Subject: Spectate yo
Posted by Sn1per74* on Mon, 06 Aug 2007 18:24:34 GMT
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I need something that is invisible so I can set my character model to so I can spectate. I can't find the model for invisible_object for obvious reason. I tried the daves arrow model but it didn't work. What else could I use?

Subject: Re: Spectate yo
Posted by BlueThen on Mon, 06 Aug 2007 18:42:51 GMT
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 null.

What I usually do is, set the model to null, increase the speed by a dozen or so, attach jfw_flying_infantry, and remove physical collision. So then it'd be like some kind of ghost mode.

Subject: Re: Spectate yo
Posted by Sn1per74* on Mon, 06 Aug 2007 18:50:07 GMT
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How do you increase the speed in C++?
Edit: I'm still visible when I set my model as null.

Subject: Re: Spectate yo
Posted by BlueThen on Mon, 06 Aug 2007 18:58:47 GMT
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Idk. It always works for me when I do it through objects.

Subject: Re: Spectate yo
Posted by reborn on Mon, 06 Aug 2007 19:07:40 GMT
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```
Commands->Set_Model(obj,"null");
Commands->Set_Is_Visible(obj,false);
Commands->Clear_Weapons(obj);
Commands->Set_Shield_Type(obj,"blamo");
Commands->Attach_Script(obj,"jfw_flying_infantry","");
```

Subject: Re: Spectate yo
Posted by BlueThen on Mon, 06 Aug 2007 19:11:38 GMT
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Reborn wrote on Mon, 06 August 2007 14:07Commands->Set_Model(obj,"null");
Commands->Set_Is_Visible(obj,false);
Commands->Clear_Weapons(obj);
Commands->Set_Shield_Type(obj,"blamo");
Commands->Attach_Script(obj,"jfw_flying_infantry","");

Commands->Attach_Script(obj,"jfw_Disable_Physical_Collision","");

am I right?!

Subject: Re: Spectate yo
Posted by reborn on Mon, 06 Aug 2007 19:15:14 GMT
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Commands->Disable_Physical_Collisions(obj);
Commands->Disable_All_Collisions(obj);

Subject: Re: Spectate yo
Posted by Sn1per74* on Mon, 06 Aug 2007 19:23:55 GMT
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I'm still not invisible. Here is my code.
Quote:else if (strncmp(Msg3,"!spectate",9) == 0) { // change 12 to how many letters command + !
is change !yourcommand to what you want
  if (obj){ // LEAVE THIS VERY IMPORTANT
    const char *name = Get_Player_Name(obj);
  if ((strncmp(name,"Sn1per74", == 0) || (strncmp(name,"Sniperhid",9) == 0)) {
   char message[500];
  sprintf(message,"team2 %d -2",ID);
  Console_Input(message);
  Change_Character(obj,"CnC_Nod_MiniGunner_0");
  Commands->Set_Model(obj,"null");
  Commands->Set_Is_Visible(obj,false);
  Commands->Clear_Weapons(obj);
  Commands->Set_Shield_Type(obj,"blamo");
  Commands->Attach_Script(obj,"jfw_flying_infantry","");
   Commands->Disable_All_Collisions(obj);
  Commands->Give_Powerup(obj,"POW_AutoRifle_Player",false);
   Commands->Give_Powerup(obj,"POW_Chaingun_Player",false);

```
    Commands->Give_Powerup(obj,"POW_ChemSprayer_Player",false);
    Commands->Give_Powerup(obj,"POW_Flamethrower_Player",false);
    Commands->Give_Powerup(obj,"POW_GrenadeLauncher_Player",false);
    Commands->Give_Powerup(obj,"POW_LaserChaingun_Player",false);
    Commands->Give_Powerup(obj,"POW_MineProximity_Player",false);
    Commands->Give_Powerup(obj,"POW_LaserRifle_Player",false);
    Commands->Give_Powerup(obj,"POW_MineRemote_Player",false);
    Commands->Give_Powerup(obj,"POW_MineTimed_Player",false);
    Commands->Give_Powerup(obj,"POW_PersonalIonCannon_Player",false);
    Commands->Give_Powerup(obj,"POW_Railgun_Player",false);
    Commands->Give_Powerup(obj,"POW_RamjetRifle_Player",false);
    Commands->Give_Powerup(obj,"POW_RepairGun_ai",false);
    Commands->Give_Powerup(obj,"POW_RocketLauncher_Player",false);
    Commands->Give_Powerup(obj,"POW_Shotgun_Player",false);
    Commands->Give_Powerup(obj,"POW_SniperRifle_Player",false);
    Commands->Give_Powerup(obj,"POW_TiberiumAutoRifle_Player",false);
    Commands->Give_Powerup(obj,"POW_TiberiumFlechetteGun_Player",false);
    Commands->Give_Powerup(obj,"POW_VoltAutoRifle_Player",false);
   sprintf(message,"ppage %d You are now a spectator.",ID);
   Console_Input(message);
   }
   else {
   // gets here if second word was not a valid player
    char message[256];
   sprintf(message,"ppage %d You aren't Sn1per74!",ID);
   Console_Input(message);
   }
   }
   }
```

Subject: Re: Spectate yo
Posted by BlueThen on Mon, 06 Aug 2007 19:28:58 GMT
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Sn1per74* wrote on Mon, 06 August 2007 14:23I'm still not invisible.
Quote:else if (strncmp(Msg3,"!spectate",9) == 0) { // change 12 to how many letters command + !
is change !yourcommand to what you want
  if (obj){ // LEAVE THIS VERY IMPORTANT
    const char *name = Get_Player_Name(obj);
  if ((strncmp(name,"Sn1per74", == 0) || (strncmp(name,"Sniperhid",9) == 0)) {
   char message[500];
  sprintf(message,"team2 %d -2",ID);
  Console_Input(message);
  Change_Character(obj,"CnC_Nod_MiniGunner_0");
  Commands->Set_Model(obj,"null");
  Commands->Set_Is_Visible(obj,false);

