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**Subject: Set\_Map errors?**Posted by [Agent](#) on Wed, 14 Mar 2012 01:21:00 GMT[View Forum Message](#) <> [Reply to Message](#)

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I don't feel like retyping my question/problem, so:

[20:49:42] <SSIhekill> So, I've a simple lil bit here:

```
int x = Get_Current_Map_Index();
if (Set_Map(hfsparams, x+1) == 1) sprintf_s(tempstr,"Map %s set successfully to position
%d.\n",Get_Map(x+1), x+1);
```

[20:50:11] <SSIhekill> It prints it out as if it were a success

[20:50:20] <SSIhekill> and any future calls to Get\_Map print the map that was set

[20:50:34] <SSIhekill> however, when gameover is initialized, it does not proceed to the map which was set

[20:53:12] <SSIhekill> (Instead, it proceeds to the next map in the cycle in tt.cfg)

[20:53:49] <SSIhekill> And I'm pretty sure that it worked in beta 3 (this is in beta 4)

[20:58:12] <SSIhekill> So... Was anything changed that might cause this...?

[21:00:55] <SSIhekill> I would also like to note that Set\_Map will not set mission maps (such as M01, M00\_Tutorial, or Skrimish00) at all.

The position in which it's being set to is correct, but it seems that when the server is determining which map to load after a gameover, it does not load the map in Set\_Map, instead it loads the map that's in tt.cfg. Just in case I've gone blind and made an error:

```
if ((_strcmpi(hscommand,"setnext") == 0) || (_strcmpi(hscommand,"setnextmap") == 0))
{
    if (!hsparams || hsparams[0] == '\0')
    {
        Console_Output("No parameters for sub-command: %s given.\n",hscommand);
        Console_Output("Syntax: SETNEXT <map>\n");
        return;
    }
    int x = Get_Current_Map_Index();
    char tempstr[1024];
    if (Set_Map(hfsparams, x+1) == 1)
    {
        sprintf_s(tempstr,"Map %s set successfully to position %d.\n",Get_Map(x+1), x+1);
    }
    else
    {
        char tempstr2[1024];
        sprintf_s(tempstr2,"C&C_%s",hsparams);
        if (Set_Map(tempstr2, x+1) == 1) sprintf_s(tempstr,"Map %s set successfully to position
%d.\n",Get_Map(x+1), x+1);
        else sprintf_s(tempstr,"Error: could not set the next map to %s or
C&C_%s.\n",hsparams,hsparams);
    }
    SSGMGameLog::Log_Message(tempstr,"_NEXTMAPSET");
```

```
Console_Output(tempstr);  
return;  
}
```

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