Subject: Re: Change map
Posted by Omar007 on Sat, 02 Oct 2010 18:04:26 GMT

halo2pac wrote on Sat, 02 October 2010 18:09Omar007 wrote on Thu, 30 September 2010 14:01IDK a way to do it within scripts at once but I do know a work around.

(pseudo-real)

```
char *actionMainSave;
cmd = strtok_s((char *)message, " ", &actionMainSave);
map = strtok_s(NULL, "\r\n", &actionMainSave);

if(strcmp(cmd, "!setnextmap") == 0)
{
 Console_Input(StrFormat("mlistc %d %s", The_Game()->MapNumber + 1, map).c_str());
 Console_Input(StrFormat("msg Next map changed to: %s", map).c_str());
}
```

Then just gameover the current game

"mlistc %d %s" I've never heard of that... is that a legitimate stock ssgm command?
Its a scripts console command