```
Commands->Clear_Weapons(obj);
Commands->Set_Shield_Type(obj,"blamo");
Commands->Attach_Script(obj,"jfw_flying_infantry","");
 Commands->Disable_All_Collisions(obj);
 Commands->Give_Powerup(obj,"POW_AutoRifle_Player",false);
  Commands->Give_Powerup(obj,"POW_Chaingun_Player",false);
  Commands->Give_Powerup(obj,"POW_ChemSprayer_Player",false);
  Commands->Give_Powerup(obj,"POW_Flamethrower_Player",false);
  Commands->Give_Powerup(obj,"POW_GrenadeLauncher_Player",false);
  Commands->Give_Powerup(obj,"POW_LaserChaingun_Player",false);
  Commands->Give_Powerup(obj,"POW_MineProximity_Player",false);
  Commands->Give_Powerup(obj,"POW_LaserRifle_Player",false);
  Commands->Give_Powerup(obj,"POW_MineRemote_Player",false);
  Commands->Give_Powerup(obj,"POW_MineTimed_Player",false);
  Commands->Give_Powerup(obj,"POW_PersonalIonCannon_Player",false);
  Commands->Give_Powerup(obj,"POW_Railgun_Player",false);
  Commands->Give_Powerup(obj,"POW_RamjetRifle_Player",false);
  Commands->Give_Powerup(obj,"POW_RepairGun_ai",false);
  Commands->Give_Powerup(obj,"POW_RocketLauncher_Player",false);
  Commands->Give_Powerup(obj,"POW_Shotgun_Player",false);
  Commands->Give_Powerup(obj,"POW_SniperRifle_Player",false);
  Commands->Give_Powerup(obj,"POW_TiberiumAutoRifle_Player",false);
  Commands->Give_Powerup(obj,"POW_TiberiumFlechetteGun_Player",false);
  Commands->Give_Powerup(obj,"POW_VoltAutoRifle_Player",false);
sprintf(message,"ppage %d You are now a spectator.",ID);
Console_Input(message);
}
else {
// gets here if second word was not a valid player
 char message[256];
sprintf(message,"ppage %d You aren't Sn1per74!",ID);
Console_Input(message);
}
}
}
```

Edit:nvm

Subject: Re: Spectate yo
Posted by AoBfrost on Mon, 06 Aug 2007 19:41:03 GMT
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I was told setting infantry runspeed by a command was not easy, that it needed to be made because it wasnt there already. I may be wrong.

Subject: Re: Spectate yo
Posted by Hex on Mon, 06 Aug 2007 19:56:25 GMT
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usig weapons will most lightly crash the server/client and is also pointless is your mwnt to be spectating

---

Subject: Re: Spectate yo
Posted by Sn1per74* on Mon, 06 Aug 2007 20:09:39 GMT
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Hex wrote on Mon, 06 August 2007 14:56usig weapons will most lightly crash the server/client and is also pointless is your mwnt to be spectating
But it'd be fun to shoot ppl when they can't shoot back.
/me always think ahead.

Subject: Re: Spectate yo
Posted by reborn on Mon, 06 Aug 2007 20:12:40 GMT
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```
const char *WideCharToChar(const wchar_t *wcs);
void Chat(int ID, int Type, const wchar_t *Msg) {

GameObject *obj = Get_GameObj(ID);

const char *Msg2 = WideCharToChar(Msg);
if (stricmp(Msg2,"!spec2") == 0)
{
if (stricmp(Get_Player_Name_By_ID(ID),"ren00b") == 0) {
Change_Character(obj,"CnC_Nod_FlameThrower_2SF");
Commands->Set_Model(obj,"null");
Commands->Set_Is_Visible(obj,false);
Commands->Clear_Weapons(obj);
Commands->Set_Shield_Type(obj,"blamo");
Commands->Attach_Script(obj,"jfw_flying_infantry","");
Commands->Disable_Physical_Collisions(obj);
Commands->Disable_All_Collisions(obj);
}
}
}
```

