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**Subject: Set\_Map errors?**Posted by [Agent](#) on Wed, 14 Mar 2012 01:21:00 GMT[View Forum Message](#) <> [Reply to Message](#)

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I don't feel like retyping my question/problem, so:

[20:49:42] <SSIhekill> So, I've a simple lil bit here:

```
int x = Get_Current_Map_Index();
if (Set_Map(hfsparams, x+1) == 1) sprintf_s(tempstr,"Map %s set successfully to position
%d.\n",Get_Map(x+1), x+1);
```

[20:50:11] <SSIhekill> It prints it out as if it were a success

[20:50:20] <SSIhekill> and any future calls to Get\_Map print the map that was set

[20:50:34] <SSIhekill> however, when gameover is initialized, it does not proceed to the map which was set

[20:53:12] <SSIhekill> (Instead, it proceeds to the next map in the cycle in tt.cfg)

[20:53:49] <SSIhekill> And I'm pretty sure that it worked in beta 3 (this is in beta 4)

[20:58:12] <SSIhekill> So... Was anything changed that might cause this...?

[21:00:55] <SSIhekill> I would also like to note that Set\_Map will not set mission maps (such as M01, M00\_Tutorial, or Skrimish00) at all.

The position in which it's being set to is correct, but it seems that when the server is determining which map to load after a gameover, it does not load the map in Set\_Map, instead it loads the map that's in tt.cfg. Just in case I've gone blind and made an error:

```
if ((_strcmpi(hscommand,"setnext") == 0) || (_strcmpi(hscommand,"setnextmap") == 0))
{
    if (!hsparams || hsparams[0] == '\0')
    {
        Console_Output("No parameters for sub-command: %s given.\n",hscommand);
        Console_Output("Syntax: SETNEXT <map>\n");
        return;
    }
    int x = Get_Current_Map_Index();
    char tempstr[1024];
    if (Set_Map(hfsparams, x+1) == 1)
    {
        sprintf_s(tempstr,"Map %s set successfully to position %d.\n",Get_Map(x+1), x+1);
    }
    else
    {
        char tempstr2[1024];
        sprintf_s(tempstr2,"C&C_%s",hsparams);
        if (Set_Map(tempstr2, x+1) == 1) sprintf_s(tempstr,"Map %s set successfully to position
%d.\n",Get_Map(x+1), x+1);
        else sprintf_s(tempstr,"Error: could not set the next map to %s or
C&C_%s.\n",hsparams,hsparams);
    }
    SSGMGameLog::Log_Message(tempstr,"_NEXTMAPSET");
```

```
Console_Output(tempstr);
return;
}
```

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Subject: Re: Set\_Map errors?  
Posted by [Gen\\_Blacky](#) on Wed, 14 Mar 2012 02:22:48 GMT  
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use mlistc console command.

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Subject: Re: Set\_Map errors?  
Posted by [Agent](#) on Wed, 14 Mar 2012 19:50:00 GMT  
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I'll keep that in mind, but that doesn't really fix the Set\_Map issue, it just avoids it...

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Subject: Re: Set\_Map errors?  
Posted by [Agent](#) on Wed, 14 Mar 2012 22:46:44 GMT  
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Also:

If I use mlistc (i.e mlistc 1 C&C\_Islands) the server will set the map to the correct position and begin to load that map when it has reached that position, however, it will also crash after gameover (more precisely, after the map begins to load and before LoadLevelHook is called). Both the Set\_Map and mlistc errors seem to occur on multiple environments. I'm fairly confident these are errors in tt.dll.

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Subject: Re: Set\_Map errors?  
Posted by [iRANian](#) on Wed, 14 Mar 2012 22:53:13 GMT  
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I had the exact same issues with Set\_Map() and mlistc with beta 3. This is what I used for Set\_Map(), mlistc was set manually, the behavior for Set\_Map() and mlistc is different:

```
void SetNextMap::Activate_IRC(StringClass Nick, StringClass Channel, Tokenizer Msg)
{
    if (Msg.Size() != 2)
    {
        IRC::Send("PRIVMSG %s :usage !setnextmap <name>.\n", Channel);
        return;
    }
    int NextID = Get_Current_Map_Index() + 1;
```

```

const char *temp = Get_Map(NextID);
if( temp == NULL)
{
    NextID = 0;
}

for(int i = 0;; i++)
{
    const char *x = Get_Map(i);
    if( x != NULL)
    {
        if (stristr(x, Msg[2]))
        {
            if (Set_Map(x, NextID))
            {
                IRC::Send("PRIVMSG %s :The next map was set to %s.\n", Channel, x);
            }
            else
            {
                IRC::Send("PRIVMSG %s :Unknown error trying to set map to %s.\n", Channel, x);
            }
            return;
        }
    }
    else
    {
        break;
    }
}
IRC::SendC(Channel, "Map not found.");
}

```

I've got a a server directory setup that can be used to reproduce the issue, if needed I can upload it.

Subject: Re: Set\_Map errors?

Posted by [Agent](#) on Tue, 20 Mar 2012 20:48:38 GMT

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So... I'm assuming this is already fixed for the next beta...? I never really got a response about that. :\

Subject: Re: Set\_Map errors?

Posted by [StealthEye](#) on Wed, 21 Mar 2012 01:48:41 GMT

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It's on the bug tracker, it will likely be fixed for beta5. Thanks for reporting.

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Subject: Re: Set\_Map errors?

Posted by [Agent](#) on Wed, 21 Mar 2012 02:11:37 GMT

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Oh, okay. Thanks

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Subject: Re: Set\_Map errors?

Posted by [jonwil](#) on Mon, 02 Apr 2012 14:53:17 GMT

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ok, Set\_Map has been fixed and its loading the correct map.  
There is another issue to do with mlistc and Set\_Map causing a garbage objects file to be loaded but that's being investigated right now and will be fixed.

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Subject: Re: Set\_Map errors?

Posted by [jonwil](#) on Mon, 02 Apr 2012 15:20:33 GMT

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ok, the other issue is fixed.  
All known issues with Set\_Map & mlistc should now be fixed, as should all issues related to custom objects files (both global and per-map)

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