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Subject: Re: Base Defense Team Change  
Posted by [reborn](#) on Sun, 18 May 2008 21:34:29 GMT  
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Add this:

```
bool Spawn1OK = true;  
bool Spawn2OK = true;  
bool Spawn3OK = true;
```

Under here:

```
#include <time.h>  
#include <fstream>  
using namespace 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;
```

in gmmain.cpp, then compile it.

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