Subject: !spec script release
Posted by renalpha on Mon, 05 May 2008 10:15:42 GMT
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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
```

```
#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;
#ifndef 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);
};
```