Subject: C++ Help Needed
Posted by _SSnipe_ on Fri, 22 Jun 2007 23:50:52 GMT

View Forum Message <> Reply to Message

1)My first question is how can we make it so a halfmod and higher could make a normal player unteamed? so like lets say its like this
!unteam <playername> then that player goes to where the unteam spawn points or at?

2)Along with that how can we choose where the unteam spawn points are at

3)To also add To That how can the unteam spawns come with all weapons

So above it will be like a halfmod will do this !unteam ren00b or somthing then that player will spawn in the unteam spawn points i choose and with all weapons please help me answer these and thank you

heres the code i got from reborn

```
  }
else if (stricmp(Msg2,"!unteam") == 0)
  {
  if (stricmp(Get_Player_Name_By_ID(ID),"<nick>") == 0) {
       Change_Team(obj,2);
  }
```

now like i said above how can i change this to not by nick name but by stats and can also unteam other players?

Subject: Re: C++ Help Needed
Posted by Sir Kane on Sat, 23 Jun 2007 00:09:35 GMT

View Forum Message <> Reply to Message

Default spawn point for neutral/whatever is 0.0f, 0.0f, 0.0f.

Subject: Re: C++ Help Needed
Posted by _SSnipe_ on Sat, 23 Jun 2007 00:10:50 GMT

View Forum Message <> Reply to Message

Sir Kane wrote on Fri, 22 June 2007 19:09Default spawn point for neutral/whatever is 0.0f, 0.0f, 0.0f.

well what im wondering is there a place i can select just like u can choose where to put nod and

gdi solider spanwers?

Subject: Re: C++ Help Needed
Posted by jnz on Sat, 23 Jun 2007 00:14:34 GMT
View Forum Message <> Reply to Message

All i can think of atm, because i don't think renegade suppports white spawners.

create an invisible object where you want the spawner, then in the object create hook. Teleport anyone whos team != 1 or 0 to the invisible object.

You could make an array of GameObject *s and select one at random to teleport to.

Subject: Re: C++ Help Needed
Posted by _SSnipe_ on Sat, 23 Jun 2007 00:25:52 GMT
View Forum Message <> Reply to Message

i dont know how to do that i thought there was a a renegade spawner or commando spawner which is unteamed?

Subject: Re: C++ Help Needed
Posted by Cat998 on Sat, 23 Jun 2007 00:45:50 GMT
View Forum Message <> Reply to Message

joe937465 wrote on Sat, 23 June 2007 01:501)My first question is how can we make it so a halfmod and higher could make a normal player unteamed? so like lets say its like this !unteam <playername> then that player goes to where the unteam spawn points or at?

You would have to open, read, and parse brenbots moderators.cfg file, if you are using Brenbot.

joe937465 wrote on Sat, 23 June 2007 01:502)Along with that how can we choose where the unteam spawn points are at

You can move the player to every location you want, after you have changed his team. I think it's Commands->Set_Location or something.

joe937465 wrote on Sat, 23 June 2007 01:503)To also add To That how can the unteam spawns come with all weapons

Look for Give_Weapon() or something.

Subject: Re: C++ Help Needed
Posted by jnz on Sat, 23 Jun 2007 00:54:18 GMT
View Forum Message <> Reply to Message

Cat998 wrote on Sat, 23 June 2007 01:45
You can move the player to every location you want, after you have changed his team. I think it's
Commands->Set_Location or something.

Commands->Set_Position

Cat998 wrote on Sat, 23 June 2007 01:45
joe937465 wrote on Sat, 23 June 2007 01:503)To also add To That how can the unteam spawns
come with all weapons
Look for Give_Weapon() or something.

