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Subject: Another SSGM Question

Posted by [\\_SSnipe\\_](#) on Mon, 09 Jul 2007 07:56:12 GMT

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i hope this makes since i had the problem of mutiple people using commands Gamemodding aka RoShamBo help me out with this code

```
bool Is_Mod(const char *Name)
{
    ifstream file("mods.txt", ios::in);
    string tmp;
    while(file >> tmp)
    {
        if(strcmp(Name, tmp.c_str()) == 0)
        {
            return 1;
        }
    }
    return 0;
}
```

```
class exampleChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    if(Is_Mod(Get_Player_Name_By_ID(ID))
    {
        Commands->(do something)
    }
    else
    {
        //this player isn't a mod
    }
};
```

now my problem is i have about 25 new commands and my question is out of those 25 commands most of them will have to use a diffrenet txt file then he said above now heres the question

do i have to have that same code like above for every single code i make?  
or do i type that code one time then put my command sunder it?

likere heres example this is what i have now

```

bool Is_Mod(const char *Name)
{
    ifstream file("mods.txt", ios::in);
    string tmp;
    while(file >> tmp)
    {
        if(strcmp(Name, tmp.c_str()) == 0)
        {
            return 1;
        }
    }
    return 0;
}

class GDISoldierChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    if(Is_Mod(Get_Player_Name_By_ID(ID))
    {
        GameObject *obj = Get_GameObj_By_Player_Name(Text[0].c_str());
        Commands->Set_Model(obj,"c_ag_gdi_mg");
    }
    else
    {
        //You Do Not Have Permission To Do This Command
    }
};

ChatCommandRegistrant<GDISoldierChatCommand>
GDIEngieCommandReg("!GDISoldier",CHATTYPER_ALL,0,GAMEMODE_ALL);

//*****

class GDIShotGunnerChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    if(Is_Mod(Get_Player_Name_By_ID(ID))
    {
        GameObject *obj = Get_GameObj_By_Player_Name(Text[0].c_str());
        Commands->Set_Model(obj,"c_ag_gdi_rk");
    }
    else
    {
        //You Do Not Have Permission To Do This Command
    }
};

ChatCommandRegistrant<GDIShotGunnerChatCommand>
GDIShotGunnerCommandReg("!GDIShotGunner",CHATTYPER_ALL,0,GAMEMODE_ALL);

```

```

//*****

class GDIGernaderCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    if(Is_Mod(Get_Player_Name_By_ID(ID))
    {
        GameObject *obj = Get_GameObj_By_Player_Name(Text[0].c_str());
        Commands->Set_Model(obj,"c_ag_gdi_rk");
    }
    else
    {
        //You Do Not Have Permission To Do This Command
    }
};
ChatCommandRegistrant<GDIGernaderChatCommand>
GDIGernaderCommandReg("!GDIGernader",CHATTYPE_ALL,0,GAMEMODE_ALL);

//*****

class GDIEngieChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    if(Is_Mod(Get_Player_Name_By_ID(ID))
    {
        GameObject *obj = Get_GameObj_By_Player_Name(Text[0].c_str());
        Commands->Set_Model(obj,"c_ag_gdi_en");
    }
    else
    {
        //You Do Not Have Permission To Do This Command
    }
};
ChatCommandRegistrant<GDIEngieChatCommand>
GDIEngieCommandReg("!GDIEngie",CHATTYPE_ALL,0,GAMEMODE_ALL);

//*****

class GDICHainGunnerChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    if(Is_Mod(Get_Player_Name_By_ID(ID))
    {
        GameObject *obj = Get_GameObj_By_Player_Name(Text[0].c_str());
        Commands->Set_Model(obj,"c_ag_gdi_mgo");
    }
    else
    {
        //You Do Not Have Permission To Do This Command
    }
};

```

```

    }

};
ChatCommandRegistrant<GDICChainGunnerChatCommand>
GDICChainGunnerCommandReg("!GDICChainGunner",CHATTYPE_ALL,0,GAMEMODE_ALL);

