Subject: C++ help
Posted by Gen_Blacky on Wed, 26 Mar 2008 04:14:01 GMT
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How would i go about making game rounds. Like if you die you wait till the round is over. also how would i make the team spawn a certain character after the round is over.

This for ssgm

Subject: Re: C++ help
Posted by EA-DamageEverything on Wed, 26 Mar 2008 05:01:00 GMT
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Spawn chars are done in ssgm.ini

; SpawnChar =
;
; This is the character a player will spawn as when they first join or get killed. Cannot exceed 24 characters
; in length. Using an invalid preset will make the server crash. When the server is in snipers only mode this will
; always be set to Deadeye/Black Hand Sniper.

SpawnChar0=CnC_Nod_Engineer_0
SpawnChar1=CnC_GDI_Engineer_0

Subject: Re: C++ help
Posted by Gen_Blacky on Wed, 26 Mar 2008 05:08:52 GMT
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i want to spawn a certain character after each round

Subject: Re: C++ help
Posted by EA-DamageEverything on Thu, 27 Mar 2008 02:53:31 GMT
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OK here is a quick and dirty example of the ssgm.inis' superpower=

; [MapName]
;
; As of 1.4, almost all settings in the General section can now be used here, this allows you to change settings for a
; certain map only. For example you could put GameMode=1 in [General], then GameMode=5 in

[C&C_Islands.mix].
; Doing that would make it AOW on all maps except for Islands, where it would switch to Infantry Only.
; See the General section for explanations of all the settings.
; The following settings will not work here: DDEName, FDSLogRoot, EnableLog, EchoLog, EnableGameLog, EnableNewGamelog,
; GamelogArchiveLogfiles, and WriteGamelogtoSSGMlog.
; Warning: Do not touch the RVC and CTF entries unless you know exactly what you're doing.

[C&C_Walls.mix]
GameMode=2
ObjectsFile=ctf
EnableReverseCTF=0
WeatherType=Ash
SpawnChar0=CnC_Nod_Engineer_0
SpawnChar1=CnC_GDI_Engineer_0
EnableDropWeapons=0
EnableSpawnWeapons=0
DisableBaseDefenses=1
DisableList=Extras
InvincibleBuildings=1
EnableCrates=0

CTF_C03_Name=Tunnel Wars
CTF_C03_CaptureLimit=4
CTF_C03_Enabled=1
CTF_C03_Reverse=0
CTF_C03_Team1_X=-2.538
CTF_C03_Team1_Y=-119.887
CTF_C03_Team1_Z=-10.006
CTF_C03_Team0_X=-2.701
CTF_C03_Team0_Y=115.193
CTF_C03_Team0_Z=-9.852

[C&C_Walls_Flying.mix]
GameMode=5
ObjectsFile=inf
WeatherType=Rain
SpawnChar0=CnC_Nod_Minigunner_0
SpawnChar1=CnC_GDI_Minigunner_0
EnableDropWeapons=1
EnableSpawnWeapons=0
DisableList=Snipers
DisableBeacons=1

[C&C_Mesa.mix]
GameMode=4
ObjectsFile=snp

EnableWeather=0
DisableList=Extras
BlockCombatRefills=1
RefillTime=120

[C&C_Glacier_Flying.mix]
ObjectsFile=aow
EnableWeather=0
SpawnChar0=CnC_Nod_Flamethrower_0
SpawnChar1=CnC_GDI_Rocketsoldier_0
EnableDropWeapons=0
EnableSpawnWeapons=1
DisableBaseDefenses=1
DisableList=Snipers

GDIRVC_X=52.584122
GDIRVC_Y=-94.876297
GDIRVC_Z=1.105895
GDIRVC_Face=33.724937
GDIRVCP_X=33.475666
GDIRVCP_Y=-107.598297
GDIRVCP_Z=1.105895
GDIRVCP_Face=33.773483
NodRVC_X=-143.889099
NodRVC_Y=79.443176
NodRVC_Z=1.105895
NodRVC_Face=-28.448231
NodRVCP_X=-151.296158
NodRVCP_Y=90.255882
NodRVCP_Z=1.105895
NodRVCP_Face=-46.934597

So every map can have its own spawn chars, gamemode and stuff. As you can see, for a CTF game, you won't need the RVCs. For an AOW game, you won't need any CTF entries and so on.

With SSGM, you can have CCM (AOW), Snipe, Infantry only and CTF mixed up in one server. Every map can have its own objects file.

If you have selected GameMode=1 in [General] and there isn't an entry in the map specific line, it will default to the mode chosen above. Therefore, Glacier is an AOW game here.

Understood?

Subject: Re: C++ help
Posted by Gen_Blacky on Thu, 27 Mar 2008 06:46:04 GMT
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I know how to do all that but i want to make game rounds and don't know many functions for the w3d engine.

Like 10 rounds per map

Subject: Re: C++ help
Posted by EA-DamageEverything on Thu, 27 Mar 2008 15:53:59 GMT
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So you want to have different spawn chars within a map and not per map? The only way I think this can be done is via scripts.

If the player has 1000 points, he spawns as a Patch, 2000 for Havoc etc...? But I'm sorry, I have zero skills in creating new scripts or even LUA.

Subject: Re: C++ help
Posted by Gen_Blacky on Thu, 27 Mar 2008 19:18:56 GMT
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I guess I will just have to wait Till a friend of mine makes or I Learn how the w3d engine works.

Unless someone would like to help