
Subject: Re: Server Side Hunt The Player
Posted by [reborn](#) on Fri, 08 Feb 2008 03:24:39 GMT
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Incase anyone wanted to add some maps and get some spawn positions, I made a handy little chat hook that is alot more useful then using level edit to go around and get the exact x,y,z for your spawn positions.

The text will output in the renlog and is set up to easily copy/paste into your solution.

```
class posChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    GameObject *obj = Get_GameObj(ID);
    Vector3 CurPosition = Commands->Get_Position(obj);
    Console_Input(StrFormat("msg NewPos.X = %ff;",CurPosition.X).c_str());
    Console_Input(StrFormat("msg NewPos.Y = %ff;",CurPosition.Y).c_str());
    Console_Input(StrFormat("msg NewPos.Z = %ff;",CurPosition.Z).c_str());
}
};
ChatCommandRegistrant<posChatCommand>
posChatCommandReg("!pos",CHATTYPE_TEAM,0,GAMEMODE_ALL);
```

Would come in useful for servers hosting custom maps and they want to quickly add support.
