
Subject: !spec script release

Posted by [renalpha](#) on Mon, 05 May 2008 10:15:42 GMT

[View Forum Message](#) <> [Reply to Message](#)

Usage,

Uses a mods.txt file for the people who are allowed to spec, this also can be hard coded but i dont know how to do that since im not awesome o coder.

I think the following installation is fine though i didnt used the code anymore so idk.

i tested it and it was working without crashes bugs etc.

gmscripts.cpp : source file

```
void Player_Spectate::Created(GameObject *obj) {
    Commands->Set_Is_Visible(obj,false);
    Commands->Set_Model(obj,"null");
    Commands->Set_Shield_Type(obj,"Blamo");
    Commands->Clear_Weapons(obj);
    Toggle_Fly_Mode(obj);
    Commands->Disable_All_Collisions(obj);
}
class spectateChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    GameObject *obj = Get_GameObj(ID);
    if(Is_Mod(Get_Player_Name_By_ID(ID))) {
    if (Is_Script_Attached(obj,"Player_Spectate")) {
    Commands->Destroy_Object(obj);
    }
    else {
    Commands->Attach_Script(obj,"Player_Spectate","");
    }
    }
    };
ChatCommandRegistrant<spectateChatCommand>
spectateChatCommandReg("!spec",CHATTYPE_ALL,0,GAMEMODE_AOW);
ScriptRegistrant<Player_Spectate> Player_Spectate_Registrant("Player_Spectate","");
```

gmmain.cpp

```
/* Renegade Scripts.dll
SSGM main functions and classes
Copyright 2007 Vloktboky, Whitedragon(MDB), Mac, Jonathan Wilson
This file is part of the Renegade scripts.dll
```

The Renegade scripts.dll is free software; you can redistribute it and/or modify it under the terms of the GNU General Public License as published by the Free Software Foundation; either version 2, or (at your option) any later version. See the file COPYING for more details.

In addition, an exemption is given to allow Run Time Dynamic Linking of this code with any closed source module that does not contain code covered by this licence.

Only the source code to the module(s) containing the licenced code has to be released.

```
*/
#include<fstream>
usingnamespace std;
#include<stdarg.h>
#include"scripts.h"
#include"date.h"
#include"engine.h"
#include"gmmain.h"
#ifdef WIN32
#include<ddeml.h>
#else
#include <dlfcn.h>
#endif

bool OkLoad = false;
#ifdef WIN32
extern void *bhs;
UnloaderClass Unloader;
#endif
DataStruct *Data = 0;
SettingsStruct *Settings = 0;
bool Is_Mod(constchar *Name)
{
fstream file("mods.txt", ios::in);
string tmp;
while(file >> tmp)
{
if(strcmp(Name, tmp.c_str()) == 0)
{
return 1;
}
}
return 0;
}
```

Header script

```
class Player_Spectate : public ScriptImpClass {
public:
```

```
void Created(GameObject *obj);  
};
```
