Subject: Re: random map rotation code && !setnextmap
Posted by wittebolx on Fri, 01 Aug 2008 22:26:57 GMT

reborn wrote on Fri, 01 August 2008 23:46
Oh, and the ismod function is here:

```
bool Is_Mod(const char *Name)
{
    fstream file("mods.txt", ios::in);
    string tmp;
    while(file >> tmp)
    {
      if(strcmp(Name, tmp.c_str()) == 0)
       {
          return 1;
       }
    }
    return 0;
}
```

You just need a a mods.txt file in your servers directory with player names of people you want to be a mod in it.

Many thanks to roshambo for his pretty neat for loop to count maps, awesome dude! Really helped a million

first of all Great Work on the Script!!
second, the mods.txt will give much problems since it only detects the player name and since we have many nick spoofers that could be a problem...

im not here to judge but people must now this could be a problem.
anyway the code is very helpfull in creating a new Bot