Subject: Re: Work is being resumed on scripts for Renegade
Posted by dblaney1 on Thu, 11 Sep 2014 00:20:42 GMT

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jonwil wrote on Wed, 10 September 2014 17:18IF you really want to do things differently, just write your own listgamedefs console command as part of a SSGM plugin. All the things you need are already there. You can use the Get_Game_Definitions engine call to get the list of definitions that listgamedefs outputs. You can also remove the existing listgamedefs console command from the console functions list. And you can add your new one to the list.

The actual output code for listgamedefs is just this
```
Console_Output("Available game definitions:\n");
 for (HashTemplateIterator<StringClass, GameDefinition> gameDefinition(gameDefinitions);
gameDefinition; ++gameDefinition)
 {
  Console_Output("%s\n", gameDefinition.getValue().name);
 }
 Console_Output("\n");
```
where gameDefinitions is the same list you would get back from calling Get_Game_Definitions

Thanks, this works for now.

Edit: Just tested it, all good to go. Solves my issue for now.