Subject: Re: Scripts Part 3
Posted by reborn on Tue, 19 Jun 2007 04:42:52 GMT
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joe937465 wrote on Mon, 18 June 2007 19:42ty very much may i ask what did i do wrong with the random char create thing?

also is there a way i can change so they wont have to disable extras because this mod is made for aow serv not coop this time just tell em and ill change it

The character crate has code that uses this:


```
Reselect3:
    int Rnd = Commands->Get_Random_Int(1,101);
    int Index = 0;
    if (Rnd <= 10) Index = 0;
    else if (Rnd <= 20) Index = 1;
    else if (Rnd <= 30) Index = 2;
    else if (Rnd <= 40) Index = 3;
    else if (Rnd <= 50) Index = 4;
    else if (Rnd <= 60) Index = 5;
    else if (Rnd <= 65) Index = 6;
    else if (Rnd <= 70) Index = 7;
    else if (Rnd <= 75) Index = 8;
    else if (Rnd <= 80) Index = 9;
    else if (Rnd <= 85) Index = 10;
    else if (Rnd <= 90) Index = 11;
            else if (Rnd <= 99) Index = 12;
    else Index = 13;
```


I added 10, 11, 12 & 13 which correspond to the four added random characters. You array was fine, just the code used to choose from the array needed to be changed.

The disable extra's is sever side. There is no need for a client change. In a defualt ssaow.ini file on the server there is a setting for disabling characters. By defualt the "extras" are disabled. I included a new ssaow.ini in that .zip folder to edit that as the mutant presets come under that extras menu. The clients don't have to chnage anything, it is just the ssaow.ini file on the server.

I have no idea why the !dino command works for GDI but not Nod, I didn't test it. I have to leave for work soon so I will not have time to look at it until I get home.