Subject: Re: Server Side Hunt The Player
Posted by wittebolx on Mon, 28 Jan 2008 21:20:54 GMT

View Forum Message <> Reply to Message

to Reborn:

in the gmmain.cpp i found this:

else if (strstr(CurrMap,"C&C_Under")) {

needs to be:

else if (strstr(Data->CurrMap,"C&C_Under")) {

also some f; where missing.

and i was trying to edit the code below but i couldnt get it to work..
can you give a clean example for lets say:
3 random characters with some extra weapons

and a way to enable the credit rate?

thx for the help.

Ps. i love this Mode


```
///////////////////////////////////////////////////////////////////
// This line of code ensures that the player uses the hard-coded spawn points,
// as the nuetral team does not have any apart from 0,0,0
RequestSpawn(obj);
///////////////////////////////////////////////////////////////////
// This code here ensures a random number is drawn between 1 and 100
//int Rnd = Commands->Get_Random_Int(1,100);
///////////////////////////////////////////////////////////////////
// declare and initialise Index as 0, Index will be the number used to choose a model from the
model array
//int Index = 0;
///////////////////////////////////////////////////////////////////
// code to get a random number for Index
// I used this method because I may wish to increase or decrease channces of specific models
// something I would not of been able to do if I kept it to just Get_Random_Int
    //          if (Rnd <= 10) Index = 2;
  //   else if (Rnd<=20) Index = 1;
  //   else if (Rnd<=30) Index = 0;
```

```
///////////////////////////////////////////////////////////////////////
// This code sets the model of the player, using Index as the random number
// but using the array of models made earlier for it's list
//Change_Character(obj,RandomSpawnCharacter[Index][0]);
//Commands->Set_Model(obj,RandomSpawnCharacter[Index][0]);
///////////////////////////////////////////////////////////////////////
```