
Subject: [CODE] Automatically loaded hash map of weapons and their powerups
Posted by [iRANian](#) on Fri, 20 Jul 2012 08:43:03 GMT

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This code gets run on startup, goes through all powerup definitions and loads a hash map with key = weapon preset, value = powerup preset. It's simple to modify it so the key and value are switched.

Make sure you call the code after the objects preset file has been loaded so in the level load hook or somewhere later, else it can't and won't load shit.

```
HashTemplateClass<StringClass, StringClass> PowerupTable; // Key is weapon name, value is powerup
```

```
void Load_Powerup_Table()
{
    for (PowerUpGameObjDef *Def =
(PowerUpGameObjDef*)DefinitionMgrClass::Get_First(PowerupDefID);Def;Def =
(PowerUpGameObjDef*)DefinitionMgrClass::Get_Next(Def,PowerupDefID))
    {
        if (Def->GrantWeapon)
        {
            WeaponDefinitionClass* WeaponDef =
(WeaponDefinitionClass*)DefinitionMgrClass::Find_Definition(Def->GrantWeaponID, false);
            {
                if (WeaponDef)
                {
                    // Console_Output("%s = %s\n", WeaponDef->Get_Name(), Def->Get_Name()); // DEBUG
                    CRAP
                    PowerupTable.Insert(WeaponDef->Get_Name(), Def->Get_Name());
                }
            }
        }
    }
}
```

```
bool FirstLoad = true;
```

```
void RestoreWeaponsCharacterOnJoin::OnLoadLevel()
{
    if (FirstLoad == true)
    {
        FirstLoad = false;

        Load_Powerup_Table();
    }
}
```