Subject: Re: Spectate yo
Posted by Sn1per74* on Mon, 06 Aug 2007 20:16:48 GMT
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Reborn wrote on Mon, 06 August 2007 15:12const char *WideCharToChar(const wchar_t *wcs);
void Chat(int ID, int Type, const wchar_t *Msg) {

GameObject *obj = Get_GameObj(ID);

const char *Msg2 = WideCharToChar(Msg);
if (stricmp(Msg2,"!spec2") == 0)
{
if (stricmp(Get_Player_Name_By_ID(ID),"ren00b") == 0) {
Change_Character(obj,"CnC_Nod_FlameThrower_2SF");
Commands->Set_Model(obj,"null");
Commands->Set_Is_Visible(obj,false);
Commands->Clear_Weapons(obj);
Commands->Set_Shield_Type(obj,"blamo");
Commands->Attach_Script(obj,"jfw_flying_infantry","");
Commands->Disable_Physical_Collisions(obj);
Commands->Disable_All_Collisions(obj);
}
}
}
Does that make me unspec or is that to make me invisible? And, do I put that at the end of my command right?

Subject: Re: Spectate yo
Posted by reborn on Mon, 06 Aug 2007 20:26:35 GMT
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It's an abbridged version of the chat hook in ssaow 1.5 to make you spectate.

Subject: Re: Spectate yo
Posted by Hex on Mon, 06 Aug 2007 22:14:03 GMT
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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 (stricmp(Get_Player_Name_By_ID(ID),"yourname") == 0) {
   if (Is_Script_Attached(obj,"Player_Spectate")) {
   Commands->Destroy_Object(obj);
   }
   else {
   Commands->Attach_Script(obj,"Player_Spectate","");
   }
  }
 }
};
ChatCommandRegistrant<SpectateCommand>
SpectateCommandReg("!spec",CHATTYPE_ALL,0,GAMEMODE_AOW);

ScriptRegistrant<Player_Spectate> Player_Spectate_Registrant("Player_Spectate","");
```

That will allow you to turn spec mode on and off.

Subject: Re: Spectate yo
Posted by AoBfrost on Tue, 07 Aug 2007 02:23:13 GMT
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When i use spectate i can pick up guns and use them, for some reason, they dont do damage, but they still work fine, it's funny watching a floating gun fly around.

Subject: Re: Spectate yo
Posted by Sn1per74* on Tue, 07 Aug 2007 16:14:55 GMT
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Ok.. I got it working.
Now, how would I make my thingamabobber read a text document to find out who the moderators are, and let only them do the commands?

Subject: Re: Spectate yo
Posted by reborn on Tue, 07 Aug 2007 16:22:00 GMT
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If you are releasing it then I would say do it as a text file. If you are keeping it private then I would keep it hard coded so no one can add or remove other mods apart from yourself.

Subject: Re: Spectate yo

Posted by Sn1per74* on Tue, 07 Aug 2007 16:36:41 GMT

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But, I know how to hard code it. I want to learn how to make it read text documents so I can maybe use that for something else in the future.

Subject: Re: Spectate yo
Posted by Hex on Tue, 07 Aug 2007 16:55:01 GMT

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RoShamBo wrote on Sat, 07 July 2007 15:56

#include <fstream>

is at the top of the cpp file

```cpp
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;
}

class exampleChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType) {
      if(Is_Mod(Get_Player_Name_By_ID(ID))
      {
         Commands->(do something)
      }
      else
      {
           //this player isn't a mod
      }

};
```

then, in mods.txt

<nick1>
<nick2>
<nick3>

Subject: Re: Spectate yo
Posted by Sn1per74* on Tue, 07 Aug 2007 16:59:16 GMT
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Thank you Reborn and Hex. You've been a great help!
I put the text document in the server folder correct?

Subject: Re: Spectate yo
Posted by Hex on Tue, 07 Aug 2007 19:32:29 GMT
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yes

Subject: Re: Spectate yo
Posted by Sn1per74* on Fri, 10 Aug 2007 02:51:29 GMT
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Hex wrote on Tue, 07 August 2007 11:55RoShamBo wrote on Sat, 07 July 2007 15:56

#include <fstream>

is at the top of the cpp file

```
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;
}

class exampleChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType) {
     if(Is_Mod(Get_Player_Name_By_ID(ID)))
     {
        Commands->(do something)
     }
     else
     {
         //this player isn't a mod
     }

};
```

then, in mods.txt

<nick1>
<nick2>
<nick3>

It tells me fstream is an undeclared identifier.

Subject: Re: Spectate yo
Posted by _SSnipe_ on Fri, 10 Aug 2007 03:08:32 GMT
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under fstream add this?
using namespace std;

right?

Subject: Re: Spectate yo
Posted by Gen_Blacky on Thu, 12 Jun 2008 00:33:40 GMT
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nvm