
Subject: Re: Renegade API C++ help needed
Posted by [reborn](#) on Thu, 08 Jan 2009 18:54:34 GMT
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Zack wrote on Thu, 08 January 2009 13:23

```
class mapChatCommand : public ChatCommandClass
{
    void Triggered(int ID,const TokenClass &Text,int ChatType) {
    mapnameannounce();
    }
};
ChatCommandRegistrant<mapChatCommand>
mapChatCommandReg("!nextmap",CHATTYYPE_ALL,0,GAMEMODE_ALL);
```

```
class map2ChatCommand : public ChatCommandClass {
    void Triggered(int ID,const TokenClass &Text,int ChatType) {
    mapnameannounce();
    }
};
ChatCommandRegistrant<map2ChatCommand>
map2ChatCommandReg("!next",CHATTYYPE_ALL,0,GAMEMODE_ALL);
```

```
class map3ChatCommand : public ChatCommandClass {
    void Triggered(int ID,const TokenClass &Text,int ChatType) {
    mapnameannounce();
    }
};
ChatCommandRegistrant<map3ChatCommand>
map3ChatCommandReg("!n",CHATTYYPE_ALL,0,GAMEMODE_ALL);
```

```
class map4ChatCommand : public ChatCommandClass {
    void Triggered(int ID,const TokenClass &Text,int ChatType) {
    mapnameannounce();
    }
};
ChatCommandRegistrant<map4ChatCommand>
map4ChatCommandReg("!N",CHATTYYPE_ALL,0,GAMEMODE_ALL);
```

```
class map5ChatCommand : public ChatCommandClass {
    void Triggered(int ID,const TokenClass &Text,int ChatType) {
    mapnameannounce();
    }
};
ChatCommandRegistrant<map5ChatCommand>
map5ChatCommandReg("!NEXT",CHATTYYPE_ALL,0,GAMEMODE_ALL);
```

```
class map6ChatCommand : public ChatCommandClass {
    void Triggered(int ID,const TokenClass &Text,int ChatType) {
    mapnameannounce();
```

```

}
};
ChatCommandRegistrant<map6ChatCommand>
map6ChatCommandReg("!NEXTMAP",CHATTYPE_ALL,0,GAMEMODE_ALL);

class map7ChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
mapnameannounce();
}
};
ChatCommandRegistrant<map7ChatCommand>
map7ChatCommandReg("!Nextmap",CHATTYPE_ALL,0,GAMEMODE_ALL);

class map8ChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
mapnameannounce();
}
};
ChatCommandRegistrant<map8ChatCommand>
map8ChatCommandReg("!Next",CHATTYPE_ALL,0,GAMEMODE_ALL);

```

You can combine all those into one if I recall correctly.. :/

```

ChatCommandRegistrant<mapChatCommand>
mapChatCommandReg("!cmd1;!cmd2;!cmd3;!cmd4;etc",CHATTYPE_ALL,0,GAMEMODE_ALL);

```

EDIT: I think this "srand(time(NULL));" is supposed to be called only once? :/

Also, I usually call it like: "srand((unsigned int)time(0));"

Yeah, MacKinsey already pointed that out. I didn't actually know you was able to do that. Cool.

You can seed the random number generation once, like you suggested, but it works on the local clock I think. I just thought it wouldn't hurt to keep re-seeding the random number generation to keep it uber random. I dunno... :-/

Thanks for the input