```

or do i have to put it like this with the code above each command

```

bool Is_Mod(const char *Name)
{
    ifstream file("mods.txt", ios::in);
    string tmp;
    while(file >> tmp)
    {
        if(strcmp(Name, tmp.c_str()) == 0)
        {
            return 1;
        }
    }
    return 0;
}

```

```

class GDISoldierChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    if(Is_Mod(Get_Player_Name_By_ID(ID))
    {
        GameObject *obj = Get_GameObj_By_Player_Name(Text[0].c_str());
        Commands->Set_Model(obj,"c_ag_gdi_mg");
    }
    else
    {
        //You Do Not Have Permission To Do This Command
    }
}
}

```

```

};
ChatCommandRegistrant<GDISoldierChatCommand>
GDIEngieCommandReg("!GDISoldier",CHATTYPE_ALL,0,GAMEMODE_ALL);

```

```

//*****

```

```

bool Is_Mod(const char *Name)
{
    ifstream file("mods.txt", ios::in);

```

```

string tmp;
while(file >> tmp)
{
    if(strcmp(Name, tmp.c_str()) == 0)
    {
        return 1;
    }
}
return 0;
}

```

```

class GDIShotGunnerChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    if(Is_Mod(Get_Player_Name_By_ID(ID))
    {
        GameObject *obj = Get_GameObj_By_Player_Name(Text[0].c_str());
        Commands->Set_Model(obj,"c_ag_gdi_rk");
    }
    else
    {
        //You Do Not Have Permission To Do This Command
    }
};
ChatCommandRegistrant<GDIShotGunnerChatCommand>
GDIShotGunnerCommandReg("!GDIShotGunner",CHATTYPE_ALL,0,GAMEMODE_ALL);

```

/\*\*\*\*\*\*\*

```

bool Is_Mod(const char *Name)
{
    ifstream file("mods.txt", ios::in);
    string tmp;
    while(file >> tmp)
    {
        if(strcmp(Name, tmp.c_str()) == 0)
        {
            return 1;
        }
    }
    return 0;
}

```

```

class GDIGernaderCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    if(Is_Mod(Get_Player_Name_By_ID(ID))

```

```

    {
        GameObject *obj = Get_GameObj_By_Player_Name(Text[0].c_str());
        Commands->Set_Model(obj,"c_ag_gdi_rk");
    }
    else
    {
        //You Do Not Have Permission To Do This Command
    }

};
ChatCommandRegistrant<GDIGernaderChatCommand>
GDIGernaderCommandReg("!GDIGernader",CHATTYPE_ALL,0,GAMEMODE_ALL);

//*****

bool Is_Mod(const char *Name)
{
    ifstream file("mods.txt", ios::in);
    string tmp;
    while(file >> tmp)
    {
        if(strcmp(Name, tmp.c_str()) == 0)
        {
            return 1;
        }
    }
    return 0;
}

class GDIEngieChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    if(Is_Mod(Get_Player_Name_By_ID(ID))
    {
        GameObject *obj = Get_GameObj_By_Player_Name(Text[0].c_str());
        Commands->Set_Model(obj,"c_ag_gdi_en");
    }
    else
    {
        //You Do Not Have Permission To Do This Command
    }

};
ChatCommandRegistrant<GDIEngieChatCommand>
GDIEngieCommandReg("!GDIEngie",CHATTYPE_ALL,0,GAMEMODE_ALL);

//*****

```

```

bool Is_Mod(const char *Name)
{
    ifstream file("mods.txt", ios::in);
    string tmp;
    while(file >> tmp)
    {
        if(strcmp(Name, tmp.c_str()) == 0)
        {
            return 1;
        }
    }
    return 0;
}

```

```

class GDICChainGunnerChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    if(Is_Mod(Get_Player_Name_By_ID(ID))
    {
        GameObject *obj = Get_GameObj_By_Player_Name(Text[0].c_str());
        Commands->Set_Model(obj,"c_ag_gdi_mgo");
    }
    else
    {
        //You Do Not Have Permission To Do This Command
    }
}
}

```

```

};
ChatCommandRegistrant<GDICChainGunnerChatCommand>
GDICChainGunnerCommandReg("!GDICChainGunner",CHATTYPE_ALL,0,GAMEMODE_ALL);

```

```

//*****

```

