
Subject: Re: Base Defense Team Change
Posted by [reborn](#) on Sun, 18 May 2008 10:11:40 GMT
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```
void RequestSpawn(GameObject *obj) {
int RandomSpawn = Commands->Get_Random_Int(1,33);
  Vector3 NewPos;

  Spawn:

if (strcmp(The_Game()->MapName, "C&C_Under.mix") == 0) {
if (RandomSpawn == 1 && Spawn1OK == true) {

  Spawn1OK = false;

  NewPos.X = 0.0f;
  NewPos.Y = 0.0f;
  NewPos.Z = 0.0f;

}
else if (RandomSpawn == 2 && Spawn2OK == true) {
  Spawn2OK = false;
  NewPos.X = 0.0f;
  NewPos.Y = 0.0f;
  NewPos.Z = 0.0f;

}
else if (RandomSpawn == 3 && Spawn3OK == true) {
  Spawn3OK = false;
  NewPos.X = 0.0f;
  NewPos.Y = 0.0f;
  NewPos.Z = 0.0f;

}
GameObject *Refresh;

  Refresh = Commands->Create_Object("Invisible_Object",Vector3(0.0f,0.0f,0.0f));

  char param[5];
  sprintf(param,"%d",RandomSpawn);
  Commands->Attach_Script(Refresh,"KAK_DM_Refresh_Spawn",param);

  Commands->Set_Position(obj,NewPos);

}
else if (strcmp(The_Game()->MapName, "C&C_someothermap.mix") == 0) {
if (RandomSpawn == 1 && Spawn1OK == true) {
```

```

Spawn1OK = false;

NewPos.X = 0.0f;
NewPos.Y = 0.0f;
NewPos.Z = 0.0f;

}
else if (RandomSpawn == 2 && Spawn2OK == true) {
    Spawn2OK = false;
    NewPos.X = 0.0f;
    NewPos.Y = 0.0f;
    NewPos.Z = 0.0f;

}
else if (RandomSpawn == 3 && Spawn3OK == true) {
    Spawn3OK = false;
    NewPos.X = 0.0f;
    NewPos.Y = 0.0f;
    NewPos.Z = 0.0f;

}
GameObject *Refresh;

Refresh = Commands->Create_Object("Invisible_Object",Vector3(0.0f,0.0f,0.0f));

char param[5];
sprintf(param,"%d",RandomSpawn);
Commands->Attach_Script(Refresh,"KAK_DM_Refresh_Spawn",param);

Commands->Set_Position(obj,NewPos);

}
}

void KAK_DM_Refresh_Spawn::Created(GameObject *obj) {
    Commands->Start_Timer(obj,this,5.0f,Get_Int_Parameter("SpawnNum"));
}

void KAK_DM_Refresh_Spawn::Timer_Expired(GameObject *obj, int number) {
    if (number == 1) Spawn1OK = true;
    else if (number == 2) Spawn2OK = true;
    else if (number == 3) Spawn3OK = true;
    Commands->Destroy_Object(obj);
}

```

```

class KAK_DM_Refresh_Spawn : public ScriptImpClass {
void Created(GameObject *obj);
void Timer_Expired(GameObject *obj, int number);
};

```

```

ScriptRegistrant<KAK_DM_Refresh_Spawn>
KAK_DM_Refresh_Spawn_Registrant("KAK_DM_Refresh_Spawn", "SpawnNum=0:int");

```

```

class teleChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {

```

```

GameObject *obj = Get_GameObj(ID);
RequestSpawn(obj);
}

```

```

};
ChatCommandRegistrant<teleChatCommand>
teleChatCommandReg("!tele",CHATTYPE_ALL,0,GAMEMODE_ALL);

```

You will need to change the places it can spawn to, instead of 0,0,0, you can get these values from level edit, but I prefer to walk around ingame and decide for myself, when making allot I find it's quicker anyway...

Use this chat hook to get the precise floating point values for where you're standing (also gives some other info too, but don't worry about that).

```

class infoChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    GameObject *obj = Get_GameObj(ID);

```

```

const char *preset = Commands->Get_Preset_Name(obj);
const char *model = Get_Model(obj);
const char *weapon = Get_Current_Weapon(obj);
const char *shield = Get_Shield_Type(obj);
const char *skin = Get_Skin(obj);
Vector3 CurPosition = Commands->Get_Position(obj);
Console_Input(StrFormat("msg Character preset name is: %s",preset).c_str());
Console_Input(StrFormat("msg Character model name is: %s",model).c_str());
Console_Input(StrFormat("msg The preset name of the weapon is: %s",weapon).c_str());
Console_Input(StrFormat("msg The shield type is: %s",shield).c_str());
Console_Input(StrFormat("msg The skin type is: %s",skin).c_str());
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<infoChatCommand>
infoChatCommandReg("!info",CHATTYPE_TEAM,0,GAMEMODE_ALL);
```

That should make you spawn in any three random places based on whatever map you're on. You can easily extend it for as many maps as needed.
