## Subject: Re: Renegade API C++ help needed
Posted by jnz on Thu, 08 Jan 2009 00:19:30 GMT

reborn wrote on Thu, 08 January 2009 00:08RoShamBo wrote on Wed, 07 January 2009 13:22Just put


requestrandommap();


in Plugin_Load();


Oh yeah, this isn't a plug-in, that won't work. I was going to write it as a plug-in, but it's pointless because of the impending 4.0.

Just call it on load then. In dllmain()? I don't know when The_Game() gets set up you you'd have to experiment.