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// mplevel.inc modified by =GONZO=

void DisableBedny(void){
        dword i;
        char txt[256];
        void *nod,*chi;

        for (i=0;i<100;i++){

                sprintf(txt,"bedna%d",i);

                nod = SC_NOD_GetNoMessage_Entity(txt);
                if (nod){
                        SC_NOD_SetDSTR(nod,"Bedna_dlouha",NULL);

                        chi = SC_NOD_GetNoMessage(nod,"Bedna_dlouha_viko");
                        if (chi) SC_NOD_SetDSTR(nod,"Bedna_dlouha_viko",NULL);
                }


        }// for (i)


}// void DisableBedny(void)


void DisableRW(void){
        dword i;
        char txt[32];
        void *nod;

        for (i=0;i<20;i++){

                sprintf(txt,"W%c_flag",'A'+i);

                nod = SC_NOD_GetNoMessage_Entity(txt);
                if (nod){
                        SC_DUMMY_Set_DoNotRenHier2(nod,TRUE);
                }

        }// for (i)

}// void DisableRW(void)


void DisableTT(void){
        dword i;
        char txt[32];
        void *nod;

        for (i=0;i<20;i++){

                sprintf(txt,"TT_flag_%d",i);

                nod = SC_NOD_GetNoMessage_Entity(txt);
                if (nod){
                        SC_DUMMY_Set_DoNotRenHier2(nod,TRUE);
                }

        }// for (i)

}// void DisableRW(void)


void SetAmmoBoxes(char *name, BOOL enable){
        dword i;
        char txt[256];
        void *nod,*chi;


        if (!SC_MP_GetAmmoBoxesEnabled()) enable = FALSE;

        for (i=0;i<10;i++){

                sprintf(txt,"%s%d",name,i);

                nod = SC_NOD_GetNoMessage_Entity(txt);
                if (nod){

                        if (enable){
                                SC_SetObjectScript(txt,"Ini\\Multiplayer\\scripts\\addammo_dobj.c");
                        }// if (enable)
                        else{
                                SC_NOD_SetDSTR(nod,"Bedna_Kratka",NULL);
                        }

                }// if (nod)

        }// for (i)

}// void SetAmmoBoxes(char *name, BOOL enable)


void InitScene(s_SC_L_info *info){
        BOOL hide_weapons,hide_CTF_flags,teamgame,hideRW,hideTT;
        void *nod;

        hide_weapons = TRUE;
        hide_CTF_flags = TRUE;
        teamgame = TRUE;
        hideRW = TRUE;
        hideTT = TRUE;

        switch(SC_ggi(GVAR_MP_MISSIONTYPE)){

                case GVAR_MP_MISSIONTYPE_RW:
                                hideRW = FALSE;
                                break;

                case GVAR_MP_MISSIONTYPE_ATG:
                                break;

                case GVAR_MP_MISSIONTYPE_CTF:
                                hide_CTF_flags = FALSE;
                                break;

                case GVAR_MP_MISSIONTYPE_COOP:   // ADDED FOR COOP
                                hide_CTF_flags = FALSE;     // ADDING AMMOBOXES
                                hide_weapons = FALSE;        // ADDING WEAPONS
                                break;

                case GVAR_MP_MISSIONTYPE_CTR:
                case GVAR_MP_MISSIONTYPE_LMS:
                case GVAR_MP_MISSIONTYPE_DM:
                                teamgame = FALSE;
                                hide_weapons = FALSE;
                                break;

                case GVAR_MP_MISSIONTYPE_TDM:
                                hide_weapons = FALSE;
                                break;

                case GVAR_MP_MISSIONTYPE_TT:
                                hideTT = FALSE;
                                break;


        }// switch(SC_ggi(GVAR_MP_MISSIONTYPE))

        SC_MP_SetTeamGame(teamgame);

        if (hide_weapons){
                SC_MP_SRV_InitWeaponsRecovery(-1.0f);
                DisableBedny();
        }// if (hide_weapons)

        if (hide_CTF_flags){
                nod = SC_NOD_GetNoMessage_Entity("flag_us");
                if (nod) SC_DUMMY_Set_DoNotRenHier2(nod,TRUE);

                nod = SC_NOD_GetNoMessage_Entity("flag_vc");
                if (nod) SC_DUMMY_Set_DoNotRenHier2(nod,TRUE);

                SetAmmoBoxes("AmmoboxCTF",FALSE);
        }// if (hide_CTF_flags)
        else{
                SetAmmoBoxes("AmmoboxCTF",TRUE);
        }

        if (hideRW){
                DisableRW();
                SetAmmoBoxes("AmmoboxRW",FALSE);
        }// if (hideRW)
        else
                SetAmmoBoxes("AmmoboxRW",TRUE);


        if (hideTT) DisableTT();


}// void InitScene(s_SC_L_info *info)
```