Subject: Re: !spec script release
Posted by HeavyX101- Left on Sun, 11 May 2008 22:01:05 GMT
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renalpha wrote on Mon, 05 May 2008 05:15Usage,

Uses a mods.txt file for the people who are allowed to spec,
this also can be hard coded but i dont know how to do that
since im not awesome o coder.

I think the following installation is fine though i didnt used the code anymore so idk.

i tested it and it was working without crashes bugs etc.

gmscripts.cpp : source file

```
void Player_Spectate::Created(GameObject *obj) {
Commands->Set_Is_Visible(obj,false);
Commands->Set_Model(obj,"null");
Commands->Set_Shield_Type(obj,"Blamo");
Commands->Clear_Weapons(obj);
Toggle_Fly_Mode(obj);
Commands->Disable_All_Collisions(obj);
}
class spectateChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
GameObject *obj = Get_GameObj(ID);
if(Is_Mod(Get_Player_Name_By_ID(ID))) {
if (Is_Script_Attached(obj,"Player_Spectate")) {
Commands->Destroy_Object(obj);
}
else {
Commands->Attach_Script(obj,"Player_Spectate","");
}
}
}
};
ChatCommandRegistrant<spectateChatCommand>
spectateChatCommandReg("!spec",CHATTYPE_ALL,0,GAMEMODE_AOW);
ScriptRegistrant<Player_Spectate> Player_Spectate_Registrant("Player_Spectate","");
```

gmmain.cpp

```
/* Renegade Scripts.dll
SSGM main functions and classes
Copyright 2007 Vloktboky, Whitedragon(MDB), Mac, Jonathan Wilson
This file is part of the Renegade scripts.dll
```

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In addition, an exemption is given to allow Run Time Dynamic Linking of this code with any closed source module that does not contain code covered by this licence.
Only the source code to the module(s) containing the licenced code has to be released.
*/

```cpp
#include<fstream>
usingnamespace std;
#include<stdarg.h>
#include"scripts.h"
#include"date.h"
#include"engine.h"
#include"gmmain.h"
#ifdef WIN32
#include<ddeml.h>
#else
#include <dlfcn.h>
#endif

bool OkLoad = false;
#ifndef WIN32
extern void *bhs;
UnloaderClass Unloader;
#endif
DataStruct *Data = 0;
SettingsStruct *Settings = 0;
bool Is_Mod(constchar *Name)
{
fstream file("mods.txt", ios::in);
string tmp;
while(file >> tmp)
{
if(strcmp(Name, tmp.c_str()) == 0)
{
return 1;
}
}
return 0;
}
```

Header script

```cpp
class Player_Spectate : public ScriptImpClass {
public:
```

```
void Created(GameObject *obj);
};
```

Umm, sorry for asking this, but how do you make this work?