
Subject: Own scripts.dll commands

Posted by [DodgeThis](#) on Wed, 27 Dec 2006 22:18:49 GMT

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I'm totally new to modding scripts.dll and new to c++. I followed many of these tutorials and now I think i know the basics of c++

To improve my not very developed skills I'm trying to make my own server side scripts...

I want to add my own custom commands...

I added this line to the scripts.dll (i know it's cheating but it's only to try it)

```
else if (stricmp(Msg2,"!setcash <player> <amount>") == 0)
{
// code
}
```

So if you say in teamchat "!setcash DodgeThis 800" it will set the cash of player DodgeThis to 800
Now i want to include that it only executes the code if it is me who said it, and that it works on the <player> with the <amount>

Does anyone knows how to do this?

I thought by myself it was something like

```
else if (stricmp(Msg2,"!setcash <player> <amount>") == 0 && stricmp(Get_Player_ID(sender),
DodgeThis)
{
// code
}
```
