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Subject: Re: Server Side Hunt The Player  
Posted by [reborn](#) on Wed, 30 Jan 2008 12:06:45 GMT  
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I was so tempted to quote all that  
Thankyou for sharing, I personally know what a pain in the ass it was to copy that shit from dm.ini.  
I will update the source and release it so everyone can host more maps

Use this instead:  
Change\_Character(obj,RandomSpawnCharacter[Index][0]);  
Change\_Character is not a script command class...

Your array will work, but it will only work properly if you update:

```
////////////////////////////////////  
// This code here ensures a random number is drawn between 1 and 100  
//int Rnd = Commands->Get_Random_Int(1,100);
```

to:

```
////////////////////////////////////  
// This code here ensures a random number is drawn between 1 and 100  
//int Rnd = Commands->Get_Random_Int(1,270);
```

and then change:

```
    //      if (Rnd <= 10) Index = 2;  
    //  else if (Rnd<=20) Index = 1;  
    //  else if (Rnd<=30) Index = 0;
```

To allow for all the extra Index possibilities...

The DNA goes away because essentially the preset has been destroyed, and the object has a MDB script on it that destroys the object when this happens.  
You would have to re-attach the DNA strand to the person after you have set there preset to the new version.

Check out how it is attached in void hunted\_player::Created(GameObject \*obj){, and apply it to your chat hook after the point that you have set there new preset.

Something like this:

```
GameObject *Icon = Commands->Create_Object_At_Bone(obj,"Invisible_Object","c HEAD");  
Commands->Set_Model(Icon,"p_tnanites");  
Commands->Attach_To_Object_Bone(Icon,obj,"c HEAD");  
Commands->Attach_Script(Icon,"MDB_SSGM_Destroy_When_Object_Destroyed",ToString(Com  
mands->Get_ID(obj)).c_str());
```