
Subject: Change map
Posted by [halo2pac](#) on Thu, 30 Sep 2010 17:15:56 GMT
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Hey guys I've looked everywhere but I can't seem to find out how to change the current map to a specified one.

Any help is appreciated,
thanks!

Subject: Re: Change map
Posted by [Omar007](#) on Thu, 30 Sep 2010 19:01:47 GMT
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IDK 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

Subject: Re: Change map
Posted by [cAmpa](#) on Thu, 30 Sep 2010 19:07:20 GMT
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Server RR got the console command "map <map>".

Subject: Re: Change map
Posted by [Ethenal](#) on Thu, 30 Sep 2010 21:29:27 GMT
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Typically bots simply insert a map after the current one into the rotation then end the map. I think BR uses a "mapnum" command or something that tells it which entry the server is on, then it adds the chosen map into the entry right after it (moving the actual next map one slot forward). I don't

think there's an actual built-in way to switch to a chosen map, but that usually works fine.

Subject: Re: Change map

Posted by [halo2pac](#) on Sat, 02 Oct 2010 16:09:46 GMT

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Omar007 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?

Subject: Re: Change map

Posted by [Omar007](#) on Sat, 02 Oct 2010 18:04:26 GMT

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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

Subject: Re: Change map
Posted by [reborn](#) on Sat, 02 Oct 2010 18:05:05 GMT
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This is the source to my randon rotation plugin, it shows clearly how to changhe the next map.

```
#include "scripts.h"
#include <stdarg.h>
#ifdef WIN32
#define WIN32_LEAN_AND_MEAN
#include <windows.h>
#endif
#include "engine.h"
#include "gmain.h"
#include <time.h>
#include "randomrotation.h"
```

```
RRSettingsStruct *RRSettings = 0;
char *mapname;
std::vector<int> LastMaps;
```

```
void RRSettingsStruct::Load() {
    SettingsLoader::Load();
    LoadInt(PreviousLimit,"PreviousLimit", 5, true, false, true);
}
```

```
int Get_Random_Int_Not_Crap(int n){
return rand() % n;
}
```

```
//This just announces what the next map will be. The global variable "mapname" gets set by the
request random map code.
```

```
void mapnameannounce(){
Console_Input(StrFormat("msg The next map will be %s",mapname).c_str());
```

```

}

//This function basically updates the most recently played maps, by pushing them along One each
time One is added, then "trimming" the vector using .resize()
//How many maps are kept track of depend on the setting in the ini file.
void addmap(int MapNumber){
    LastMaps.push_back(MapNumber);
    for(int i = 0; i <= RRSettings->PreviousLimit - 1; i++){
        LastMaps[i] = LastMaps[i + 1];
    }
    LastMaps.resize(RRSettings->PreviousLimit, MapNumber);
}

```

//This is the function that makes the next map a random one from the current list of maps on your server.

//You can call it at any time with "requerandommap();".

```

void requerandommap(){
    // initialise and declare the variable "numberofmaps here"
    int numberofmaps = 0;
    //Many thanks to Roshambo for this nice little "for" loop
    //The loop is basically responsible for getting the amount of maps in the rotation
    for(;*The_Game()->MapList[numberofmaps] != 0; numberofmaps++);
    //I get a random number between 0 (maps use 0 based indexing) and the amount of maps in
rotation (hence the need to know the amount of maps).
    int RandomNum = Get_Random_Int_Not_Crap(numberofmaps);
    if (RandomNum + 1 > numberofmaps - 1){
        RandomNum = 0;
    }
    //Code to make sure the next map will never be the same one as the current map
    for(int i = 0; i <= (RRSettings->PreviousLimit - 1); i++){
        if(RandomNum == LastMaps[i]){
            Console_Output("Had to re-request a new map, this One was recently played.\n");
            requerandommap();
        }
    }
}

```

//This code here makes the server think that the current map is a different one, so it logically will play the map next in the list to the one it thinks is currently being played

```
The_Game()->MapNumber = RandomNum;
```

//Therefore the next map that will get played is the one after the one that the server thinks is playing right now (but isn't), so this is how I get the name of the next map

```
mapname = The_Game()->MapList[RandomNum + 1];
```

```
//Just log the next map on the console
```

```
Console_Output("The next map will be: %s\n",mapname);
```

```
//Call the function that announces the next map to be played in-game.
```

```
    mapnameannounce();  
}
```

```
class mapChatCommand : public ChatCommandClass {  
    void Triggered(int ID,const TokenClass &Text,int ChatType) {  
        mapnameannounce();  
    }  
};  
ChatCommandRegistrant<mapChatCommand>  
mapChatCommandReg("!nextmap;!n;!N;!NEXT;!Nextmap;!next;!NEXTMAP",CHATTYPER_ALL,0,  
GAMEMODE_ALL);
```

```
void Plugin_Load() {  
    srand(time(NULL));  
    RRSettings = new RRSettingsStruct("RandomRotation.ini");  
    printf("Loaded reborns random rotation system plugin\n");  
    RRSettings->Load();  
    for(int i = 0; i <= RRSettings->PreviousLimit -1; i++){  
        LastMaps.push_back(-1);  
    }  
}
```

```
void Plugin_Unload() {  
    printf("Un-loaded reborns random rotation system plugin\n");  
    delete RRSettings;  
}
```

```
extern "C" {  
    DLLEXPORT void SSGM_Level_Loaded_Hook() {  
        int numberofmaps = 0;  
        for(*The_Game()->MapList[numberofmaps] != 0; numberofmaps++);  
        if(numberofmaps > RRSettings->PreviousLimit){  
            addmap(The_Game()->MapNumber); // new map has loaded and is being played, add it to the  
list of recently played maps  
            requestrandommap(); // Choose the next map to be played (even though the current map has  
just started)  
        }  
        else{
```

```
    printf("ERROR! You have less maps in rotation than what's set in the RandomRotation.ini file's  
previous limit key.\n The plugin will not function as you want it to!\n");  
}  
}  
}
```

```
#include "gmsettingsclass.h"
```

```
#define PluginName "reborn's random rotation plugin"
```

```
#define PluginVersion "1.1"
```

```
struct RRSettingsStruct : public virtual SettingsLoader {  
    RRSettingsStruct(const char *ININame) : SettingsLoader(ININame) {  
        PreviousLimit = 5;  
    }  
    void Load();  
    int PreviousLimit;  
};
```

```
int Get_Random_Int_Not_Crap(int n);  
void mapnameannounce();  
void addmap(int MapNumber);  
void requestrandommap();
```

```
void Plugin_Load();  
void Plugin_Unload();
```