = -91.876f;
NewPos.Y = -73.055f;
NewPos.Z = -14.025f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 29 && Spawn29OK == true) {
Spawn29OK = false;
NewPos.X = -50.385f;
NewPos.Y = -45.760f;
NewPos.Z = -13.872f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 30 && Spawn30OK == true) {
Spawn30OK = false;
NewPos.X = 2.853f;
NewPos.Y = -40.124f;
NewPos.Z = 0.0495f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 31 && Spawn31OK == true) {
Spawn31OK = false;
NewPos.X = -75.674f;
NewPos.Y = -78.536f;
NewPos.Z = -8.954f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
else if (RandomSpawn == 32 && Spawn32OK == true) {
Spawn32OK = false;
NewPos.X = 67.757f;
NewPos.Y = -97.144f;
NewPos.Z = 1.798f;
Commands->Create_Explosion("Explosion_Crate_Large",NewPos,0);
}
// If none are available then loop again until the conditions are met (chances are very slim)
else goto Spawn;
char param[5];
sprintf(param,"%d",RandomSpawn);
// Once the position is chosen then create an object and attach the spawn refresh code to it
GameObject *Refresh = Commands->Create_Object("Invisible_Object",NewPos);
Commands->Attach_Script(Refresh,"KAK_DM_Refresh_Spawn",param);
// Move the player to there new spawn location
Commands->Set_Position(obj,NewPos);
}
}

```