
Subject: Re: Base Defense Team Change
Posted by [_SSnipe_](#) on Sun, 18 May 2008 21:43:58 GMT
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reborn wrote on Sun, 18 May 2008 14:34Add this:

```
bool Spawn1OK = true;
bool Spawn2OK = true;
bool Spawn3OK = true;
```

Under here:

```
#include <time.h>
#include <fstream>
using namespace 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;
```

in gmmain.cpp, then compile it.

ty ill try it out...now do i have to place all except the dec inside gmmain? cant i play the script into gmscripts then the dec in its header file and the chathooks in gammain? thats how i did everything else