Grant_Powerup

Subject: Re: C++ Help Needed
Posted by _SSnipe_ on Sat, 23 Jun 2007 01:52:08 GMT
View Forum Message <> Reply to Message

1)ok im confused let me just work on one thing at a time
how can i replace this string

else if (stricmp(Get_Player_Name_By_ID(ID),"<nick>") == 0) {

with one that instead of player id but the ingame stats? halfmod and up

2) and this string

else if (stricmp(Msg2,"!Teleport") == 0)

so that when i type that command and have players anem at end so it will teleport him like

else if (stricmp(Msg2,"!Teleport<playersname>") == 0)

now how can ie dit the one above to be able for a mod to use the command on a player

Subject: Re: C++ Help Needed
Posted by _SSnipe_ on Sat, 23 Jun 2007 05:39:35 GMT
View Forum Message <> Reply to Message

this is what i got so far by this i should be able to teleport a player to a location with all weps

```
if(stristr(Msg2, "!<command>") == 0 && strcmp(Get_Player_Name_By_ID(ID), "<player name>")
== 0)
{
 if (stricmp(Get_Player_Name_By_ID(ID),"<nick>") == 0) {
          Change_Team(obj,2);
          Change_Character(obj,"c_ag_gdi_mp");
  Commands->Give_Powerup(obj,"CnC_POW_AutoRifle_Player_Nod",false);
  Commands->Give_Powerup(obj,"CnC_POW_AutoRifle_Player_GDI",false);
  Commands->Give_Powerup(obj,"POW_Shotgun_Player",false);
  Commands->Give_Powerup(obj,"POW_Flamethrower_Player",false);
  Commands->Give_Powerup(obj,"POW_GrenadeLauncher_Player",false);
  Commands->Give_Powerup(obj,"POW_Pistol_Player",false);
  Commands->Give_Powerup(obj,"CnC_POW_MineRemote_02",false);
  Commands->Give_Powerup(obj,"CnC_POW_MineTimed_Player_01",false);
  Commands->Give_Powerup(obj,"POW_Chaingun_Player_Nod",false);
  Commands->Give_Powerup(obj,"CnC_POW_RocketLauncher_Player",false);
  Commands->Give_Powerup(obj,"POW_ChemSprayer_Player",false);
  Commands->Give_Powerup(obj,"POW_LaserRifle_Player",false);
  Commands->Give_Powerup(obj,"POW_LaserChaingun_Player",false);
  Commands->Give_Powerup(obj,"POW_SniperRifle_Player_Nod",false);
  Commands->Give_Powerup(obj,"POW_RamjetRifle_Player",false);
  Commands->Give_Powerup(obj,"POW_Railgun_Player",false);
  Commands->Give_Powerup(obj,"CnC_POW_VoltAutoRifle_Player_Nod",false);
  Commands->Give_Powerup(obj,"POW_VoltAutoRifle_Player",false);
  Commands->Give_Powerup(obj,"POW_SniperRifle_Player",false);
  Commands->Give_Powerup(obj,"CnC_POW_RepairGun_Player",false);
          Commands->Set_Position(obj,Move);
```

is it look ok beside the blank spots?

You're checking the player's nick twice.

joe937465 wrote on Sat, 23 June 2007 01:39

Change_Character(obj,"c_ag_gdi_mp");

That looks like a model, not a character preset. Change_Character only works with character presets.

Subject: Re: C++ Help Needed
Posted by _SSnipe_ on Sat, 23 Jun 2007 06:44:08 GMT
View Forum Message <> Reply to Message

ooo ok ty let me fix that

Subject: Re: C++ Help Needed
Posted by reborn on Sat, 23 Jun 2007 08:36:27 GMT
View Forum Message <> Reply to Message

Just for the record guys, he did not get that code from me. He has just changed another piece of
code that was designed for a mod to go into spectate mode (just incase you all thought I totally
shit or something). Hehe

Subject: Re: C++ Help Needed
Posted by _SSnipe_ on Sat, 23 Jun 2007 08:38:56 GMT
View Forum Message <> Reply to Message

lol well reborn if i said it was mine idk what u would have said >.<

Subject: Re: C++ Help Needed
Posted by reborn on Sat, 23 Jun 2007 09:13:16 GMT
View Forum Message <> Reply to Message

No no, i'm worried about being made to look an idiot, not worried about credit/ego and such... well
not for like 3 lines of code anyway, lol.

The way you described your question, then said heres what reborn sent me, made me look stupid.
That code i sent was for something totally different, and as such people must of thought "wow,
reborns really dumb", lol.. Something I tried to avoid if I can.

Subject: Re: C++ Help Needed
Posted by _SSnipe_ on Sat, 23 Jun 2007 09:39:51 GMT
View Forum Message <> Reply to Message

lol trust me ur notdumb lol