
Subject: Re: Own scripts.dll commands

Posted by [0x90](#) on Wed, 27 Dec 2006 23:43:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

DodgeThis wrote on Wed, 27 December 2006 23:38saberhawk wrote on Wed, 27 December

2006 23:36else if ((strcmp(Msg2,"!setcash <player> <amount>") == 0) &&

(strcmp(Get_Player_ID(sender), DodgeThis) == 0))

```
{
```

```
// code
```

```
}
```

oh thanks ^^ forgot some little things

but now.. i assume that you HAVE to type "!setcash <player> <amount>" and the whole code is not working if you type "!setcash friend1 100"

sure... since youre doing a strcmp against "!setcash <player> <amount>".. so it will check exactly this. <*> is no placeholder or something

you could check if the string begins with !setcash and then parse the "params" by yourself, for example via strtok or something like that.

0x90
